


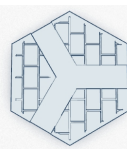








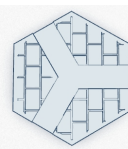




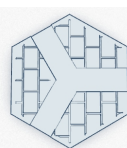




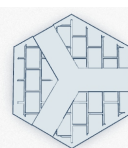




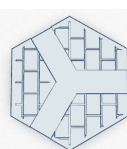






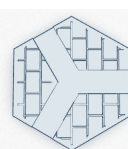



INITIATE				4
TYPE	HUMAN/MAGE			
	OFF	DEF	TERRAIN	UNIT
				
				
				
ARCANES STUDIES				
Each Initiate counts as two Mages for the purpose of determining Spell Card hand size				

ARCANES DEFENDER				11
TYPE	HUMAN/MAGE/WARRIOR			
	OFF	DEF	TERRAIN	UNIT
	1	2		
	0	2		
	1	2		
FOR THE GUILD				
Whenever an adjacent ally is assaulted, an Arcane Defender may swap places with them before dice are rolled, becoming the new target of the assault				

APPRENTICE				7
TYPE	HUMAN/MAGE			
	OFF	DEF	TERRAIN	UNIT
	0	1		
	0	1		
	1	1		
ASSISTED SPELLCRAFT				
For each Apprentice on the map, allied units gain an additional re-roll when making Arcane OFF or DEF skill or assault tests				

GRAND LIBRARIAN				13
TYPE	HUMAN/MAGE			
	OFF	DEF	TERRAIN	UNIT
	0	0		
	0	1		
	3	3		
MASTER SCRIBE				
In place of moving the Grand Librarian, you may make an Arcane DEF test (5) to shuffle your discard pile back into your spell deck				

GUILD MAGE				10
TYPE	HUMAN/MAGE			
	OFF	DEF	TERRAIN	UNIT
	0	1		
	0	1		
	2	2		
ROTE MEMORIZATION				
After a Guild Mage casts a spell, you may make an Arcane OFF test (6) and, if successful, you are not required to discard the spell				

ARCH-MAGE				14
TYPE	HUMAN/MAGE			
	OFF	DEF	TERRAIN	UNIT
	0	1		
	0	1		
	3	3		
GRAND GRIMOIRE				
The Arch-Mage may cast spells from your discard pile as though they were in your hand, though spells cast in this manner are removed from the game				

# MAGES GUILD

*The thief wove through the crowded bazaar, dodging shoppers, merchants, and wares with superhuman grace. Stopping behind a pair of trolls engaged in a heated argument, he extended his stalk eyes to peer over the crowd.*

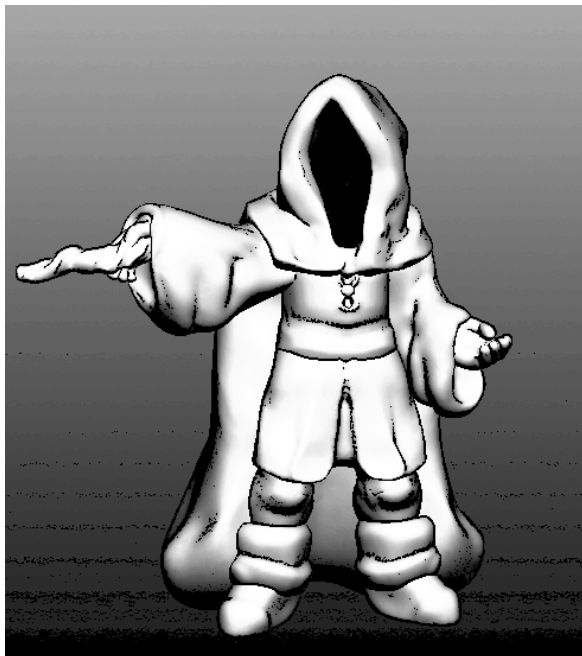
*The thief's pursuers strode slowly and confidently down the stairs to the south, the light of the hub-city's artificial sun cascading across their cloaks, their faces hidden beneath hooded cowls. The eldest among them, hunched and long-beared, stopped on the middle step, pointed a long crooked finger toward the hiding thief.*

*"Return the phylactery!" The words pierced the thief's mind like needles as the bustle of the bazaar went on about him. Tightening his grip on the stolen object, he bounded into a nearby alley.*

*Rounding the corner, he stood face to face with the elder mage. Behind him, he could feel the others' presence.*

*"Return the phylactery," the old mage warned again, this time without the aid of spellcraft. "You do not realize the power it possesses...."*

Nestled in places of magical power throughout the Multiverse, mage guilds house arcane secrets, train young seekers in the ways of wizardry, and work to keep reality safe from powerful magical threats. Shrouded in enchanted cloaks that both protect them and hide their identities, these clandestine magic users collect and share spells scribed in the Godstongue, a language of creation known only to wizards and other magical beings



## INCLUDED WITHIN THIS SET, YOU WILL FIND...

- Initiate x3
- Apprentice x2
- Guild Mage x2
- Arcane Defender x2
- Grand Librarian x1
- Arch-Mage x1
- Arcane University base tile x1
- Dungeon tiles x10
- 

## SPELL CARDS

Spell Cards each have a cost (located in the upper right corner as with unit costs) and are included in your force's total value. At the beginning of a match, shuffle all of your spell cards into a single Spell Deck.

At the beginning of the game (after units have been deployed) draw a single Spell Card for each Mage type unit you have on the map. This is your hand size, and will change as Mages leave the map or new ones are deployed. If you are ever over your hand size at the beginning of your turn, your opponent may randomly select spells for you to discard until your hand size is reached. When you deploy a Mage, you may draw a new card. Spells that are discarded go face-up into a discard pile next to the Spell Deck.

When activating a Mage unit, you may choose to have them attempt to cast a spell from your hand as their action. Below the spell's value is a "DV" (Difficulty Value). This is a special skill test that the Mage will need to pass in order for the spell to be successful. If successful, follow the spell's effects. Some spells may be cast at other times aside from activation. If so, this will be listed parenthetically in the spell's effects. Once a spell has been cast, discard it and draw a new one from the deck.



illgottengames2012@gmail.com

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