



THE ESOTERIC ORDER OF GAMERS

WWW.ORDEROFGAMERS.COM

High quality materials for the dedicated devotee of immersive, thematic tabletop games.
Game rules summaries, foamcore box plans, articles, interviews, reviews, videos, tutorials, forums – and lots more.



@EOGamers



gplus.to/EOGamers



facebook.com/EOGamers



EsotericOrderGamers

v2.1

Apr 2016



Game: **WIZ-WAR**
Publisher: **Fantasy Flight Games (2012)**

Page 1: **Rules summary front**
Page 2: **Rules summary back**
Page 3: **Player reference front x2**
Page 4: **Player reference back x2**
Page 5: ***Malefic Curses summary***
Page 6: ***Bestial Forces summary***

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

WIZ-WAR

SETUP

Each player chooses a **plastic wizard** and places it in a randomly chosen **color base**. Take the **sector board**, **life tracker**, **treasure markers**, and **hat tokens** in your player color.

All players collectively choose one side of the sector boards to play with: new (side A) or classic (side B). Shuffle the boards (changing their orientation) with the side to be used facedown, then randomly build the board according to the number of players (rules p5). Finally, flip the boards faceup and place the portals next to the board as shown in the appropriate diagram.

Each player places his wizard figure in his home base square, then places one of his treasure markers on each of the 2 **treasure start squares** in his sector.

Set aside all of the **White Cantrip Magic cards**, then return all the **Black Cantrip** cards to the box. The players (as a group, by taking turns, or at random) select 3 other **schools of magic** and set the cards belonging to those schools aside as well. Shuffle all set aside cards into one deck and return all remaining cards to the box.

Each player is dealt a facedown hand of **5 cards**. Players may look at their cards, but must keep them secret.

Separate the **crack**, **energy**, and **stun tokens** into piles near the board, along with the **random direction overlay**, the **object markers**, and the **die**. Each player sets his **life tracker** to **15**. Randomly choose a first player.

A PLAYER'S TURN

Each player completes his entire turn, starting with the first player and going clockwise around the table. Continue taking turns until one player wins the game. The player taking his turn is the **active player**.

1. Time Passes Phase

1. Resolve Spell Effects: Resolve any "when time passes on your turn" effects on any spell you have in play.

2. Remove Energy: Remove 1 energy token from each of your maintained temporary spells, indicating that a turn of the spell's duration has elapsed. If the last energy token is removed from a temporary spell, the spell immediately ends and is discarded from play.

3. Remove Stun: If you have any stun tokens, discard one of them and you are **stunned** for the turn.

2. Move and Cast Phase

You may perform any of these actions in any order:

Spend Movement Points (usually 3)

Make One Attack (but not during the first turn)

Play/Use Magic Cards

You may choose to spend movement points to move a few squares, attack, and then spend movement points to move again, as long as you have enough movement.

3. Discard and Draw Phase

1. Discard Cards: You may discard any number of cards from your hand.

2. Draw Cards: You may draw up to 2 cards, but may not exceed your maximum handsize (normally 7 cards).

If the Magic deck runs out of cards, flip the discard pile facedown and shuffle it to create a new Magic deck.

If you have more cards in your hand than your maximum hand size, immediately discard down to your maximum hand size. Carried items and maintained spells count toward your maximum hand size.

MOVING

At the start of your Move and Cast phase you receive **movement points** (MPs) equal to your wizard's **base speed** (normally 3) to use at any point during the phase.

By spending 1 MP, you can move to an adjacent square. You cannot move diagonally or pass through walls, locked doors, or objects blocking movement.

You may move through and end movement in the same square as another wizard. You do not have to use all your MPs at the same time.

You may boost your speed for the turn by discarding 1 energy card, or a Magic card with an energy value to gain additional MPs equal to the discarded card's energy value. You may only do this once per turn, at any time during your turn.

If your base speed changes during the turn, then your remaining MPs for the turn increase or decrease by the difference in the base speed of the old and new forms. If this reduces your MPs to 0 or less, you cannot move any further this turn. Only raising your MPs above 0 again will let you move any further that turn.

If you are forced to move in a random direction, place the **random movement overlay** adjacent to the board, roll the die, match the result to the overlay, and move in that direction.

Leaving the Board and Moving Through Portals

If you walk off an open side of the map, immediately re-enter the map on the opposite side. This **wrap-around** move costs 1 MP, the same as a normal move.

If you walk through a portal on the edge of the map, immediately re-enter the map through the matching portal with the same color. Moving through a portal costs 1 MP, the same as a normal move.

Doors

Doors are locked and require special Magic cards to be opened. After you pass through a door, it automatically re-locks. It does not cost any extra MPs to open or pass through a door. Doors in your home sector are always considered to be unlocked for you.

You may cast a spell through an open door without passing through it. No one can follow you through a door unless you hold it open to allow it. Once you are no longer adjacent to a door, it immediately closes and re-locks.

ATTACKING

You can attack once during your turn; either by casting an attack spell or by making a physical attack (with an item or by punching) against another wizard or an object. You cannot attack yourself.

You cannot attack during your first turn.


To attack, first declare a target. If casting an **attack spell**, play any cards used in the attack. If **attacking with an item**, refer to its item card.


After the attack is declared, if the target has a **counter spell**, he may then play it in response. Attacks automatically hit unless a counter spell is played.


You may **punch** another wizard in your square or in an adjacent square to deal 1 physical damage. This does not require a card, but counts as your attack for the turn.


A **stunned wizard** may either move or attack on his turn, but not both. If he chooses to attack he cannot voluntarily leave the square he's in for any reason (including by casting a spell). A stunned wizard may take other actions normally, including picking up objects and casting neutral spells.


PLAYING MAGIC CARDS

 **Attack Spell:** You may play 1 attack spell during your turn. Casting an attack spell counts as your one attack for the turn. You may not attack with a weapon or punch in the same turn in which you played an attack spell.

 **Counter Spell:** Counter spells are the only spells that may be played during another player's turn. They are cast as a response; the card indicates what action or spell to which the card must be played in response. You may play as many counter spells in response to the same spell as you wish, and you may wait for your first counter spell to resolve before playing another.

 **Energy:** You may play any number of energy cards during a turn. An energy card may either be used to boost your movement during your turn, or it may be used along with a spell to boost that spell's effects. Magic cards with an energy value in the lower-middle of the card may be spent for their energy instead of played for their effect.


 **Item:** You may play any number of item cards during your turn. Place the card faceup in your play area: you are now carrying the item. The text on the item card indicates when the carried item can be used.


 **Neutral Spell:** You may play any number of neutral spells during your turn.


Magic Card Targets


Target Range

A Magic card must have a legal target in range:

 **Caster:** You may play this card only on yourself.

 **Adjacent:** You may play this card only on a target in the same square as yourself or an adjacent square. The target must be within your LOS.

 **Within Line of Sight (LOS):** You can play this card on a target that you can see. Unless the card indicates otherwise, you can be any number of squares from the target.

 **Anywhere:** Includes cards that do not require LOS and cards in which the range is not relevant.

Target Types

Border Line: The card targets a line between 2 squares. Magic cards that create walls have this target.

Creature: The card targets an animate object or being on the board, excluding wizards.

Door: The card targets a door.

Game Board: The card targets the entire game board.

Object: The card targets an inanimate object. Carried items are not objects, but dropped items are.

Sector: The card targets one sector board.

Self: The card targets the caster.

Spell: The card targets a spell. This target may have an additional restriction.

Square: The card targets one square on the board. If the card specifies an empty square, the square cannot contain any objects, treasures, creatures, or wizards.

Treasure: The card targets a treasure. Treasures are not considered objects.

Wall: The card targets a wall (normally a one-square section).

Wizard: The card targets another player's wizard.

Line of Sight (LOS) and Adjacency

The **line of sight** requirement means that a card can only be used if you can see the target.

Trace an imaginary line between the dots in the caster's and target's squares. If you target a wall, door, or corridor, you must have LOS to the target itself (instead of its square). If the imaginary line is interrupted by any part of a wall (including a column), then LOS is blocked and the Magic card cannot be used on that target.

LOS may be traced through objects, treasures, wizards, and creatures as long as their Magic card does not say that they "fill the entire square".

For a target to be **adjacent**, you must not only have clear LOS to it, but you must also be in the same square or in a square next to the target. Squares cannot be diagonally adjacent.

If casting a spell or checking LOS through a portal or off the edge of the map using wraparound movement, the 2 connected squares are treated as directly adjacent.

Magic Card Duration

Discarded Magic cards are placed faceup in a discard pile next to the Magic deck.



Instant: The Magic card takes effect and is then discarded, along with any energy cards used with it.



Temporary: Place the Magic card faceup in your play area; it remains in play for a limited number of turns, usually equal to the spell's energy.

Place energy tokens on the spell's card equal to its energy (then discard any energy cards used with the spell). During the Time Passes phase of your turn, remove 1 energy token from each of your temporary spells. After removing the last token from a spell, immediately discard the spell. You may end the spell and discard it at any time during your turn. While the spell lasts, you must **maintain** it.



Permanent: Place the Magic card faceup in your play area; it remains in play as long as you wish. You may end the spell or drop the item at any time on your turn, at which point the spell is discarded or the item is dropped. While the spell lasts, you must **maintain** it.

Maintaining Spells

While a temporary or permanent spell remains active, its caster must **maintain** the spell: leave the card faceup in the caster's play area. Maintained spells count against your maximum hand size.

When you cast a temporary spell, its duration is determined the moment it is cast; you cannot extend its duration after the spell has been cast.

You may end a maintained spell at any point during your turn, regardless of its duration. Some Magic cards can also end maintained spells.

Once a maintained spell ends, it is discarded from play. Any of its effects immediately end, and any objects created by it are discarded from play. Any hat token on the spell or object is returned to its owner's supply.

Boosting Spells

A spell effect may refer to the spell card's **energy**, which is normally 1.

When you cast a spell, you may also discard 1 energy card to **fuel** the spell, which *replaces* that spell's energy. Take energy tokens from the supply equal to the spell's energy and place them on the spell's card.

Canceling, Reducing, and Evading Spells

A spell **canceled** while being cast is discarded without effect (along with any energy cards played with it). A canceled attack still counts as that player's attack for the turn.

Spells may be **reduced** in either damage or duration as specified by the counter spell being cast.

If a spell's damage is reduced to 0, no damage is suffered; therefore, secondary effects do not occur.

If a spell's duration is reduced to 0, the spell is canceled.

A spell that is **evaded** fails to hit its target. It is still cast, but it doesn't affect the wizard who evaded it. Some spells specify that they cannot be evaded.

Transformed Wizards

When you cast a spell that transforms you, remove your wizard figure from the colored base and replace it with the transformed figure that corresponds to the spell. When the transformation ends, replace the transformed figure with your wizard figure.

OBJECTS

Objects are all inanimate things (walls, doors, stone blocks, and dropped items) except for treasures.

Carried items

Carried items are represented by item cards in your play area, and are not independently represented on the board. They are not objects and are not affected by spells that specifically target objects.

Dropped Objects

Dropped Objects are represented by item cards near the board. Their location is indicated by their object markers on the board.

Mobile objects

Mobile objects (round markers) may be picked up and moved. **Immobile objects** (square markers), including objects printed on the board, are fixed in place.

Treasures

Treasures are not carried items and do not take up space in a player's hand. A Magic card that affects treasures specifically refers to treasures (not objects).

Picking Up and Dropping Objects

During your movement, and as often as you like if you have enough MP, you may pick up a mobile object in your current square by spending 1 MP. Remove the object's marker from the board and place its card faceup in your play area to indicate that the object is now one of your carried items.

Carried items count toward your hand size. If you pick up an object that would take you above your maximum hand size, you must first discard a card, end a maintained spell, or drop a carried item to make room for the object.

Unless a Magic card specifically allows it, you cannot forcibly take an item carried by another wizard.

You may also drop any of your carried items into your current square at any time during your turn. Place the object marker in your current square and its card faceup near the board. Any number of dropped objects may occupy the same square.

Picking Up and Dropping Treasures

You may pick up a treasure in your current square during your movement; this immediately ends the Move and Cast phase of your turn. Insert the treasure marker into your wizard's base to show it is being carried.

You may carry one of your own treasures, including retrieving it from another wizard's home base square. You can carry only one treasure at a time.

During your movement, you may drop a carried treasure marker in your current square without spending a MP.

Damaging and Destroying Objects

Only walls and doors can be attacked and damaged. Created objects and dropped objects can be attacked if specified on their Magic card.

For every **3 damage** dealt to an object, it suffers one **crack**. Less than 3 damage from a single attack has no effect, and excess damage less than the next increment of 3 is wasted.

Place **crack tokens** to indicate cracks suffered. Stone walls take 5 cracks to destroy; doors take 3; outer walls of the labyrinth, treasures, and objects whose Magic cards do not specify a crack limit cannot be damaged.

Outer walls include any wall which, if moved through, would cause the wizard to leave the board.

If a door or wall is destroyed, place a **destroyed wall marker** on it. If a column not connected to any door or wall is left, then that column is destroyed as well.

Throwing Objects

An object can only be thrown if its Magic card specifically says that it can. A thrown object lands in the same square as its target. If a barrier is in the way, or if the target fills the entire square, the object lands in the last square it passed through before striking the barrier or target.

Creating Objects and Playing Items

When you cast a spell that creates an object, place the corresponding object token in the target square. You may also need to place one of your **hat tokens** on the object token.

Objects created by a spell only last as long as the spell's duration. Once the spell ends, immediately remove the object from the board and discard the spell.

Spells cannot create objects in a home base square or in a square currently occupied by another wizard or object.

When you play an item card, place the item card in your play area; you are now using that item or have it available for use. It counts as one of your carried items and is permanent (it can no longer be discarded, but can only be dropped).

Any number of dropped objects can occupy the same square. Items can be played or dropped while in your home base square or in an occupied square.

A square with a dropped object in it is not empty, so it cannot be targeted by Magic cards that target empty squares.

CHANGING THE MAP

If boards are rotated or swapped, portals remain where they are and do not change position with the boards.

A created wall that is straddling the line between boards when one or both of them move is destroyed.

A destroyed or damaged wall that is straddling the line between boards when one or both of them move is repaired and the damage marker removed.

If you add a wall, destroy a wall, create a thornbush, etc, take an appropriate object marker and place it where the object was created (or destroyed).

When boards align, if there appears to be a double wall, consider this a single wall.

The walls around the outer edge of the board are indestructible and impassable.

Spells cannot create objects in a home base square or in any square containing an object, treasure, or creature.

Walls are created between squares rather than in them, and must be cast on one line of a square (they may be created along the edge of a home base square).

A destroyed wall token denotes the absence of a wall; another wall can be created in that spot. If a new wall is created, place its token on top of the destroyed wall token.

HAT TOKENS

Hat tokens are placed on cards to identify which wizard is targeted by those spells.

Hat tokens are also placed on object tokens on the board when multiple objects of the same type are on the board, to indicate which player's spell created the duplicate.

If the original object is later removed so that the object with the hat token is the only one of its kind on the board, return your hat token to your supply as it is no longer needed.

LIFE, DAMAGE, AND DYING

Each wizard starts the game with 15 life, and life can never exceed 20 (any gained in excess of 20 is wasted).

If you are reduced to 0 or less life you are eliminated from the game and cannot win. Remove your wizard figure from the board. You drop all items you were carrying in the square where you died and discard all his maintained spells. Your treasure markers remain in play.

A wizard who dies while performing an action that would normally win the game is considered to have died prior to winning the game; the player is eliminated from the game instead.

If you reduce a wizard to 0 or less life as a direct result of an attack, you immediately score 1 VP. Place the killed wizard figure in your play area, then take any cards he had left in his hand (not including carried items and maintained spells) and add them to your own hand. If taking these causes you to exceed your maximum hand size, immediately discard excess cards until you reach your maximum hand size.

If a wizard is killed indirectly, then the cards remaining in his hand are discarded and no one receives a VP.

WINNING THE GAME

The player who accomplishes either of the following conditions immediately wins the game:

Score **2 victory points** (VPs).

Your wizard is the **only wizard still alive** on the board.

Scoring Victory Points

Killing Enemy Wizards: Each time you kill an enemy wizard, score 1 VP. VPs gained in this way are never lost.

Stealing Enemy Treasures: Each enemy treasure dropped in your home base square scores you 1 VP.

You only gain the point while the treasure stays in your home base. If it is moved off that square, you immediately lose the VP the treasure provided. A treasure does not provide any VPs while being carried.

OPTIONAL RULES

Players may use any number of optional rules, as long as all agree on which they wish to use. Those marked with * were standard rules in previous editions of Wiz-War.

Uncluttered Minds*

Maintained spells do not count against your maximum hand size.

Custom Spellbook

Before building the Magic deck, split the players into 2 groups. Each group receives one of the cantrip schools to start, and then each group takes turns drafting schools of magic until each group has drafted 3 more schools. Then each group shuffles the deck they have built.

During the game, members of a group only receive cards from (and discard cards to) the Magic deck they helped to build.

Deadly Treasures*

If both of a player's treasures are in other players' home base squares at the same time, that player's wizard is immediately killed and the player is eliminated from the game. No player receives VPs for a wizard killed in this manner.

Extended Play

Players who wish for a longer game may play to 3 or even 4 VPs (instead of 2). Any wizard who is the sole survivor automatically wins.

Giant Book of Spells*

Players looking for a wilder experience may simply shuffle all of the Magic cards (except the *Black Cantrip* cards) together to form one big Magic deck.

Heavy Items*

Your Move and Cast phase immediately ends after picking up any object (just like treasures).

Permanent Creations*

Created objects (such as walls and thornbushes) are permanent once created. Unlike other spells, they are not maintained. Simply place such spells near the board, only discarding them when the objects they represent are destroyed.

When players use this optional rule, a caster cannot voluntarily dispel an object of his own creation.

Treasure Hunters*

In order to win, a player must either be the sole survivor or have two enemy treasures lying in his home base square. When using this optional rule, players do not earn VPs for killing enemy wizards.

WIZ-WAR

1. Time Passes Phase

- 1. Resolve Spell Effects:** Resolve any "when time passes on your turn" effects on any spell you have in play.
- 2. Remove Energy:** Remove 1 energy token from each of your maintained temporary spells. If it is the last token, the spell immediately ends and is discarded from play.
- 3. Remove Stun:** If you have any stun tokens, discard one; you are **stunned** for the turn.

2. Move and Cast Phase

You may perform any of these actions in any order:

Spend Movement Points (usually 3)

Make One Attack (but not during the first turn)

Play/Use Magic Cards

Once per turn you may **boost** your speed by discarding 1 energy card, or a Magic card with an energy value to gain additional MPs equal to the discarded card's energy value.

3. Discard and Draw Phase

- 1. Discard Cards:** Discard any number of cards.
- 2. Draw Cards:** Draw up to 2 cards, but do not exceed your maximum handsizes (normally 7 cards).

Immediately discard down to your maximum hand size if you have more cards. **Carried items and maintained spells** count toward your maximum hand size.

Boosting Spells

When you cast a spell, you may also discard 1 energy card to **fuel** the spell, which *replaces* that spell's energy.

Objects

As often as you like during your move you may **pick up a mobile object** in your square for 1 MP. You may also **drop any of your carried items** into your current square at any time during your turn.

You may **pick up a treasure** in your square during your movement; this immediately ends your Move and Cast phase. You can carry only one treasure at a time. You may **drop a carried treasure** marker in your square during your movement without spending a MP.

For every 3 **damage** dealt to an object, it suffers one **crack**.

Stone walls take 5 cracks to destroy; doors take 3; outer walls of the labyrinth, treasures, and objects whose Magic cards do not specify a crack limit cannot be damaged.

Magic Cards



Attack Spell: Playing an attack spell counts as your one attack for the turn. You may not attack with a weapon or punch in the same turn.



Counter Spell: Cast as a response. Play as many in response to the same spell as you wish. You may wait for your first to resolve before playing another.



Energy: Play any number during your turn. Boost your move, or play with a spell to boost its effects. Cards with an energy value may be spent for their energy instead of their effect.



Item: Play any number of during your turn. Placed faceup in your play area indicates you are carrying the item.



Neutral Spell: You may play any number of neutral spells during your turn.

Magic Card Range



Caster: Play this card only on yourself.



Adjacent: Play this card only on a target in the same square as yourself or an adjacent square. The target must be within your LOS.



Within Line of Sight (LOS): Play this card on a target that you can see. Unless indicated otherwise, you can be any number of squares from the target.



Anywhere: Includes cards that do not require LOS and cards in which the range is not relevant.

Magic Card Duration

Discarded Magic cards are placed faceup in a discard pile next to the Magic deck.



Instant: Card takes effect and is then discarded, along with any energy cards used with it.



Temporary: Place the card faceup in your play area; it remains in play for a limited number of turns, usually equal to the spell's energy.

Place energy tokens on the spell's card equal to its energy (then discard the used energy cards). After removing the last token from a spell, immediately discard the spell. You may end the spell and discard it at any time during your turn. While the spell lasts, you must **maintain** it.



Permanent: Place the Magic card faceup in your play area; it remains in play as long as you wish. You may end the spell or drop the item at any time on your turn, at which point the spell is discarded or the item is dropped. While the spell lasts, you must **maintain** it.

WIZ-WAR

1. Time Passes Phase

- 1. Resolve Spell Effects:** Resolve any "when time passes on your turn" effects on any spell you have in play.
- 2. Remove Energy:** Remove 1 energy token from each of your maintained temporary spells. If it is the last token, the spell immediately ends and is discarded from play.
- 3. Remove Stun:** If you have any stun tokens, discard one; you are **stunned** for the turn.

2. Move and Cast Phase

You may perform any of these actions in any order:

Spend Movement Points (usually 3)

Make One Attack (but not during the first turn)

Play/Use Magic Cards

Once per turn you may **boost** your speed by discarding 1 energy card, or a Magic card with an energy value to gain additional MPs equal to the discarded card's energy value.

3. Discard and Draw Phase

- 1. Discard Cards:** Discard any number of cards.
- 2. Draw Cards:** Draw up to 2 cards, but do not exceed your maximum handsizes (normally 7 cards).

Immediately discard down to your maximum hand size if you have more cards. **Carried items and maintained spells** count toward your maximum hand size.

Boosting Spells

When you cast a spell, you may also discard 1 energy card to **fuel** the spell, which *replaces* that spell's energy.

Objects

As often as you like during your move you may **pick up a mobile object** in your square for 1 MP. You may also **drop any of your carried items** into your current square at any time during your turn.

You may **pick up a treasure** in your square during your movement; this immediately ends your Move and Cast phase. You can carry only one treasure at a time. You may **drop a carried treasure** marker in your square during your movement without spending a MP.

For every 3 **damage** dealt to an object, it suffers one **crack**.

Stone walls take 5 cracks to destroy; doors take 3; outer walls of the labyrinth, treasures, and objects whose Magic cards do not specify a crack limit cannot be damaged.

Magic Cards



Attack Spell: Playing an attack spell counts as your one attack for the turn. You may not attack with a weapon or punch in the same turn.



Counter Spell: Cast as a response. Play as many in response to the same spell as you wish. You may wait for your first to resolve before playing another.



Energy: Play any number during your turn. Boost your move, or play with a spell to boost its effects. Cards with an energy value may be spent for their energy instead of their effect.



Item: Play any number of during your turn. Placed faceup in your play area indicates you are carrying the item.



Neutral Spell: You may play any number of neutral spells during your turn.

Magic Card Range



Caster: Play this card only on yourself.



Adjacent: Play this card only on a target in the same square as yourself or an adjacent square. The target must be within your LOS.



Within Line of Sight (LOS): Play this card on a target that you can see. Unless indicated otherwise, you can be any number of squares from the target.



Anywhere: Includes cards that do not require LOS and cards in which the range is not relevant.

Magic Card Duration

Discarded Magic cards are placed faceup in a discard pile next to the Magic deck.



Instant: Card takes effect and is then discarded, along with any energy cards used with it.



Temporary: Place the card faceup in your play area; it remains in play for a limited number of turns, usually equal to the spell's energy.

Place energy tokens on the spell's card equal to its energy (then discard the used energy cards). After removing the last token from a spell, immediately discard the spell. You may end the spell and discard it at any time during your turn. While the spell lasts, you must **maintain** it.



Permanent: Place the Magic card faceup in your play area; it remains in play as long as you wish. You may end the spell or drop the item at any time on your turn, at which point the spell is discarded or the item is dropped. While the spell lasts, you must **maintain** it.

WIZ-WAR



Dagger



Handful of Tacks



Universal Solvent



Large Rock



Master Key



Fire Cloak



Null Powder



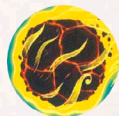
Wizardblade



Spellstone



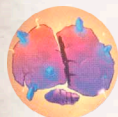
Visionstone



Boomstone



Bloodshard



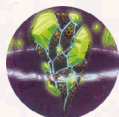
Brainstone



Lifestone



Mightstone



Powerstone



Speedstone



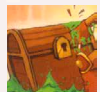
Cloak of Shadows



Booby Trap



Dust Cloud



Glue



Rosebush



Stone Block



Thornbush



Boneyard



Skull Servant



Prismatic Mist



Created Wall



Destroyed Wall



Created Door



Wall of Fire



Sealed Door



Pain



Teleportation



Lethargy



Amnesia



Hat



Crack



Energy



Stun



Treasure



Portal

WIZ-WAR



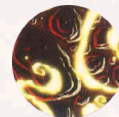
Dagger



Handful of Tacks



Universal Solvent



Large Rock



Master Key



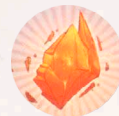
Fire Cloak



Null Powder



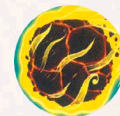
Wizardblade



Spellstone



Visionstone



Boomstone



Bloodshard



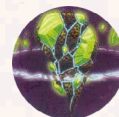
Brainstone



Lifestone



Mightstone



Powerstone



Speedstone



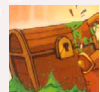
Cloak of Shadows



Booby Trap



Dust Cloud



Glue



Rosebush



Stone Block



Thornbush



Boneyard



Skull Servant



Prismatic Mist



Created Wall



Destroyed Wall



Created Door



Wall of Fire



Sealed Door



Pain



Teleportation



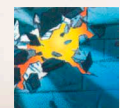
Lethargy



Amnesia



Hat



Crack



Energy



Stun



Treasure



Portal

WIZ-WAR

MALEFIC CURSES

Setup

Add the schools of **Hexcraft**, **Chaos**, and **Necromancy** to the available schools of magic.

Add the plastic wizard figure to the available wizards. The purple player color is also available.

To play a **5-player game**, shuffle the purple sector board with the other sector boards. Then, build the board and place the portals as shown in the diagram to the expansion rulebook.

Flash Energy

You can use a **flash energy card** to boost spells. When you cast a spell, you may discard 1 flash energy card to fuel the spell.

You *cannot* use a flash energy card to boost your speed.

Random Energy

When you use a **random energy card**, roll 1 die and add the result to the value shown on the card. This sum is the total amount of energy provided by the card. You can use this energy to boost your wizard's speed or boost a spell.

When you use a magic card that has the **random energy icon** at its bottom edge, roll 1 die. The result is the amount of energy provided by that magic card.

Random Magic

When a card requires the *result of 1 die*, roll the die and use the result to determine the effects of the card as described in its text.

Same-Sector Range Icon



Same-sector: You may play this card on a target that is in the same sector board as yourself.

Hexes

When you cast a **hex** spell, place the hex marker that corresponds to the spell in an empty square in the same sector as your wizard. You cannot place the hex marker in a home base square.

Hexes are not objects. They cannot be damaged and cannot be picked up or moved after being

placed. Hexes do not block LOS or movement. They are permanent creations but can be dispelled.

A hex is triggered when a wizard enters a square with a hex marker. When a wizard triggers a hex spell, he immediately suffers the effects detailed on the corresponding spell card.

If the wizard enters the hex marker's square more than once during the same turn, he suffers the effect each time he enters the hex marker's square.

Teleportation

When you **teleport** to a different square, ignore any walls, doors, objects, or hexes along the way. However, you still suffers the effects of any objects or hexes in the square in which you ends your teleport.

If this teleportation would end with you in a square that you cannot legally occupy, such as a square with a *Stone Block*, you suffer 1 physical damage. Then, you move 1 additional square in the same direction until you reaches an eligible square.

If you teleport off an edge of the map that has a portal, you reenter the map in the corresponding square on the map edge with the matching portal. Determine this square as if the 2 sectors with the matching portals were adjacent.

If you teleport off an edge of the map that does not have a portal, you re-enter the map on the opposite side.

The base game spell *Teleport* follows the same rules.

Multiple Targets

Any wizard or creature affected by an attack spell is a **target**.

If a spell affecting multiple targets is *cancelled* by any 1 target, none of the targets suffer its effects.

Optional: Extended Flash Energy

For increased damage and fewer speed boosts, all players can agree to use this optional rule when not playing with either the **Necromancy** or **Hexcraft** schools.

After selecting schools during setup, randomly select 4 energy cards and place them back in the box. Then, randomly select 4 flash energy cards, add them to the deck, and continue with setup.

WIZ-WAR

BESTIAL FORCES

Setup

Add the schools of **Mythology**, **Totem**, and **Draconic** to the available schools of magic.

Place each **creature** on a grey base and set it aside.

Flash Energy

You can use a **flash energy card** to boost spells. When you cast a spell, you may discard 1 flash energy card to fuel the spell.

You *cannot* use a flash energy card to boost your speed.

Summoning Creatures

When you cast a spell with the **creature** trait, perform the following steps in order:

1. **Cast Summon Spell:** Place the magic card in your play area. If another wizard wishes to cast a counter spell, he must cast it now.
2. **Suffer Damage:** Roll 1 die and suffer damage equal to 1 less than the result. This damage cannot be prevented or reduced in any way.
3. **Set Creature's Life:** Take the life dial that corresponds to the creature being summoned. Then, add the result of the die roll from step 2 to the creature's **base life** (on the right side of its summon card) to find the creature's **starting life**.
4. **Place Creature:** Take the corresponding creature figure and place it on the board adjacent to your wizard.

Activating Creatures

To **activate your creature**, the controlling wizard spends 2 **movement points**. During each creature's activation, the controlling wizard cannot move and can only cast counter spells. You may activate each of your creatures during your turn. Each creature can activate once per turn, and after its activation, its controlling wizard's turn resumes. Each time a creature is activated, it can **move and perform 1 attack**.

Creature Attacks

A creature can perform its attack at any time during its activation and in one of two ways.

1. The creature's controlling wizard selects and resolves 1 attack from the creature's card.
2. The creature's controlling wizard plays a creature attack spell. The creature is treated as the caster of the spell, and the spell is discarded after use.

A wizard can also cast a creature attack spell as his own attack (as indicated by the normal attack spell icon on the card).

If a creature's attack kills a wizard, that creature's controlling wizard gains 1 VP.

Creatures cannot attack during the first turn of the game.

Creature Movement

An activated creature receives movement points equal to its **base speed** (left side of its summon card). Creatures follow the same rules for moving as wizards, except that they cannot boost their speed.

Creatures in the Labyrinth

Creatures cannot carry treasures or items. If a card causes a creature to pick up or steal a treasure or item, the creature immediately drops it in its square. The **boggart** is the exception: it can pick up and carry treasures.

A creature can move and attack through an adjacent door that belongs to its controlling wizard, but cannot hold doors open.

If a creature heals, adjusts its life dial A creature's life can exceed its starting life, but cannot exceed 12.

When a creature takes damage, adjust its life dial. If it is reduced to 0 or less, if its controlling wizard dies, or if its summon card is discarded from play, that creature dies.

When a creature dies, remove its figure from the board and discard its summon card and all maintained spells that were cast on it.

A wizard may punch a creature.

Creatures can gain stun tokens. Stun tokens are removed from creatures during their controlling wizard's Remove Stun step of the Time Passes phase. When a stun token is removed from a creature, that creature can only perform its movement or one attack during its activation that turn.

Transforming Creatures

When a wizard casts a spell that transforms a creature he controls, remove the creature figure from its base and place the transformed figure that corresponds to the spell into the base. When the transformation ends, replace the transformed figure with the creature figure.

When a transformation spell conflicts with the base speed or other abilities of a creature, the text on the spell overrules that of the creature's summon card. However, a creature's mutation is never total, so any abilities that do not conflict with the transformation spell still apply.

While the **Big Man Form**, **Werewolf Form**, or **Golem Form** spells are maintained on a creature, that creature gains the ability to punch.

Relics

While you have a **relic** in your play area, you must also place the **relic's marker** in your wizard's colored base. Each wizard can carry either 1 relic or 1 treasure. If you are carrying a relic or treasure, you must drop it before you can pick up a different relic or treasure.

When you drop a relic, place its marker in your square and the corresponding magic card near the board, like an item. If a card effect causes you to carry more than 1 relic or treasure, you must immediately drop relics or treasures until you are carrying only 1.

Optional: Extended Flash Energy

For increased damage and fewer speed boosts, all players can agree to use this optional rule when not playing with the **Draconic** school.

After selecting schools during setup, randomly select 4 energy cards and place them back in the box. Then, add the 4 flash energy cards from the Draconic school to the deck, and continue with setup.

Optional: More Summons

After selecting schools during setup, players can select which schools they would like to include the creatures from (the **Totem** school is not recommended). Use all creatures from that school. Additionally, add all **Planar Call** magic cards in the selected schools to the Magic deck. Then continue with setup.

Optional: Specializations

After building the Magic deck, place each remaining school of magic facedown in the play area so that no player knows which deck is which. One at a time, each player selects 2 facedown decks at random, looks at both, and selects one to keep as his **Specialization deck** and the other to return to the pool of facedown decks. Each player then shuffles his Specialization deck and places it facedown in his play area.

When dealing starting hands, deal each player 3 magic cards from the Magic deck. Then, each player draws 2 magic cards from his Specialization deck. This forms each player's hand of magic cards. During the Draw Cards step of the Discard and Draw phase, the active player may choose to draw 1 fewer magic card from the Magic deck to draw 1 magic card from his Specialization deck.

When a magic card that belongs to a player's Specialization deck is discarded, it is placed in that player's Specialization discard pile. If your Specialization deck runs out of cards, flip the Specialization discard pile facedown and shuffle it to create a new Specialization deck.