

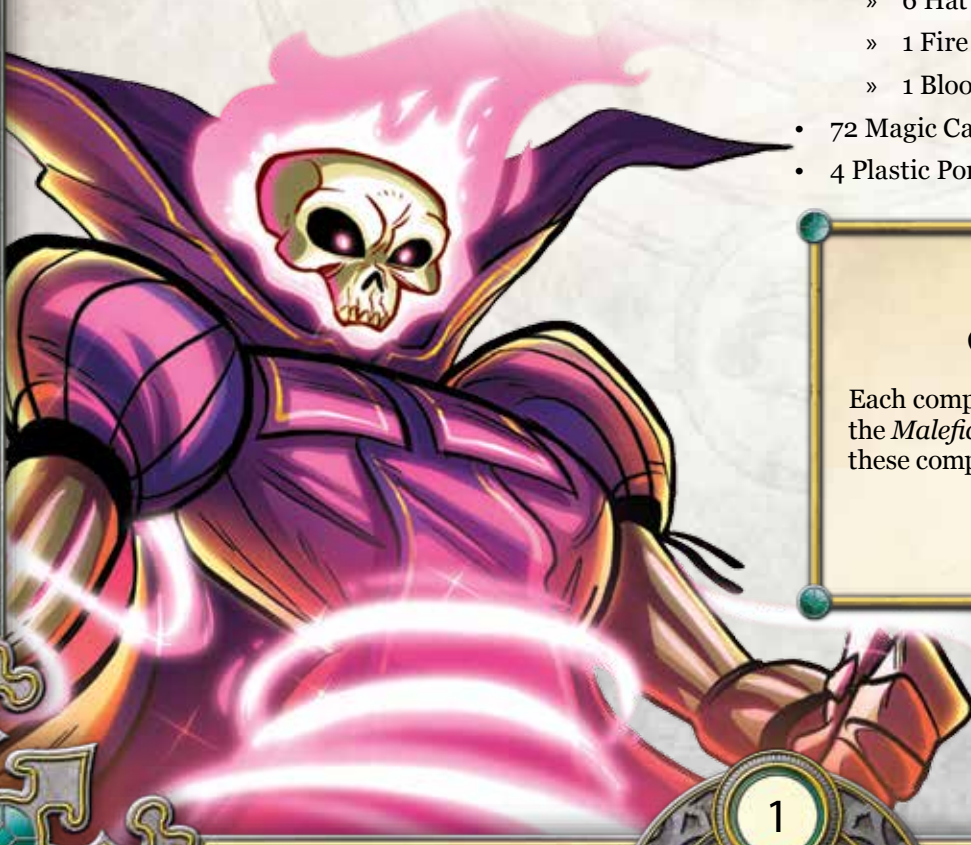
WIZ-WAR™

MALEFIC CURSES

Slowly, Dauziel pulls his cadaverous body to a standing position. He'd been killed centuries ago, but a powerful necromancer such as himself would never let such a simple setback stop him from claiming his rightful place as Guildmaster of the Arcane Order. Mysterious energies weave between his bones and sinews, reassembling his body as he shambles toward the labyrinth. Once inside, he intends to show those young upstarts how a truly ruthless wizard duels. The Wiz-War will never be the same!

EXPANSION OVERVIEW

The fierce competition to become the new Guildmaster heats up as a new wizard enters the labyrinth, bringing with him three new schools of magic. Wizards can now trick and curse their rivals with the school of Hexcraft, harness the entropic forces of the universe with the school of Chaos, or gain mastery over life and death with the school of Necromancy.



COMPONENT LIST

- This Rulesheet
- 1 Sector Board
- 1 Plastic Wizard Figure
- 1 Plastic Wizard Base
- 1 Life Dial (with 1 faceplate, 1 dial, and 1 plastic connector)
- 52 Cardboard Pieces, including:
 - » 1 Cloak of Shadows Marker
 - » 1 Skull Servant Marker
 - » 2 Boneyard Markers
 - » 8 Hex Markers
 - » 10 Prismatic Mist Markers
 - » 4 Portal Markers
 - » 2 Treasure Markers
 - » 16 Energy Tokens
 - » 6 Hat Tokens
 - » 1 Fire Cloak Marker
 - » 1 Bloodshard Marker
- 72 Magic Cards (24 per school)
- 4 Plastic Portal Stands

MALEFIC CURSES EXPANSION ICON

Each component in this expansion is marked with the *Malefic Curses* expansion icon to distinguish these components from the base game components.



COMPONENT OVERVIEW

This section describes the components introduced in the *Malefic Curses* expansion. This section does not describe component types included in the base game; they function as described in the base game's rulebook.

HEX MARKERS

The school of Hexcraft includes several spells that cause these markers to appear on the board.



PRISMATIC MIST MARKERS

The spell "Prismatic Mist" from the school of Chaos causes these markers to appear on the board.



"FIRE CLOAK" AND "BLOODSHARD" OBJECT MARKERS

The original printing of the *Wiz-War* base game did not include these object markers. The *Malefic Curses* expansion includes them to supplement the "Fire Cloak" and "Bloodshard" spells.



USING THIS EXPANSION

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

- Add New Wizard and Player Color:** Add the plastic wizard figure included in the *Malefic Curses* expansion to the available wizards chosen during step 1 of setup. The purple player color is also available.
- Add New Schools of Magic:** Add the schools of Hexcraft, Chaos, and Necromancy to the available schools of magic chosen during step 4 of setup.

ADDING A FIFTH PLAYER

To play a five-player game of *Wiz-War*, shuffle the purple sector board with the other sector boards as described in step 2 of setup in the base game rulebook. Then, build the game board and place the portals as shown in the diagram to the right.

FIVE PLAYER SETUP EXAMPLE



EXPANSION RULES

This section describes rules for the *Malefic Curses* expansion in detail.

FLASH ENERGY

Players can use a "Flash Energy" card to boost spells. When a player casts a spell, he may discard one flash energy card to fuel the spell.



FLASH ENERGY CARD

However, a player **cannot** use a "Flash Energy" card to boost his speed.

RANDOM ENERGY

When a player uses a "Random Energy" card, he rolls one die and adds its result to the value shown on the card. This sum is the total amount of energy provided by the card. The player can use this energy to boost his wizard's speed or boost a spell.



RANDOM ENERGY CARD

When a player uses a Magic card that has the random energy icon at its bottom edge, he rolls one die. Its result is the amount of energy provided by that Magic card.



RANDOM ENERGY ICON

RANDOM MAGIC

Some cards in the *Malefic Curses* expansion feature random effects. These effects are concentrated heavily in the school of Chaos, but Hexcraft and Necromancy also feature random effects. When a card requires the “result of 1 die,” the player rolls the die and uses the result to determine the effects of the card as described in its text.

SAME-SECTOR RANGE ICON

Several cards in the *Malefic Curses* expansion feature the **SAME-SECTOR** range icon. A wizard may play a card with the same-sector range icon on a target that is in the same sector board as himself.



SAME-SECTOR
RANGE ICON

Hexes

Hexes are a spell type that gives clever wizards several ways to control the board. When a player casts a hex spell, he places the hex marker that corresponds to the spell he cast in an empty square in the same sector as his wizard. He cannot place the hex marker in a home base square.

Hexes are not objects. Hexes cannot be damaged and cannot be picked up or moved after being placed. Hexes do not block line of sight or movement. Hexes 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.

SCHOOLS OF MAGIC



Hexcraft: Hexcraft is a school of tricks, curses, and traps. It relies on hexes, a type of spell that etches runic traps in the labyrinth with explosive results for any wizard who triggers them. A wizard can also impede his opponents with powerful curses and attacks.



Chaos: The school of Chaos is wild, unpredictable, and capricious. The potential power of Chaos is great, but few wizards master its entropic nature. Chaos distorts and manipulates friend, foe, and environment alike with a variety of randomized effects.



Necromancy: Spells from the school of Necromancy manipulate powers from beyond the grave. With the help of spirits and netherreal energy, Necromancy wizards can control shadows and darkness and, in times of dire need, even death itself.

TELEPORTATION

Some spells in this expansion require a wizard to **TELEPORT** a number of squares in a specific direction. When a wizard teleports to a different square, he ignores any walls, doors, objects, or hexes along the way. However, the wizard still suffers the effects of any objects or hexes in the square in which he ends his teleport.

If this teleportation would end with the wizard in a square that he cannot legally occupy, such as a square with a Stone Block, that wizard suffers one physical damage. Then, that wizard moves one additional square in the same direction until he reaches an eligible square.

Wizards can teleport through portals or off an open side of the map or outer wall onto the opposite side. If a wizard teleports off an edge of the map that has a portal, he re-enters the map in the corresponding square on the map edge with the matching portal. Determine this square as if the two sectors with the matching portals were adjacent, as shown below. If a wizard teleports off an edge of the map that does not have a portal, he re-enters the map on the opposite side, as shown below.

TELEPORTATION OFF A MAP EDGE



1. The purple wizard teleports off one side of the game board and re-enters on the opposite side.
2. The red wizard teleports off an edge of the map that has a grey portal and re-enters in the corresponding square on the edge that has the matching grey portal.
3. The blue wizard teleports off an edge of the map that has an orange portal and re-enters in the corresponding square on the edge that has the matching orange portal.

“TELEPORT” CLARIFICATION

The base game spell “Teleport” follows the rules for teleportation as described on page 3.

MULTIPLE TARGETS

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

STUN EFFECTS

Certain spells in the *Malefic Curses* 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).

MARKER AND TOKEN KEY

MOBILE



CLOAK OF SHADOWS

IMMOBILE



BONEYARD



SKULL SERVANT



PRISMATIC MIST

HEXES



PAIN



TELEPORTATION



LETHARGY



AMNESIA

OPTIONAL RULE: 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 step four of setup, randomly select four energy cards and place them back in the game box. Then, randomly select four flash energy cards, add them to the deck, and continue with setup.

CREDITS

Expansion Design: Jay Little

Original Game Design: Tom Jolly

FFG Base Game Design & Development: Kevin Wilson

Producer: Christopher Hosch

Editing & Proofreading: David Hansen

Graphic Design: Michael Silsby

Graphic Design Manager: Brian Schomburg

Managing Art Director: Andrew Navaro

Art Direction: Zoë Robinson

Cover Art: Javier Guzman

Board Art: Ben Zweifel

Figure Design: Andrew Navaro

Interior Art: Javier Guzman and Bill Halliar

Production Manager: Eric Knight

Executive Game Designer: Corey Konieczka

Executive Producer: Michael Hurley

Publisher: Christian T. Petersen

Playtesters: Ian Allen, Gilbert Anderson Jr., Samuel Bailey, Jaffer Batica, Clay Blankenship, Bryan Bornmueller, Jonathan Bove, John Britton, Alex Davy, Sean Foster, Paul Forman, Chris Gerber, Jason Glawe, Russell Hall, David Helba, Mike Helba, Gregg Helmberger, Nathan Hajek, Emily Judd, James Kniffen, David Knepper, Kalar Komarec, Andrew McClanahan, Matthew Newmann, Chris Oberst, Chuck Pierce, Le Pitts, Daniel Phillips, Lori Richards, David Sparks, Damon Stone, John Taillon, Zach Tewalthomas, Nikki Valens, Clint Vogel, Jason Walden, John Weier, Brendan Weiskotten, and Troy Zigler

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