MAGE WARS®
ACADEMY

DRUID
EXPANSION

RULES

INTRODUCTION

Welcome to the **Mage Wars® Academy: Druid Expansion!** This introduces a wild array of new spells to your **Mage Wars® Academy** duels. It also introduces a brand new Mage, the **Druid**! So, whether you employ plants and potions or simply expand the repertoire of your existing Mages, this expansion will let nature run wild!

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DRUID

The Druid has long upheld the ancient traditions of his people. These hallowed practices have granted him mastery over *plants* and *potions*. The Druid defends the forests of his homeland from all who trespass.

Attributes

The Druid has 7 Channeling, 23 Life, and 2 Starting Mana. His Subclass is Johktari.

Training

Through rituals and tradition the Druid has been trained in the *Nature* school, as well as level 1 of the *Water* school. Because of these ancient traditions, spells from the *Fire* and *War* schools cost triple spellpoints, even if **Novice**.

Herbalist

The Druid has intimate knowledge of plant life. This allows him to create more potent potions than other Mages. Once per round, when you cast a *potion*, you may pay 1 mana to place 1 additional charge token on it.

NEW SPELL TYPE

Conjurations

Conjurations are structures that Mages can create. They can be attacked just like Creatures, but they do not get their own Action Phase. Unless noted, Conjurations are **Nonliving**. You may not cast another Conjuration of the same name as one you currently control.

CODEX

Corrode

Corrode is an *acid* condition which wears away armor. For each Corrode condition marker on a creature or conjuration, it receives **Armor -1**. Objects can never have Corrode markers on them which would reduce their armor to below zero (any extra markers are immediately destroyed). If an object would receive Corrode condition markers that would reduce its armor to less than zero, instead it receives only enough Corrode markers to reduce its armor to zero, and takes one point of **direct** *acid* damage for each excess marker. Corrode has no effect on **Incorporeal** objects. The marker has a removal cost of 2.

Flying

This creature cannot be attacked by melee attacks from non-flying creatures. When it melee attacks a non-flying creature, it loses and cannot gain flying for the duration of the attack. Flying creatures ignore guards when attacking other flying creatures. If this creature guards, it loses and cannot gain flying while it has a guard marker.

Druid

Level 4 Academy Mage

CREATURE
Mage, Human

Jokkzarl

Spellpoints	Life	Armor	Channeling	Starting Mana
40	23	0	7	2

TRAINING

3X — Trained in *Nature* magic and level 1 *Water* spells. *Fire* and *War* spells cost triple spellpoints, even if **Novice**.

ABILITY: HERBALIST

Once per round, when you cast a *potion*, you may pay 1 mana to place 1 additional **Charge** token on it.

2

RECOMMENDED SPELL LIST

NAME	QUANTITY
Blow Gun	1
Living Armor	1
Cleansing Potion	1
Corrosive Concoction	2
Rage Tonic	2
Alluring Orchid	2
Healing Tree	1
Mana Lotus	1
Meredia's Shrine	1
Corpsebloom	1
Jungle Defender	1
Killer Bees	1
Lashing Liana	2
Silverclaw Ratel	1
Swamp Lurker	1
Wychwood Rat	2
Overgrowth	2
Reclamation	1
Crumble	1
Disperse	1
Acid Blast	2
Spray of Barbs	2

Priority

A Mage has **Priority** immediately before or after any friendly **creature activation** when it is their turn. This is any time a Mage could use their Quickcast Action. Any number of available **Priority** effects (as well as a Quickcast Action) may occur during the same turn.

Rot

This is a *poison* condition. This object receives 1 **direct damage** during the Upkeep Phase each round. Rot has a removal cost of 2.

Rooted

Rooted creatures lose and cannot gain the **Flying** trait.

Swarm

This creature is made up of countless smaller creatures. Creatures with the Swarm trait cannot guard and cannot be targeted or affected by non-attack spells that do not specifically target Swarm Creatures. When attacking, Creatures with the Swarm trait may make additional strikes equal to their remaining health. Additionally, they are immune to conditions, and have the **Finite Life** trait. Non-zone attacks do a maximum of 1 damage to them.

CREDITS

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MAGE WARS®

Arcane Wonders

2 players   14+   30 minutes