

SPELL NOTES

Ivarium Halberd

Ivarium Halberd does not give your Mage the *soldier* subtype, it only grants the effects of friendly *formation* spells and Battle Orders as if your Mage was a *soldier*. Your Mage is not a *soldier* and cannot be targeted by spells that specifically target a *soldier*.

Promotion

Promotion can only be revealed when its target attacks and damages an enemy creature. This means that it can only be revealed *after* the dice are rolled and damage is dealt.

CODEX

Formation

A Formation can only be revealed when the attached creature activates. There may only be one revealed friendly Formation in a zone. If there is more than one friendly revealed Formation in a zone, all but one must be turned face down immediately. If its controller chooses, a Formation may be turned down when the creature it is attached to activates. Any time a Formation would be revealed, its reveal cost must be still be paid normally. When a Formation would be destroyed, it is returned to its owner's spellbook instead.

Nonliving

All Nonliving objects are immune to the damage and effects of *poison* spells and cannot be healed. All creatures are Living unless they have the Nonliving trait.

Priority

A Mage has Priority immediately before or after any friendly creature activation, when it is their turn. This is anytime 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.

Tough -X

This creature is tough and resistant to effects from attacks. Whenever the effect die is rolled for additional effects from an attack made against this creature, modify the roll by X.

CREDITS

Mage Wars® Academy created and designed by Bryan Pope.

Set Designer: Matthew Burch

Story: Dr. Thomas Allen and Chris Henson

Rules: Matthew Burch

Art Director: John Guytan

Graphic Design: Kris Aubin

Production Manager: John Rogers

Design Consultants:

Aaron Brosman

Ivan Ray Kidd III

Justin Lowe

Tim McCurry

Kyle A Sharkey

Stephen Walters

Proofreading: Laura Fischer, Tony Gullotti, Christine Malone, and nearly everyone above!

Playtesters:

Kyle Best

Frederik Botte

Ben Burton

Jonathan Challis

Richard H Daly

Justin Farkas

Stephane Honnorat

Tim Kelley

Jan Kriz

Gerd Langhof

Philipp Lindenberg

Tyler Mabe

Dylan McInnis

Matt McInnis

Andrew Norman

Matthew Raymond Osborne

Scott Penney

Raymond Slover Jr.

Jan Warnecke

Halewijn Wayenberg

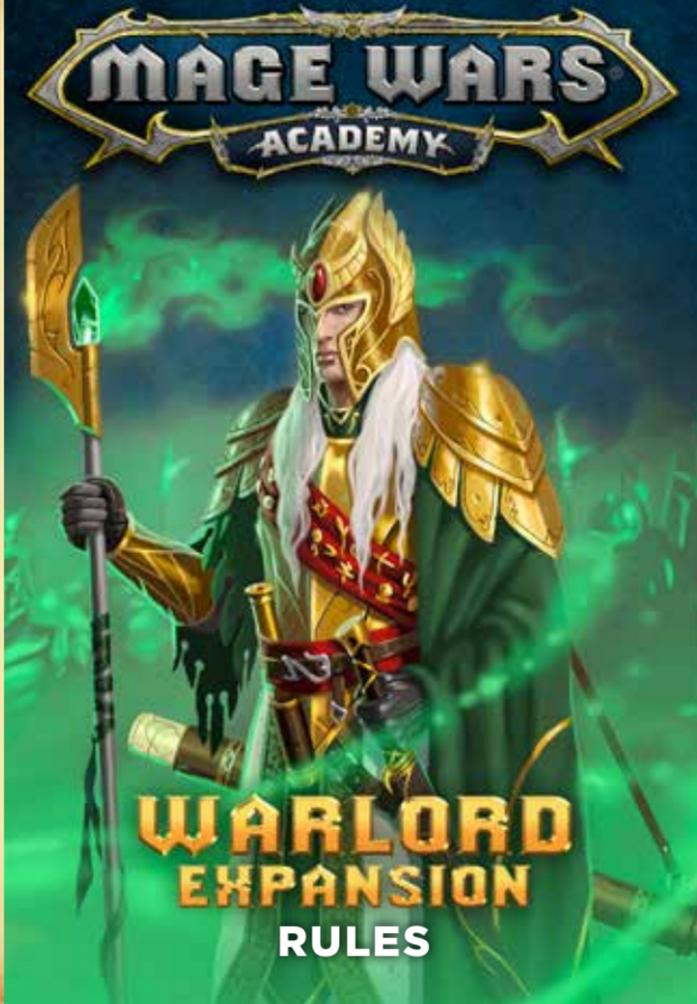
Alexander Weiss

Tobias Zolles

WWW.MAGEWARS.COM



©2017 Arcane Wonders®, all rights reserved. No part of this product may be reproduced without specific permission from the publisher. Mage Wars® is a registered trademark of Arcane Wonders®. Not suitable for children under 36 months of age due to small parts. Made in China.





INTRODUCTION

Welcome to the **Mage Wars® Academy: Warlord Expansion!** This set brings a plethora of new spells to your **Mage Wars® Academy** duels. It also introduces a brand new Mage, the **Warlord!** So whether you wish to defend and honor Ivarium or simply expand the options available to the other Academy Mages, this expansion will really test your skills.

It pleased Turathor that Khalnar, the Tower of War Magic, had been built strategically on the Sistarra campus, with a commanding view of the roads entering the Academy and the main buildings within. He wondered idly if this tower was part of the original construction built before the Age of Catastrophe or if it was a "new" addition after the fall of the Pellian Empire and the Demon Wars.

"Where are the practice droma?" Turathor asked Magus Bellorax. In addition to being the Professor of War Magic at Sistarra, Bellorax hailed from the nation of Ivarium, the same as Turathor.

"We do not have battle pits here," Bellorax said. "Though, our arenas are close enough. Not to worry, I am sure you will distinguish yourself here as well — if you focus on your craft and check Ivarium politics at the door." He gave the Bellicari Elf a knowing, direct look. "There is turmoil in the world, Turathor, but you must leave it to others to sort out, at least for the time being. I urge you to take this opportunity to study deeply the motivations of the armies of the Blood Wave, as well as those of Westlock and its allies." He paused. "Frankly, learn all you can of the politics of Sortilege as well. A Warlord's true power lies in his ability to command his troops, not in the swing of his sword."

CONTENTS

WARLORD

The Warlord uses strategy and tactics to defeat his enemies. He summons soldiers and issues commands to them to enable them to work together, in formation, like a well-oiled war machine. The Warlord is also a formidable combatant himself. He can easily stand against the most powerful enemy by wielding his arsenal of equipment.



Attributes

The Warlord has 7 Channeling, 24 Life, and 0 Starting Mana. His Subclass is Ivarium.

Training

His studies in strategy have provided him training in the War school. Due to his heritage, he is well versed in all magic and only pays double spellpoints for non-War spells.

Battle Orders

The Warlord is adept at bolstering his troops. Once per round, as a quick *command* spell, the Warlord may pay 3 mana to give *soldier* creatures he controls **Melee +1** until the end of the round. This costs 2 mana if you control a revealed *formation*.



RECOMMENDED SPELL LIST

NAME	QUANTITY
Commander's Cape	1
Ivarium Halberd	2
Leather Belt	1
Leather Vest	1
Strategist's Helm	1
Tempered Faulds	1
Elven Soldier	2
Harshforge Construct	1
Harshforge Knight	2
Izimbila, Daughter of Badgers	1
Kelsar Ranger	2
Straywood Scout	1
Torgo, Pit Troll	1
Defend Me	1
Dig In	1
Press the Attack	1
Promotion	2
Crumble	1
Focused Strike	1
Gear Up	1
Mend	1
Sweeping Strike	1
Stalagmite	1