# WIZ-WAR

## BESTIAL FORCES EXPANSION

*Silently, Aviliana leans around the corner. The minotaur is still there, scraping his cloven hooves across the charred floor, his muscles tense and ready. An ominous growl echoes up the hall behind her, heralding Grendel's approach. In a few short moments, Aviliana will be caught between the two. She cannot let that happen.*

*The young mage sprints forward, constructing a wall out of thin air between her and the bull-headed beast. The roars of frustration fade quickly as she takes to the air with leathery wings.*

*A small creature sprints across her path. Though laden with a giant chest upon its shoulders, it blinks to the side and disappears through a portal before she can react. Aviliana curses and slides to a halt just before the minotaur shatters her body into the nearest wall.*

*The creatures of Wiz-War have arrived!*

## EXPANSION OVERVIEW

Savage creatures have appeared within the walls of the labyrinth, aiding the wizards in their quest to become the Guildmaster. Wizards can now summon the forces of legend with the Mythology school, call upon their ancestral spirits with the Totem school, or embody the powerful forms of the dragon with the Draconic school.

### 6 CREATURE FIGURES AND BASES
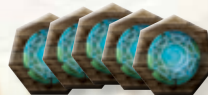
### 72 MAGIC CARDS

### 6 CREATURE LIFE DIALS

*(6 faceplates, 6 dials, and 6 pairs of plastic connectors.)*

### 12 TOTEM MARKERS

### 4 RELIC MARKERS

### 5 ENERGY TOKENS

## BESTIAL FORCES EXPANSION ICON

Each card in this expansion is marked with the *Bestial Forces* expansion icon to distinguish these cards from the cards in the base game.

# USING THIS EXPANSION

This section describes how to incorporate the *Bestial Forces* components into the *Wiz-War* base game.

1. **Prepare Creatures:** Place each creature on a gray base and set it aside. These figures enter play when a wizard uses the corresponding summon card.

2. **Add New Schools of Magic:** Add the Mythology, Totem, and Draconic schools to the available schools of magic chosen during step 4 of setup.

# EXPANSION RULES

This section describes rules for the *Bestial Forces* expansion in detail.

## FLASH ENERGY

Like normal energy cards, players can use flash energy to boost spells. When a player casts a spell, he may discard one flash energy card to fuel the spell.
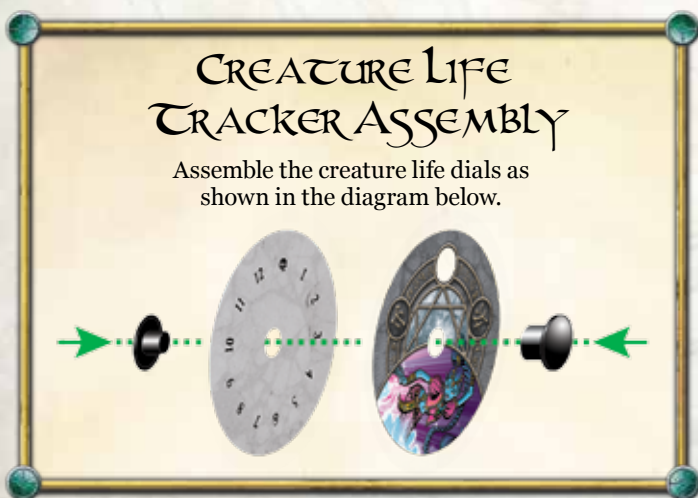
However, a player **cannot** use flash energy cards to boost his speed.
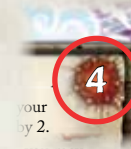
FLASH ENERGY
CARD

## MULTIPLE TARGETS

Any wizard or creature affected by an attack spell is a TARGET. If a spell affecting multiple targets is **canceled** by any one target, none of the targets suffer its effects.

### CREATURE LIFE TRACKER ASSEMBLY

Assemble the creature life dials as shown in the diagram below.

## SUMMONING CREATURES

When a wizard casts a spell with the CREATURE trait, he performs 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 one die and suffer damage equal to one 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, which is located on the right side of the creature's summon card. This is the creature's starting life.

CREATURE'S BASE
LIFE ICON

4. **Place Creature on the Board:** Take the creature figure that corresponds to the creature being summoned and place it on the board adjacent to your wizard.

## ACTIVATING CREATURES

To activate a creature, the controlling wizard spends two movement points. During each creature's activation, the controlling wizard cannot move and can only cast counter spells. A wizard may activate each of his creatures during his 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 one attack.

### CREATURE ATTACKS

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

1. The creature's controlling wizard selects one attack from the creature's card and follows its instruction.

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.
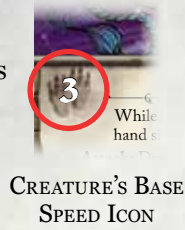
CREATURE
ATTACK SPELL

**Note:** 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 one victory point.

Creatures cannot attack during the first turn of the game.

## CREATURE MOVEMENT

Each time a creature is activated, it receives movement points equal to its **BASE SPEED**, which is located on the left side of the creature's summon card. Creatures follow the same rules for moving as wizards, except that they cannot boost their speed (see "Moving" on page 7 of the base game rulebook).

**CREATURE'S BASE SPEED ICON**

## CREATURES IN THE LABYRINTH

Creatures cannot carry treasures or items. Some Magic cards cause a creature to pick up or steal a treasure or item. If this happens, the creature immediately drops the treasure or item in its square. The boggart is the exception to this rule; it can pick up and carry treasures.

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

Some spells can heal creatures. When a creature heals, its controlling wizard adjusts its creature life dial to reflect its increase in life. A creature's life can exceed its starting life, but cannot exceed 12.

When a creature takes damage, its controlling wizard adjusts its creature life dial to reflect its decrease in life. If a creature's life is reduced to zero or less, if a creature's controlling wizard dies, or if a creature's 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 (see "Punching" on page 8 of the base game rulebook).

## TRANSFORMING CREATURES

The Mutation school allows wizards to transform creatures into other forms, modifying their abilities. When a wizard casts a spell that transforms a creature he controls, the player removes the creature figure from its base and places the transformed figure that corresponds to the spell into the base. When the transformation ends, the player replaces 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 **TRANSFORMATION** 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 (see "Punching" on page 8 of the base game rulebook).

## STUN EFFECTS

Certain spells in the *Bestial Forces* expansion can cause a wizard to gain stun tokens. Remember, if a wizard discards a stun token during his Time Passes phase, he is stunned for the duration of that turn (see "Time Passes Phase" on page 6 and "A Stunned Wizard" on page 15 of the base game rulebook).

Creatures can also 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.

## RELICS

Relics are items with immense power; they are identified by the relic icon located on the right side of some Magic cards. While a player has a relic in his play area, he must also place the relic's marker in his wizard's colored base as he would a treasure. Each wizard can carry either one relic or one treasure. If a wizard is carrying a relic or treasure, he must drop it before he can pick up a different relic or treasure.

**RELIC ICON**
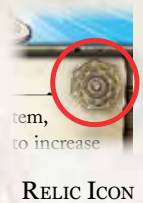
When a wizard drops a relic, he places its marker in his square and the corresponding Magic card near the game board as he would an item. If a card effect causes a wizard to carry more than one relic or treasure, he must immediately drop relics or treasures until he is carrying only one.

## SCHOOLS OF MAGIC

**Mythology:** Wizards that harness the school of Mythology are bolstered by spells that have made their mark in the stories of the ages. Calling upon epic feats, iconic creatures, and ancient relics, wizards astute in myth wield the spells of legend.

**Totem:** Adopting the various spirits of the Totem school, a wizard can empower every aspect of his being to overcome the perils of the labyrinth. As the spirits gather, their collective power grows. Eventually, the great totem spirit is so empowered by the others that it can destroy a wizard's soul with a single strike.

**Draconic:** There is only one creature so great that it has its own school devoted to it. The Draconic school boasts spells that mimic and harness the power of dragons. Should the ferocious drake be summoned, it will guard your treasures as if they were its own.

# Optional Rules

This section contains several optional rules that players may wish to try. All players must agree upon which rules they wish to use.

## Extended Flash Energy

This optional rule increases spell damage and decreases speed boosts when not playing with the Draconic school.

After selecting schools during step four of setup, randomly select four energy cards and return them to the game box. Then, add the four flash energy cards from the Draconic school to the Magic deck and continue with setup.

## More Summons

This optional rule allows players to use creatures outside of the schools they belong to.

After selecting schools during step four of setup, players can select which schools they would like to include the creatures from. It is recommended that players do not select the Totem school, as the Totem Spirit has limited utility apart from its school. When selecting a school, players 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.

## Specializations

This optional rule gives each wizard a personal school of magic to cast from.

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 two facedown decks at random and looks at both. He selects one to keep as his Specialization deck and the other to return to the pool of facedown decks. Then, each player shuffles his Specialization deck and places it facedown in his play area.

When dealing each player's starting hand, deal each player three Magic cards from the Magic deck. Then, each player draws two 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 one fewer Magic card from the Magic deck to draw one 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 his Specialization deck runs out of cards, flip the Specialization discard pile facedown and shuffle it to create a new Specialization deck.

# Credits

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