Mage Wars Codex

Activate
When you choose to take an Action Phase with a creature you activate it. Flip its action marker over, and remove any guard marker on it.

Aegis X
All attacks made against this object subtract X attack dice before rolling. Attacks cannot be reduced below 1 die. The Aegis trait does not stack or combine with other Aegis traits. If an object acquires more than one Aegis trait, use only the highest one.

Armor
During an attack, Armor is subtracted from the normal damage rolled on the attack dice. It does not reduce **critical damage**.

Armor +/- X
Modifies an Armor attribute by +/- X. Armor cannot be reduced below 0.

Autonomous (Forcemaster vs. Warlord)
This equipment is attached to a creature, and functions independently from that creature. It does not take up an equipment location. It is unaffected by, and cannot be modified by; traits, abilities, or conditions of the creature it is attached to. However, it can be affected by other sources and objects. If the equipment provides an attack, that attack may be used once per round, as a free action, at the end of the creature's Action Phase. If the attack is a melee attack, it must follow the normal rules for guarding; however, it will not trigger a counterstrike or damage barrier, and will not remove a guard marker from its target.

Bashed
When a creature is **Pushed** into a wall with the **Passage Blocked** trait it is bashed. It receives an Unavoidable attack of 3 attack dice of damage. The walls around the arena have the Passage Blocked trait.

Blocks LoS
This Wall blocks Line of Sight. You cannot target an object or a zone if the **Line of Sight** is blocked. (See "LoS" on page 21.)

Bloodthirsty +X
This creature is a savage predator with a lust for blood. This creature gains +X attack dice when it makes a **melee** attack against a **Living** creature with 1 or more damage. If the attack makes multiple attacks against the same or different objects, it gains this bonus only for the first attack it makes. If there is a **damaged Living** enemy creature in the Bloodthirsty creature's zone during its Action Phase, it must melee attack that creature (if possible). If there is more than one choice, or it has also been **Taunted**, it can choose which creature to attack.

Burn
Object is on fire. This is a Flame condition. Each Upkeep Phase, roll 1 attack die of direct damage for each Burn marker on each object. On a roll of "0", remove that Burn marker. Burn markers have a **removal cost** of **2**.

Burnproof
Cannot gain the Burn condition. May be vulnerable to *flame* damage, but cannot "burn". All Incorporeal objects are Burnproof.

Cancel
If a spell, attack, or effect is canceled, it stops and has no further effect.

Cantrip (Forcemaster vs. Warlord)
Whenever this spell is destroyed, return it to the owner's spellbook instead of their discard pile.

Channeling
Some objects have a Channeling attribute, which is how much mana they collect each round during the Channeling Phase.

Channeling +/- X
Modifies a creature's Channeling attribute by +/- X. Channeling cannot be reduced below 0. Modifies only existing Channeling, it has no effect an object without a Channeling attribute.

Charge +X
Creature gains +X attack dice for its very next melee attack, if it makes that attack immediately after it takes a move action, and moves at least 1 zone.

Climbing
Creature may take a special full action to climb over any Corporeal wall and move into the adjacent zone. If the wall has the **Passage Attacks** trait, It attacks the creature before it moves.

Condition
Conditions are various states that can occur for objects, and are indicated with markers placed on the object. All conditions stack and their effects are cumulative. (See "Effects & Conditions" on page 29.)

Controller
Each spell or object in the game is controlled by the player who cast it. The controller may use and act with that object, and makes all decisions and choices for that spell or any abilities that object may have.

Corporeal
Corporeal objects are normal, physical objects. All creatures and conjurations are Corporeal, unless they have the **Incorporeal** trait.

Counter
A spell which has been countered does not resolve. It is destroyed and goes to the discard pile. All costs and actions spent to cast the spell are lost, unless otherwise noted.

Counterstrike
If a creature is the defender of a **melee** attack, and it has a quick action melee attack with the **Counterstrike** trait, it may use that attack against the attacker during the Counterstrike Step of the attack. (See "Counterstrike" on page 32.)

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Cripple
This is a Poison condition. Creature is **Restrained**. At the end of each of its Action Phases, Crippled creature may attempt an **escape roll**: on a roll of 7 or higher, remove Cripple. Cripple has a **removal cost** of **4**. Cannot affect conjurations.

Critical Damage
Critical damage bypasses Armor (Armor does not reduce the damage dealt).
Critical damage is shown as numbers inside a starburst on the attack dice.

Damage Barrier
A damage barrier surrounds an object and makes an automatic attack against each enemy which makes a **melee** attack against the object it surrounds. See "Damage Barriers" on page 31.

Damage Type
Damage can belong to a certain type - such as *flame* or *lightning*. (See "Damage Types" on page 30.)

Damage Type +/- X
Attacks against this object, which match this damage type, modify the number of attack dice rolled by X, and modify the effect die roll by X. Damage type modifiers are cumulative. An attack cannot be reduced below 1 die. (See "Damage Modifiers" on page 30.)

Daze
Creature is disoriented and/or blinded. Whenever this creature makes an attack, roll the effect die at the end of the Declare Attack Step. If the result is 7 or higher, the attack is resolved normally. If the result is 6 or less, the attack "misses" its target and skips to Step 5 of the attack sequence (Additional Strikes). If it makes a Zone Attack, only check once: the entire attack either fails or succeeds normally. If a creature has more than one Daze on it, roll only one time to see if the creature misses. In addition, the Dazed creature suffers a -2 penalty to all Defense rolls for each Daze marker it has. All Daze markers are removed at the end of the creature's Action Phase. Daze has a **removal cost** of **2**. Conjurations cannot be Dazed.

Defender
A creature or conjuration which is being attacked. They may not necessarily be the target of that attack (see "Zone Attack" in the Codex).

Defense
Some objects have a Defense attribute, which represents an ability to avoid an attack. The number on the Defense is what you must roll, or higher, on 1d12, to successfully avoid an attack. (See "Defenses" on page 28.)

Defrost
This is a trait of *flame* attacks. It will be defined in a future release of the game in which *frost* damage is introduced.

Destroyed
A destroyed object is removed from play and is placed in the **owner's discard pile**. Creatures and conjurations are destroyed when the amount of damage on them is equal to or greater than their Life total. Objects can also be destroyed when a specific spell or effect destroys them.

Direct Damage
Damage that is put directly on a creature. The damage is critical (bypasses armor). It is not considered an attack, and the creature cannot use a Defense to avoid the damage. (See "Direct Damage" on page 30.)

Discard Pile
Each player has his own discard pile where he places destroyed objects or discarded spells after they are cast. See "Discarding Spells Pile" on page 17.

Doublestrike
This attack makes a second attack against the same target as part of the same attack action. The additional attack occurs during the Additional Strikes Step.

Effect Die
The 12-sided die is called the effect die, and it is used to roll for additional effects for attacks, as well as **escape rolls**, or other rolls.

Elusive
This creature is quick and slippery. This creature **ignores** enemy creatures. Enemy creatures cannot hinder its movement. It is not required to attack enemy guards when making a melee attack.

Enemy
An enemy object is one which is currently controlled by your opponent(s).

Epic
Only 1 copy of this spell can be in a mage's spellbook.

Escape Roll
Some conditions or enchantments require an escape roll, using the effect die, to see if you can remove them from the creature they are attached to.

Ethereal
This attack is magically enhanced. It deals full damage to **Incorporeal** objects (count all the numbers on the dice, not just the 1's). Incorporeal objects can receive effects and conditions from this attack.

Extendable
When this wall spell is cast, you may choose a second identical copy of the wall spell from your spellbook, and cast it as part of the same action, paying that wall's Level in mana as an additional casting cost. (See "Walls" on page 21.)

Familiar
This object can cast spells. (See "Familiars" on page 20.)

Fast
This creature may take 2 Move Actions before taking a Quick Action. It may take a maximum of 2 Move Actions during its Action Phase. If a Fast creature gains the **Slow** trait, both traits are cancelled out. (See "Fast Creatures" on page 18.)

Finite Life
This creature cannot heal, regenerate, or gain life. If the creature gained Life before it gained this trait, it keeps that Life but cannot gain additional Life. All Nonliving objects have Finite Life.

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Flying
This creature is flying above and out of reach of conjurations and non-Flying creatures. (See "Flying Creatures" on page 19.)

Friendly
A friendly object is one which is currently controlled by the player, or players on his team (in a multi-player game).

Full Action
During their Action Phase, if a creature does not take a **move action**, it can take a **full action**. Full actions include casting **full spells**, or making full action attacks (which are marked on the creature card with a special full action (hourglass) icon). (See "Full Actions" on page 15.)

Full Spell
A full spell requires a **full action** to cast it. It has the full action (hourglass) icon on its casting line, just to the right of its casting cost.

Guarding
As a **quick action** a creature can choose to guard, in order to protect his zone and gain a counterstrike. (See "Guarding" on page 33.)

Heal
Healing removes damage from **Living** creatures and conjurations. (See "Removing Damage" on page 30.)

Hidden Enchantment
All enchantments are cast face-down and are kept hidden from your opponent. Enchantments all have a casting cost of 2 mana, printed next to the hidden (closed eye) icon on their spell card. When they are revealed (turned face-up), their controller pays their **reveal cost**. (See "Enchantments" on page 22.)

Hinder
If a creature begins its Action Phase in a zone with any enemy creatures, or enters a zone occupied by an enemy creature, it is **hindered**. A **hindered** creature may only move 1 zone during its Action Phase (even if it has the Fast trait). Incapacitated, Restrained, or Pest creatures cannot hinder movement.

Ignore
An ignored enemy creature cannot **hinder** movement of friendly creatures. An ignored enemy creature that is guarding does not have to be attacked when making a melee attack.

Immunity
This object is immune to all attacks, damage, conditions, and effects of the specified **damage type**, including **critical damage** and **direct damage**. Cannot be targeted or affected by spells of the specified type.

Incapacitated
An Incapacitated creature cannot take any actions, including moving, attacking, guarding, casting spells, or counterstriking. It cannot use any Defenses, and if a guard marker is on the creature, it is removed immediately. A Flying creature loses the Flying trait as long as it is Incapacitated. Any Damage Barrier on an Incapacitated creature continues to function normally. An Incapacitated creature cannot **hinder** the movement of enemies. Other creatures may ignore an Incapacitated creature. An Incapacitated creature still takes an Action Phase during the round, but it cannot perform any actions during its Action Phase (normally, the action marker is simply flipped over). Conjurations cannot be Incapacitated. Mages are affected by Incapacitation differently. A mage's mind is so powerful that even if he is Incapacitated he can still work his magic! An Incapacitated mage can still use actions to **cast quick non-attack spells**. He **cannot** cast **full** spells or **attack** spells.

Incorporeal
An insubstantial or amorphous object that is very resistant to damage. All attack dice rolled to damage this object, from any source, only count the "1's" on the dice (ignore all 2's), unless the attack has the **Ethereal** trait. Cannot receive effects or conditions from attacks that are not Ethereal. All Incorporeal objects also have the **Nonliving**, **Burnproof**, and **Uncontainable** traits. Incorporeal objects do not have an Armor attribute, and cannot gain armor. (See "Incorporeal" on page 19.)

Indestructible (Forcemaster vs. Warlord)
This object cannot be damaged, and cannot be destroyed by damage. It can be destroyed by other effects or abilities which may destroy it without dealing damage.

Indirect (Forcemaster vs. Warlord)
This ranged attack does not have its Line of Sight (LoS) blocked by any walls.

Initiative
Players take turns having the initiative, which is noted with an initiative marker. Whoever has the initiative gets to use their **quickcast** action first during a **Quickcast Phase**, and gets to take the first Action Phase during the Action Stage. Also, it is used to resolve any timing issues.

Invisible (Forcemaster vs. Warlord)
This object is invisible and cannot be targeted (there is no LoS to it). However, it can be affected by attacks, spells, or abilities which do not target it directly, such as zone attacks and spells. It can also be attacked by damage barriers and counterstrikes. As long as it has the Invisible trait, it also gains the **Pest** and **Elusive** traits.

Legendary
Only 1 copy of this object can be in play at a time. You may not cast a Legendary spell if an object with the same name is already in play, until the first copy is destroyed. Legendary objects cannot be brought back into play from the discard pile if another copy is already in play.

Level
All spells have a Level, printed as a small number next to the spell school it belongs to. The Level represents the approximate power of that spell. The Level is sometimes used as a way to determine the cost of a spell, and is also important when building a spellbook. (See spell Levels under "Training" on page 35.)

Life
Creatures and conjurations have a Life attribute. Life is the maximum damage they can receive before being destroyed.

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Life +/- X
Object gains or loses X Life. Gaining Life is not healing; and losing Life is not taking damage. Adjustments to Life is adjusting the maximum amount of damage an object can receive before being destroyed.

LoS (Line of Sight)
You cannot target an object or zone if Line of Sight is blocked. Some walls have the **Blocks LoS** trait. (See "Walls" on page 21.)

Living
Living objects may heal, regenerate, and gain life. **All creatures are Living**, unless they have the **Nonliving** trait. **All conjurations are Nonliving**, unless they have the **Living** trait.

Mage
This creature is a Mage, and represents the player in the game. The Mage can channel, cast spells, and has a special **quickcast action** each round. The Mage is a Level **6** creature. If your Mage is destroyed, you lose!

Magebind +X
This enchantment is a little tougher to attach to a Mage. If this enchantment is attached to a Mage, the reveal cost is increased by X. This adjusted reveal cost is used for all purposes in spells, abilities, or effects which refer to the reveal cost of this spell.

Magecast
This spell can only be cast by a Mage. It cannot be cast by other objects which can cast spells.

Mage Only
Some spells are restricted to particular Mage classes. For example, a spell may have the "Warlock Only" or "Holy Mage Only" trait. (See "Spell Traits That Affect Your Spellbook" on page 36.)

Mana Drain +X
If this attack damages an enemy creature, that creature's controller loses X mana from his mana supply (if he has any). If the attack makes multiple attacks against the same or different objects, it gains this bonus only for the first attack it makes.

Mana Transfer +X
Exactly as Mana Drain +X, with this addition: The controller of this attack gains mana equal to the amount of mana lost.

Melee +X
This creature gains +X attack dice when it makes a **melee** attack. If the attack makes multiple attacks against the same or different objects, it gains this bonus only for the first attack it makes. Does not grant a melee attack if this creature does not have one. Does not affect ranged attacks, damage barriers, or other non-melee attacks.

Melee Attack
This is a close-in attack which can only attack targets in the same zone. It can trigger a **damage barrier** or a **counterstrike**. When making a melee attack you must attack an enemy **guard** if there is one in your zone. A melee attack will remove a guard marker from a guarding creature.

Move Action
During its Action Phase a creature can take a move action, which allows it to move one zone to an adjacent zone. Afterwards it may take a **quick action**. (See "Movement" on page 13.)

Nonliving
All Nonliving objects have the **Poison Immunity** and **Finite Life** traits. All creatures are Living, unless they have the Nonliving trait. All conjurations are Nonliving, unless they have the Living trait. Incorporeal objects always have this trait.

Novice
Basic apprentice spells. All mages may add Novice spells to their spellbooks for 1 Spell Point, even if they are not trained in that spell's school of magic.

Object
Enchantments, equipment, creatures, and conjurations are spells which become objects in the game, remaining in play after they are cast. The Mage is also considered an object. Incantation and attack spells do not become objects.

OR Attacks (Forcemaster vs. Warlord)
Some attacks have an "OR" in their attack bar. For example, Ludwig Boltstorm's attack bar presents 2 alternatives; the attack can **either** have the Sweeping trait or be a Zone attack with the Unavoidable trait. When the attack is declared, the controller decides which of these alternatives will apply for the attack.

Owner
The owner of a spell is the player who started with that spell in his spellbook at the beginning of the game.

Passage Attacks
All Creatures that move through this wall are automatically attacked by the wall. The attack occurs before the creature moves. (See "Walls" on page 21.)

Passage Blocked
Creatures may not move through this wall. If a creature is **Pushed** into this wall, it is **bashed**. The walls around the outside of the arena all have the Passage Blocked trait. (See "Walls" on page 21.)

Pest
A small nuisance creature that cannot **hinder** enemies. Enemy creatures may ignore a Pest that is guarding to make a melee attack against another target.

Piercing +X
This attack subtracts X from the target's armor when determining the amount of damage dealt. It cannot reduce the target's armor below 0.

Poison
Note that many attacks, while not having the *poison* damage type, may still cause *poison* conditions.

Poison Immunity
Nonliving objects have Poison Immunity. (See "Immunity" in the Codex.)

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Psychic Immunity
This object has a very powerful mind, or no mind at all. All conjurations have Psychic Immunity. (See "Immunity" in the Codex.)

Push
Push is an effect caused by some spells and attacks that moves the target into an adjacent zone. Unless the effect says otherwise, the Pushed creature must move one zone away from the source of the Push. If there is a choice of direction (such as pushing a creature diagonally opposite, or if the source of the Push is in the same zone as the target), the source of the Push chooses the direction.
Some spells may Push in a random direction. To determine the direction, choose one side of the board to be "North" and roll the Effect Die: a 1-3 Pushes the creature North, 4-6 = East, 7-9 = South and 10-12 = West. A creature may be Pushed through a wall, but only if the wall does not have the Passage Blocked trait. The Pushed creature suffers any attack from the wall if the wall has the **Passage Attacks** trait. If a creature is Pushed into a wall with the **Passage Blocked** trait, it is **bashed** against the wall and suffers a 3 die attack (Armor reduces this damage normally). This special attack cannot be avoided. Note the walls around the outside of the arena all have the **Passage Blocked** trait. Note that **Flying** creatures ignore walls. Some creatures and **all** conjurations have the **Unmovable** trait. They cannot be Pushed and ignore all Push effects.

Quick Action
During their Action Phase, creatures can take a **move action**, followed by a **quick action**. Quick actions include **guarding**, casting a **quick spell**, taking a second **move action**, or making a quick action attack. (See "Quick Actions" on page 15.)

Quickcast Action
Each Mage can take a special additional action each round called the quickcast action. This allows him to cast **one quick spell**, in addition to any other actions he may choose to take that round. The quickcast action can be used before or after any **friendly** Action Phase, or during a **Quickcast Phase**, and a quickcast marker is used to track using this action. (See "Quickcast Action" on page 12.)

Quickcast Phase
There is a Quickcast Phase at the beginning and end of each Action Stage. This is an opportunity for either player to use their **quickcast action** to **cast one quick spell**, in order of **initiative**. (See "Quickcast Phase" on page 12.)

Quick Spell
A quick spell requires a **quick action** to cast it. It has the quick action (lightning bolt) icon on its casting line, just to the right of its casting cost.

Rage +X
When wounded, this creature becomes extremely vicious and aggressive. Each time it is attacked and Damaged by an enemy creature, place a Rage token on it. It cannot have more than X tokens on it. It gains the **Melee +1** trait for each token on it. Each time it heals or regenerates, remove 1 Rage token. If it has no damage on it, remove all Rage tokens.

Ranged +X
This creature gains + X attack dice when it makes a ranged attack. Has no effect on **zone** attacks. Does not grant a ranged attack if this creature does not have one.

Ranged Attack
This attack can be used on targets within its minimum and maximum range, and within **Line of Sight**. A ranged attack can always be made against a Flying creature in the same zone, even below its minimum range. Ranged attacks do not trigger damage barriers or counterstrikes. Ranged attacks ignore guards, and do not remove guard markers from guarding creatures.

Reach
This melee attack can target and attack Flying creatures in the same zone.

Ready Marker
Ready markers are used to keep track of when abilities are used. For example, if a creature has a defense, it will use a ready marker to keep track of when it is used (flip marker to the gray "used" side), and when the defense is ready again (flip marker to the green "ready" side). Ready markers all flip over to their green "ready" side during the Reset Phase.

Regenerate X
This object heals (removes) X damage each Upkeep Phase. The Regenerate trait does not stack or combine with other Regenerate traits. If an object acquires more than one Regenerate trait, use only the highest one. The **Finite Life** trait prevents regeneration.

Removal Cost
Most conditions have a removal cost, printed on the condition as a small number in a gray circle. Certain spells or abilities may permit you to remove the condition by paying this cost in mana. (See "Removal Costs" on page 31.)

Restrained
If a creature is Restrained, it cannot take any move actions. It can still be **Pushed** or **Teleported**. Aside from movement, a Restrained creature may take any quick or full actions during its Action Phase. A Restrained creature cannot **hinder** the movement of enemies. A Restrained creature may go on guard, but attacking creatures may ignore it (they do not have to attack it). The only advantage a Restrained **guard** receives is the **Counterstrike** trait. Flying creatures lose the Flying trait for as long as they are Restrained. A Restrained creature suffers a -2 penalty to all defense rolls. Uncontainable creatures and all conjurations cannot be Restrained.

Reveal Cost
When you reveal a hidden enchantment, turn it face up. The controller pays the reveal mana cost, if any, (noted on the open eye symbol on the card), or else the enchantment is destroyed. (See "Revealing Enchantments" on page 22.)

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**.

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Slam (Forcemaster vs. Warlord)
Creature is **Incapacitated**. When this creature is activated remove Slam and replace with a **Daze** condition. Unmovable creatures receive a Daze condition instead of Slam. Has a **removal cost** of 3.

Sleep
This is a Psychic condition. This creature is in a deep sleep and is **Incapacitated**. If this creature receives any damage, remove Sleep and replace it with a **Daze** marker (which is conveniently printed on the other side of the Sleep marker). Sleep has a **removal cost** equal to the sleeping creature's **Level**.

Slow
This creature is very slow. If this creature takes a move action, its Action Phase immediately ends. It does not get to take a quick action after moving. If a Slow creature gains the **Fast** trait, both traits are canceled out.

Spawnpoint
This conjuration can cast spells during the Deployment Phase. (See "Spawnpoints" on page 20.)

Spellbind
This object can have a spell bound to it, which you can cast as normal once per round. See "Spellbinding" on page 25.

Stun
Creature is **Incapacitated**. All Stun markers are removed at the end of the creature's Action Phase. Stun has a **removal cost** of **4**. Cannot affect conjurations.

Successful
An attack is considered successful, and to have "hit" its target, if it did not "miss" due to a **Daze** condition, nor was avoided due to a **Defense**.

Summon
When you cast a creature spell it is also referred to as "summoning" a creature.

Sweeping
This attack has a wide sweeping arc and can target and strike 2 **different** targets in the same zone. The second attack occurs at the end of the attack sequence from the first attack. Start a new attack sequence beginning with the Declare Attack Step. Note: The second attack cannot be made against the **same** target as the first attack. If there is not a **different** valid target for the second attack, then the Sweeping trait has no effect this round.

Taunt
This is a special condition that can be caused by the attack of certain creatures (In this set: Sosruko, Ferret Companion). Place a Taunt marker on the creature. Taunted creature must make a melee attack against Sosruko during its next action phase, if able, and if Sosruko is in its zone. If it is required to make an attack on a different target from a competing effect (such as Bloodthirsty), the controller may choose which target to attack. Remove taunt at end of its Action Phase or whenever Sosruko is activated.

Teleport
An effect that moves an object directly to another zone, bypassing walls and objects. (See "Teleporting" on page 14.)

Thorg's Taunt (Forcemaster vs. Warlord)
Thorg, Chief Bodyguard can Taunt his enemies. If the Taunted creature is in a zone adjacent to Thorg, then it must either move into Thorg's zone, or make a ranged attack which targets Thorg, if able. If it is in Thorg's zone, or moves into Thorg's zone, then it must make an attack which targets Thorg, if able. Thorg's Taunt does not work on Mages, or creatures with Psychic Immunity. Thorg's taunt will **not** force a creature to move through a Wall with the Passage Attacks trait. If the Taunted creature is required to take a competing action from another effect (such as Bloodthirsty), then it may choose which of those actions to take. Remove Thorg's taunt at the end of the Taunted creature's Action Phase, or when Thorg is activated, whichever comes first.

Token
A token is a small marker used to keep track of something. Tokens are not provided with Mage Wars - please use anything you wish for a token - pennies, dice, beads, etc.

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.

Traps
An enchantment subtype that triggers when an enemy enters the zone. (See "Traps" on page 24.)

Triplestrike
This attack makes two additional attacks against the same target as part of the same attack action. The additional attacks occur during the Additional Strikes Step.

Unavoidable
Defenses cannot be used to avoid this attack. (See "Defenses" on page 28.)

Uncontainable
This creature has a slippery and/or amorphous body, making it difficult to hold in place. Some spells, conditions, and effects will not work against an Uncontainable creature. All Incorporeal creatures have the Uncontainable trait.

Unique
Each player may only have 1 copy of this object in play at a time. Similar to Legendary, but each player is allowed to have his own copy in play.

Unmovable
Object cannot be **Pushed**. All conjurations are Unmovable.

Upkeep +X
This object's controller pays X mana during each Upkeep Phase or this object is destroyed.

Vampiric
When this attack causes damage to a Living creature, the attacker heals (removes) up to half the damage caused (round up). If the attack does more damage than the target's life total, the excess damage does not count for healing. If the attack makes multiple attacks against the same or different objects, it gains this bonus only for the first attack it makes. The Vampiric trait does not stack; if a creature acquires this trait more than once, treat it as if it only had the trait once.

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Wall
A wall is a subtype of a conjuration spell. It is placed on a **zone border** (the line between 2 zones). (See "Walls" on page 21.)

Weak
This is a Poison condition which weakens a creature. For each Weak condition on it, the creature loses 1 attack die from all **non-spell** attacks it makes. Cannot reduce an attack to zero dice. Has no effect on damage barriers or attack spells. Weak has a **removal cost** of **2**.

Zone
A zone is a square region on the arena game board, used to regulate movement, the placement of objects, and for counting range.

Zone Attack or Spell
This attack or spell affects all creatures and conjurations in the target zone, without actually targeting them individually. Does not affect walls on the zone's border. Zone attacks have the Unavoidable trait and make a separate attack against each object in the zone. (See "Zone Attacks" on page 27.)

Zone Exclusive
There can be only 1 Zone Exclusive conjuration at a time in each zone. (See "Zone Exclusive" on page 21.)

Zone Border
This is the line or intersection between two adjacent zones. Walls are always placed on zone borders.