Wizard’s Academy

Grimoire
# WIZARD'S ACADEMY

## GRIMOIRE

### Threats (03-08)
- Threat Interaction
- Threat Descriptions
- Random Directions
- Getting Killed
- Imps
- Trolls
- Demons
- Fire
- Ice
- Darkness
- Haunt
- Portals

### NPCs (08)
- Guardians
- Inspector

### Disasters (08)
- Implosion
- Lure of Power
- Terror
- Tilt
- Wild Magic

### Spells (09)
- Abjure
- Blast
- Chill
- Dash
- Intensity
- Light
- Ritual
- Vaporize

### Rooms (09-11)
- Awakened Room
- Cursed Room
- Enchanted Well
- Flux Point
- Hoard
- Holy Room
- Laboratory
- Library
- Lost Room
- Mana Crystal
- Master's Study
- Outer Dimension
- Planar Rift
- Scrying Chamber
- Unstable Room
- Warded Room
- Workshop

### Scenarios (12-16)
- Golem Construction for Beginners
- Demon Binding
- An Inspector Calls
- Evasive Grimoire
- Unstable Academy
- Botchy Snatchers

### Expert Scenarios (17-19)
- The Demon's Revenge
- Imp Preservation Society
- The Terrible Black Void
- Final Exams
Threats can interact with each other. Water can extinguish fire can melt ice and ice can freeze water. Whenever a new threat is added to the board, a threat moves or rooms move to place different threats adjacent to each other. It is necessary to check if these threats interact. The following steps are taken in order:

- If a room contains two or more portals of the same type, remove the excess portals.
- If a room contains two or more haunt, darkness or fire tokens, remove the excess tokens.
- If a room contains a demon portal and an imp portal, remove the imp portal.
- If a room contains a troll portal and an imp portal, remove the troll portal.
- If a room contains a fire portal and a water portal, remove both portals.
- If a room contains demons but not two ice, remove all haunts, imps and trolls.
- If a room contains trolls but not unsuppressed darkness nor two ice, remove all imps.
- If a room contains both ice and water tokens, remove all water tokens and replace them with an equal number of ice tokens. If the room then contains more than two ice tokens, remove the excess ice tokens.
- If a room contains a fire token, remove all trolls.
- If a fire is in a room with ice or adjoining a room with ice, remove all of the ice from the room. If two ice tokens are removed from the same room in this way, place a water token into that room.
- If a room contains a water token, remove all fire tokens.
- If a room contains two or more water tokens, remove all imps.
- If a room contains more than two water tokens it overflows, remove the excess water tokens and place a water token onto every adjoining room.

If any of the adjoining rooms already have two (or more) water tokens, do not place a third token in those rooms. Instead, in each of them, a chain overflow occurs after the first overflow is completed.

When a chain overflow occurs, place water tokens as above, but do not add a token to rooms that have already had an overflow since the last time a water token was placed for a reason other than an overflow.

Once threat interaction is complete, any guardians in the room act, killing all imps and trolls and removing one demon each. A guardian that removes a demon is destroyed.

Finally, if the room is the Mana Crystal, any surviving threats attack the Mana Crystal, forcing it to expend mana to defeat them. See the Attack section of the relevant threat for details.

This section discusses the creatures and elements that threaten the well-being of the academy. Each section is laid out as follows:

**DESCRIPTION OF THE THREAT**

**ACTIVATION:** What the threat does if it is activated by a disaster card or spell.

**ENDURE:** What happens to a wizard who ends their turn in a room with the threat.

**ATTACK:** What the threat does if it reaches the Mana Crystal.

**SPECIAL:** Any special rules that apply to this threat.

**INTERACTIONS:** How this threat interacts with other elements. (This section is descriptive only; see page opposite for the full mechanical details on threat interactions.)
**IMPS**

“Imps are devious critters who like to steal magical resources from others, a position that I can relate to. However, they squander their gains on trivialities. They delight in their theft, but quickly get bored and leave if there is nothing left to steal. Generally they’re more of a nuisance than true threat, but I’d hate to run out of power at the wrong moment because I’d disregarded them.” - Mona

**ACTIVATION:** Imps are intelligent foes, changing their action depending on the situation.

<table>
<thead>
<tr>
<th>SITUATION (First that applies)</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>In a room with at least one wizard who has glyphs</td>
<td>One of the wizards present loses a glyph of their choice and a fire or water token is removed from the room.</td>
</tr>
<tr>
<td>In a room with a glyph source</td>
<td>Each wizard loses a glyph of that type. If at least one glyph is lost this way, the imp removes a fire or water token from the room it occupies. If no wizard had a glyph of that type then the imp is removed from the board, having stolen everything it can.</td>
</tr>
<tr>
<td>In a room adjoining a room that contains a glyph or a wizard who has glyphs</td>
<td>Move into a random adjoining room that meets these criteria.</td>
</tr>
<tr>
<td>All other situations</td>
<td>The imp moves into a random adjoining room.</td>
</tr>
</tbody>
</table>

**ENDURE:** If a wizard ends their turn in a room with an imp then they lose one glyph of their choice. If they lose a glyph then remove a fire or water token from the room; otherwise nothing happens.

**ATTACK:** If a single imp is in the Mana Crystal, there is no effect. If there are ever multiple imps in the Mana Crystal, remove them from the board and lose one mana for every two imps removed (rounding up).

**SPECIAL:** Imps can be targeted with damaging spells and are killed if they take one or more points of damage.

**INTERACTIONS:** Imps are immune to fire and can see in the dark, but ghosts confuse them and they are affected by ice normally. They are eaten by trolls and demons and can be drowned or frozen. Guardians will kill imps foolish enough to run into them. A spell that deals a single point of damage can kill an imp.

**RANDOM DIRECTIONS**

Some threats require a random direction when activated. In this case, draw a room card and consult the numbered arrows. The lowest-numbered arrow that points in a suitable direction is used. If a random direction with no restrictions is required, this will always be the “1”. If a restriction applies (such as “A random adjoining room”), then the “1” direction may be unsuitable if there is no adjoining room in that direction.

If the direction “Towards the Cursed Room” is drawn, then the threat moves towards the Cursed Room via the shortest route. If multiple routes are equal in length, the direction that produces the most new threats is selected. If multiple threats are using the same card (e.g. fire) they may move in different directions, each taking the shortest route towards the Cursed Room from their location.

**GETTING KILLED**

Under some conditions a threat can kill a wizard. When this happens, the Mana Crystal defends them in one of two ways: either it throws a shield around them preventing the kill or it teleports them back to the Mana Crystal. The wizard may choose which occurs, but in either case a mana token is lost.

When mana is lost to prevent a wizard from being killed, they cannot be killed again until the start of their next turn; but this does not prevent other effects. They can still be teleported, have their glyphs stolen, or be subject to a whole host of mischief.

**A CRUDELY WRITTEN WARNING**

Do read:

Never Again Kast A Golem Augmentation Without Abjuring Kings of zynar interfere!
**TROLLS**

“Trolls are big and stupid and cuddly. They would be really dangerous if they attacked, if they weren’t so slow! They get happy if you feed them objects like books and chairs and tables, but the masters tend to get mad and talk about vital rooms not working and other boring things. When that happens I just turn out the lights, then the trolls fall asleep because they think it is nighttime. Plus it’s easier to run off afterwards.” - Susie

**ACTIVATE:** Trolls are ‘intelligent’ foes and change their actions depending on the situation.

<table>
<thead>
<tr>
<th>SITUATION (First that applies)</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>In a room with a <strong>darkness</strong> token and no <strong>fire</strong> tokens</td>
<td>Do nothing. The troll believes it to be night and goes to sleep.</td>
</tr>
<tr>
<td>In a room with a room action or glyph source and no other trolls</td>
<td>Do nothing. Life is good.</td>
</tr>
<tr>
<td>In a room adjoining a room with a room action or glyph source and no other trolls</td>
<td>Move into a random adjoining room that meets these criteria.</td>
</tr>
<tr>
<td>All other situations</td>
<td>Move into a random adjoining room.</td>
</tr>
</tbody>
</table>

**ENDURE:** No effect, trolls are too slow to be a direct threat.

**ATTACK:** If a troll reaches the Mana Crystal, the troll is removed and the Mana Crystal loses one mana.

**SPECIAL:** Trolls disable rooms while they are in them. Wizards in rooms with trolls may not use room actions to obtain glyphs or activate the room. (They may still use them as move actions. Boosts in rooms such as the Planar Rift are passive benefits that still take effect).

Trolls can be targeted with damaging spells and are killed if they take two or more points of damage in the same turn.

**INTERACTIONS:** Trolls can hold their breath for a really long time and love eating imps. However they are killed instantly by fire and can be destroyed by demons. Trolls can be confused by ghosts and are stupid enough to fall asleep whenever it is dark. Ice functions normally against trolls and guardians will exterminate them if they ever share a room. Killing a troll with spells requires two points of damage to be dealt in a turn.

**DEMONS**

“If you see a demon, just run. They like killing and they’re good at it. That’s why most people reckon they’re dangerous, but they miss the point. The real problem is that they spend a lot of time thinking about how best to kill. Once they’ve killed everyone, they’ll seek out the Mana Crystal to stop it healing us.” - Malkar

**ACTIVATE:** Demons are murderous opponents and change their actions to maximise the carnage.

<table>
<thead>
<tr>
<th>SITUATION (First that applies)</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>In a room with at least one wizard</td>
<td>Kill those wizards.</td>
</tr>
<tr>
<td>In a room adjoining a room with a wizard, troll or imp</td>
<td>Move into a random adjoining room that meets these criteria.</td>
</tr>
<tr>
<td>In a room with a route to the Mana Crystal</td>
<td>Move one room towards the Mana Crystal via the shortest route. If two or more routes tie for shortest, choose one of them at random.</td>
</tr>
<tr>
<td>All other situations</td>
<td>Move into a random adjoining room.</td>
</tr>
</tbody>
</table>

**ENDURE:** A wizard ending their turn in a room with a demon is killed.

**ATTACK:** If a demon reaches the Mana Crystal, the demon is removed and the Mana Crystal loses two mana.

**SPECIAL:** Demons can be targeted with damaging spells and are killed if they take three or more points of damage in the same turn.

**INTERACTIONS:** Demons can see in the dark and cannot be killed by fire or water, though they can be contained in ice for a time. Demons kill imps, trolls, wizards and ghosts. If a demon and a guardian meet, the demon is killed but will take the guardian with it. Killing a demon with spells requires three points of damage to be dealt in a turn.
**FIRE**

“Fire catches fire more than any of the reports technically admit. It can be handy to start one if you need to cover your tracks, but bear in mind that while they start small, bigger fires spread more quickly. You don’t want your distraction turning into a death trap.” — Flitter

**ACTIVATE:** When a fire is activated, it spreads. If two fire tokens are in adjoining rooms then they are considered to be part of the same fire; if one is activated then they are all activated. A single random direction is selected for all activated fires; a fire token is placed into every room adjoining an activated fire in this direction.

**ENDURE:** A wizard ending their turn in a room with a fire is killed.

**ATTACK:** If fire reaches the Mana Crystal, the fire and all fire tokens linked to it through adjoining rooms containing

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**ICE**


**ACTIVATE:** When ice is activated it freezes nearby water. If two ice tokens are in adjoining rooms then they are considered to be part of the same block of ice; if one is activated then they are all activated. When ice is activated, every water token in rooms adjoining the activated ice is replaced with an ice token.

**ENDURE:** A wizard ending their turn in a room with two ice tokens is killed at the end of their next turn if they are still in the room and it still contains two ice tokens.

**ATTACK:** If all rooms adjoining the Mana Crystal contain ice tokens, remove the ice tokens and all ice tokens connected by adjoining rooms with ice from the board. The Mana Crystal loses one mana for every three ice tokens removed in this fashion.

**SPECIAL:** When a wizard or creature enters a room containing a single ice token, they immediately exit that room via the opposite door if it is a legal move. This does not cost any sort of action and no additional action is required if the room contains water or darkness. If the room with the ice contains a haunt, then rather than leaving via the opposite door, a random direction is selected and the creature or wizard attempts to leave in that direction. Unlike a regular haunted move, the random direction may select a wall, ending the wizard’s move. If the wizard or creature enters the room using a teleportation effect then the ice has no effect.

Creatures (imps, trolls and demons) in a room containing two ice tokens are frozen and unable to move. They do not activate, do not need to be endured, do not count for threat interaction and do not apply their own special rules.

A room containing two ice tokens is not considered to be adjoining any other room. As such there is no route to the Mana Crystal and so it is not empowered, preventing the use of room actions.

**INTERACTIONS:** Ice is melted by fire (leaving water if there had been a lot of it) and freezes water. All living things have trouble navigating around ice, as it causes them to slip and slide in small quantities and can freeze them solid in larger quantities. It is not possible to target ice with damaging spells.

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**THE CUPBOARD OF IMPOSSIBLE THINGS**

“What you require is quite impossible, so I’m afraid that this will take a few moments and might tingle. We’ll need some things from the impossible ingredients closet - no, not that one, don’t ever let that thing out. Second from the left, the one that smells of noses. Good, throw me the exact things I ask for in the order I require them, we don’t want a repeat of the Zorthalus incident. Heart of tree. Tongue of Spider. Wing of wolf. Excellent, now drink the concoction and repeat after me ‘Ywngef-Ehkr-Wjzwkznaq’. Superb. I think that worked, when you regain consciousness I’m almost certain that you’ll be able to remember where the tune is from.”
**Water**

“Holes to the water dimension tend to start off as small things, but they are the seeds of something so very much more dangerous. A flood that starts slowly will soon become a mighty torrent, spreading more quickly than anyone would expect. Too much water is just as deadly as too little, so it is best to nip such problems in the bud.” - Bramblethorne

**ACTIVATE:** When water is activated it immediately activates any water portal in the same room. If two water tokens are in adjoining rooms, they are considered to be part of the same pool; if one is activated they are all activated.

**ENDURE:** Water affects movement (see Special) and a wizard ending their turn in a room with two water tokens is killed.

**ATTACK:** If water reaches the Mana Crystal, the water and all water tokens linked to it through adjoining rooms containing water are removed. Any water portal in one of these rooms is also removed. The Mana Crystal loses one mana for every six water tokens removed in this fashion (rounding up) and one additional mana for each water portal removed.

**SPECIAL:** It is hard to enter a room containing one or more water tokens. A wizard moving into the room must immediately spend an additional movement action. If they do not have an additional movement action then their action ends without them entering the room. If multiple effects slow movement, only one additional action is required to overcome all of them.

**INTERACTIONS:** Water extinguishes fire and drowns wizards and imps. However an imp that can obtain a glyph will banish water. Otherwise it can only be stopped by spells or by being frozen solid. Water cannot be targeted with damaging spells.

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**Darkness**

“Darkness is really rather relaxing. Of course it’s a problem, but it has the good grace to be one of the few problems that isn’t likely to get worse in a hurry. I’d recommend enjoying it by taking a quick nap.” - Smiley

**ACTIVATE:** Activating darkness has no effect.

**ENDURE:** Darkness affects movement, but a wizard may end their turn in a dark room with no ill effects.

**ATTACK:** If the Mana Crystal contains a darkness token it is removed at a cost of one mana.

**SPECIAL:** Darkness slows wizards moving into the room. A wizard moving into the room must immediately spend an additional movement action. If they do not have an additional movement action then their action ends without them entering the room. If multiple effects slow movement, only one additional action is required to overcome all of them.

**Trolls** fall asleep in the dark. If a room is dark and contains trolls, the trolls do not activate, do not disable the room and cannot destroy other threats in threat interaction.

**INTERACTIONS:** Darkness slows wizards; sends trolls to sleep and is suppressed by fire. You cannot attack the darkness with damaging spells.

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**Haunt**

“Ghosts are a nuisance. Not only do they behave with a complete lack of respect, they’re always gibbering tiresomely about some burial ground the place is built on. While their tone is offensive, like most peasants they can’t actually do any harm, beyond luring you into places that are beneath one’s station of course.” - Irini

**ACTIVATE:** Activating haunts has no effect.

**ENDURE:** Haunts affect movement, but a wizard may end their turn in a haunted room with no ill effects.

**ATTACK:** If the Mana Crystal contains a Haunt token it is removed at a cost of two mana.

**SPECIAL:** When a character moves out of a haunted room they move into a random adjoining room. If a wizard would pay extra actions for a move (e.g. moving into darkness) they must pay the extra actions if they have actions available, otherwise they do not move and their initial move action is wasted. Haunts do not affect teleportation.

**INTERACTIONS:** Ghosts revel in causing confusion and misery among the living. They’ll manipulate the senses of anything that moves, to try to get them to wander into danger. Demons have no patience for weak illusions and will destroy ghosts with their fell powers, but wizards have more difficulty as haunts cannot be targeted by damaging spells.
PORTALS

"Other dimensions are kind of boring. They tend to be 'the one that's just water' or 'the one that's full of demons'. One time I found 'the one that's made of chocolate' which was pretty good. I like using dimensional portals as shortcuts to get to more interesting places." - Susie

ACTIVATE: Place a threat of the indicated type into the room with the portal.

ENDURE: No effect.

ATTACK: If a portal is in the Mana Crystal, the crystal destroys it and loses mana depending on the type of portal. Demon portals cost three mana; troll portals cost two; all other types cost one.

SPECIAL: When a portal comes into play it is designated as being a particular type (e.g. "imp portal", "fire portal"). Use a portal token with an image of the appropriate threat to represent the portal. Spells, disasters or other rules may affect just one type of portal (e.g. "Activate imp portals") or all portals (e.g. "Activate portals").

INTERACTIONS: If two creature portals are opened in proximity, creatures from one portal will use the academy as a shortcut to invade other realms, destroying the weaker creatures' portals. Fire and water portals can be directed into each other and filed away as "someone else's problem". Damaging spells cannot target portals and there are far too many creatures on the other side for it to be a good idea to shoot through them.

NPCs

NPCs do not directly oppose the wizards. They are never activated by "activate threats" cards or treated as threats.

INSPECTOR

"I have worked hard for my knowledge and dislike the implication that I do not know what I'm doing. We don't need some immortal inspector telling us what is and isn't safe and handing out glyphs like we're children waiting for sweets." - Malikar

The inspector appears in the scenario The Inspector Calls. The inspector does not interact with any room, threat, wizard, NPC or spell except as described in their scenario.

GUARDIANS

"The guardians protect us, both from our enemies and from ourselves. Only in the most dire circumstances should we resort to reckless experimentation over patient study and the guardians enforce that. They make me feel safe. Once they did rebel, but ever since the masters have been making them weak to magic they can be dealt with if it happens again." - Bramblethorne

Guardians can be targeted with damaging spells and are killed by a single point of damage. They prevent wizards from using room actions to collect glyphs in their room, unless every spell that uses that glyph has been bound.

DISASTERS

IMPELSON

The choice about whether to spend mana to counter the implosion must be made before the random room is selected. If the room's destruction makes it impossible to win the game (e.g. if the room destroyed is specifically required to complete the objective), then the game ends in immediate defeat.

LURE OF POWER

"Towards the Mana Crystal" means that wizards and creatures affected move one space along the shortest possible route to the Mana Crystal (ignoring all obstacles that do not completely block movement). If several routes are equally short or if no route is available, players may choose the direction of the move with the Helpful Hand of Fate.

TERROR

An entity in a dark room is not immune to Terror; it simply suffers no terror effect from the darkness token in its room. It may still run from a token in an adjoining room. If an entity has multiple adjoining darkness tokens the players may choose which token it flees from.

TILT and "Towards the Cursed Room"

If the direction "Towards the Cursed Room" is selected for the Tilt disaster then all random directions act as if "Towards the Cursed Room" was drawn and all movement that is not along the shortest path to the Cursed Room costs an additional action.

WILD MAGIC

Identify the highest-level spell that has been cast this game and pick up all face-down spells of that level from the spell grid. Shuffle these cards and place them randomly into the empty spaces in the spell grid. If no spells have been cast so far this game, the card has no effect. There is no need to shuffle the spells if every spell of that level that has been viewed by any means has already been bound or has been randomised since it was last viewed.
**SPELLS**

**ABJURE**
If *Abjure* is cast on a deck of fewer than three cards, the remaining cards are drawn and then the deck is shuffled as normal to supply the remaining cards. It is possible for boosted *Abjure* to finish the disaster deck and trigger a progression event.

**AID**
The movement generated by *Aid* is not slowed by *water* or *darkness*, as these threats affect move actions. However, the wizard still leaves and then enters a room so the wizard’s movement is affected by *ice* and *haunts* as usual.

**BLAST**
It is not necessary for a room to contain an enemy in order for it to be targeted. For example, boosted *Blast* can destroy an *ice* token in an adjoining room even if no enemy is present.

**CHILL**
An *ice* token is placed only if there are no *ice* or *water* tokens in your room, even if the spell is boosted.

**DASH**
Unlike most spells that move a wizard, *Dash* grants normal movement and is still affected by all of the usual obstacles. Thus *haunted rooms* still randomize movement and an additional point of movement (from a move action or the *Dash* spell) is required to enter a room with a *water* or *darkness* token.

**INTENSIFY**
If this spell is cast while the progression deck is empty, the game is immediately lost.

**LIGHT**
In addition to removing *darkness* tokens in your current room, the *Light* spell forces *demons* to flee. When you cast *Light* all *demons* that are in your room or in adjoining rooms flee, they flee directly away from you in a straight line. If a *demon* was in your room you may choose in which direction it flees. A fleeing *demon* is moved in the appropriate direction until it hits an obstacle that prevents movement. Check for threat interaction in each room the *demon* passes through.

**RITUAL**
The wizards cast their spells in turn order, starting with the wizard who cast *Ritual*. The spells must be cast normally; they may not be cast using staves.

**VAPORISE**
If no *water* token is removed then no damage is dealt and no wizards are killed. Boosted *Vaporise* treats each *ice* token as if it were one *water* token (as opposed to treating it as the amount of *water* that would result from the *ice* melting).

**ROOMS**

**AWAKENED ROOM**
You may spend a room action to acquire a robe. If you do, you spend four glyphs from your glyph collection. Take a threat that matches a threat in the Awakened Room or in an adjoining room and place it onto your robe space. If you already have a robe you must choose whether to keep the new robe or the old robe.

**CURSED ROOM**
This room has no inherent effects; it is simply unlucky.

**ENCHANTEED WELL**
You may spend a room action to duplicate a glyph. Select a glyph that you possess and gain another one of them. Glyphs in your glyph collection or shared glyphs box may be used for this purpose, but you may not copy a glyph from a magic item nor from another wizard’s shared glyphs.

**FLUX POINT**
Destruction and Elementalism spells are boosted if cast by a wizard in this room. This effect applies if the wizard is in the room at the time that the spell is cast, even if they leave the room due to the effects of the spell.
HOARD
You may spend a room action to acquire a staff. If you do, pay five glyphs from your glyph collection. Take glyphs that match two of these from the supply and place them onto your staff space. If you already have a staff you must choose whether to keep the new staff or the old staff.

HOLY ROOM
Augmentation and Sanctuary spells are boosted if cast by a wizard in this room. This effect applies if the wizard is in the room at the time that the spell is cast, even if they leave the room due to the effects of the spell.

LABORATORY
You may spend a room action to remotely move an element. Select a single fire, water, or ice token and move it into a room adjoining its current room that contains no threats. Threat interaction is still checked after the move, as fire and ice can affect each other from adjoining rooms.

LIBRARY
You may spend a room action to bind spells. Select an unbound (face-down) spell and state its name. Turn the spell over. If you identified it correctly then this spell is now bound; it remains face-up from now on and no longer changes position due to Wild Magic or similar effects. If the spell was identified incorrectly, the Mana Crystal loses one mana, the spell is flipped face-down, and spells of that level are randomized. If a spell is correctly identified you may continue the action by attempting to identify another spell. This continues until you name a spell incorrectly or choose not to attempt to identify a spell.

Some players prefer to bind spells using accurate descriptions of spells’ effects rather than their names. This can lead to a rules ambiguity where the description is good but imperfect, but is permissible if all players agree.

LOST ROOM
This room has no doors and can typically only be accessed with a teleport spell. This room is always empowered so a glyph source here can be exploited; however it is not connected to the Mana Crystal so threats here are not considered threatening.

MANA CRYSTAL
You may spend a room action to access the Mana Crystal’s last resort, which can be used in a number of emergencies:

DELAY: Spend one mana to shuffle five cards from the disaster deck discard into the disaster deck.

RECHARGE: Discard the top ten cards of the disaster deck to gain one mana.

REARRANGE: Spend one mana to swap two adjacent rooms.

ROTATE: Spend one mana to rotate a room by ninety degrees.

REGAIN: Spend one mana to gain a glyph of any type that any wizard has ever possessed.

DESTROY: Spend mana to eliminate a threat as if it had entered the Mana Crystal. This costs one more mana than the elimination would normally cost.
MASTER'S STUDY
A guardian is placed in this room at the start of the game. Otherwise it has no special properties.

OUTER DIMENSION
At the start of the game, this room is placed outside of the four-by-four grid that constitutes the academy; that is, not adjacent to any other room. The ability has no impact once the game has started.

PLANAR RIFT
Dimension and Enchantment spells are boosted if cast by a wizard in this room. This effect applies if the wizard is in the room at the time that the spell is cast, even if they leave the room due to the effects of the spell.

SCRYING CHAMBER
You may spend a room action to remotely move a creature. Select a single creature and move it into a room adjoining its current room. As usual, threat interactions are checked once it has completed its move, but a threat may react to a wizard only at the end of that wizard's turn. A guardian is not a creature and cannot be moved using this room.

UNSTABLE ROOM
You may spend a room action to move this room. Lose one glyph from your glyph collection. If you lost a glyph, swap the Unstable Room with an adjacent room, without changing the orientation of either room.

WARDED ROOM
Botched spells have no effect here. This ability is not optional and applies even if you intentionally cast a botched spell. All effects of the spell are cancelled, so character abilities that depend upon casting a spell are not triggered.

WORKSHOP
You may spend a room action to acquire a wand. If you do, pay three glyphs from your glyph collection. Take a glyph that matches one of these from the supply and place it onto your wand space. If you already have a wand you must choose whether to keep the new wand or the old wand.

Ultimate Arcane Power and Snacking
Over the years many wizards have tried to bind demons to their will, in order to obtain near limitless arcane power. Such attempts almost always end in disaster and it’s speculated that when they do not it is more to do with the demons wanting to give other such fools the motivation to keep trying than on the merits of the particular wizard. Never has this been more apparent than in the case of Arthur “bottomless pit” Johnson who, sitting in detention in a room almost entirely devoid of arcane resources somehow managed to bind the great demon Xarthalax to his will, but was not tempted by ultimate arcane power and instead released him for the princely price of an old ham sandwich.
All scenarios are presented in the following format. If this is your first advanced game we recommend that you start with “Golem Construction for Beginners” on easy difficulty (or normal if you stormed the introductory game).

<table>
<thead>
<tr>
<th>SCENARIO NAME</th>
<th>FLAVOR TEXT</th>
</tr>
</thead>
<tbody>
<tr>
<td>SPELLS: The number of spells required at each level, along with any specific spells that are required.</td>
<td></td>
</tr>
<tr>
<td>GLYPH SETUP: Directions for placing the glyph sources during scenario setup. Some glyph sources may not initially be on the board. Remember that glyphs are numbered from left to right and that if any room cards are drawn during setup they remain in the discard pile once play begins.</td>
<td></td>
</tr>
<tr>
<td>OTHER SETUP: Any other steps that need to be carried out during the “scenario setup” step.</td>
<td></td>
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<tr>
<td>DISASTERS: A list of disaster cards to be used in the “prepare disasters” step.</td>
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### SCENARIO NAME: GOLEM CONSTRUCTION FOR BEGINNERS

**Demon**s are at the gates, trying to smash through the doors of the academy and destroy everything inside. There isn’t long before they find their way into the academy! The only way to stop them is to create guardians capable of holding back the attack.

**SPELLS:**
- **1st Level:** Nova (1), two non-botches and three botches.
- **2nd Level:** Teleport Self (2), three non-botches and five botches.
- **3rd Level:** Break Dimension (3), two non-botches and three botches.
- **4th Level:** Guardian (4), two non-botches and four botches.

**GLYPH SETUP:**
- Type 1–5, random rooms (redraw Cursed Room or Master’s Study)
- Type 6, Lost Room
- Type 7, Outer Dimension

**OTHER SETUP:** Place a guardian in the spaces with the type 4 and 5 glyphs.

**DISASTERS:**
- Eight Activate Threats (-)
- Wild Magic (-), two different level 1s.

**PROGRESSION:**
- Two level 4s, two level 3s, two level 2s, two level 1s and two level 0s.

**STARTING MANA:** Six

**WIN CONDITION:** The four rooms in the corners of the academy each contain a guardian.

**EASY MODE:**
- Replace a botch with a non-botch at each level, plus two starting mana. Select Imp Invasion (1) as the first of the level 1 disasters. The first step of the progression adds three level 0s rather than two.

**HARD MODE:**
- Replace a non-botch with a botch at each level, begin the game with a fire token in a random room, and include Fire (1) as one of the level 1 disasters in the starting disaster deck.
There’s no such thing as too much magical power and there’s definitely no such thing as too dangerous. Summoning and binding a demon to power the academy is a difficult but rewarding undertaking.

**SPELLS:**
1st Level: Ward (1), two non-botches and three botches.
2nd Level: Light (2), three non-botches and five botches.
3rd Level: Three non-botches, Demon (3) and two other botches.
4th Level: Drain Soul (4), two non-botches and four botches.

**Glyph Setup:**
Type 1–3, random rooms (redraw Cursed Room, Masters Study, Holy Room and Laboratory)
Types 4–7, off board

**Glyph Special:**
If Ward is cast in the Holy Room, add a type 4 glyph to that room.
If Ward is cast in the Laboratory, add a type 5 glyph to that room.

The first time Light is cast, draw random rooms until one without a glyph is found and add a type 6 glyph to that room.

The first time a demon enters the academy draw random rooms until one without a glyph is drawn and add a type 7 glyph to that room (redraw Master’s Study).

**Disasters:**
Eight Activate Threats, two Wild Magic, Fire (1), Imp Invasion (1).

**Disasters Special:** Remove Demon (2) and Demon Invasion (3) from the spare disasters at the start of the game. Once a demon is placed on the board shuffle both into the disaster deck.

**Progression:**
Two level 4s, two level 3s, two level 2s, two level 1s and two level 0s.

**Special Rules:**
The first character to enter the Lost Room gains a robe of demon immunity. The first character to enter the Outer Dimension gains a staff of Light, if Light has not been bound look at the unbound level 2 spells until light is found, bind it and randomize the unbound level 2 spells.

**Starting Mana:**
Six

**Win Condition:** Cast Drain Soul on a demon that is standing in the Warded Room.

**Easy Mode:**
Plus two mana. All wizards start with a wand of a type 1–3 glyph of their choice. The first step of the progression adds three level 0 disasters instead of two.

**Hard Mode:**
Remove Imp Invasion (1) from the initial deck. Add Mutation (2) and two copies of Uncertainty (−) to the initial deck.

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Every thousand years an ethereal visits the academy to ensure that everything is running as it should be. If the academy is filled with fires, imps, trolls and demons it can order the academy closed, so you must do everything within your power to ensure that it does not notice the results of your mistakes.

**Spells:**
1st Level: Three non-botches and three botches.
2nd Level: Four non-botches and five botches.
3rd Level: Three non-botches and three botches.
4th Level: Three non-botches and four botches.

**Glyph Setup:**
Type 1-3, random rooms (redraw Cursed Room or Master’s Study)

**Glyph Special:**
Type 4-7 glyphs are added as the inspector completes tours of the academy.

When a new glyph is added draw a room card and place it in that room. Redraw the Cursed Room, Masters Study or any room that already contains a glyph.

**Other Setup:** Place an inspector in the top left room.

**Disasters:**
Eight Activate Threats, two Wild Magic, two different level 1s.

**Progression:**
Two level 4s, two level 3s, two level 2s, two level 1s and two level 0s.

**Special Rules:**
At the end of each turn the inspector moves. If he is in a room with a threat and no wizard then he is moved to the leftmost room on his row. Otherwise he moves one space to the right (ignoring walls and all other rules and obstructions).

If he was in the rightmost room he enters the leftmost room of the next row down. If he was on the bottom row then he is moved to the top left room and new glyphs are added to the academy.

His first completed trip adds the type 4-5 glyphs, the second adds type 6, the third adds type 7 and the fourth results in him leaving satisfied and victory for the wizards. When
placing new glyphs, redraw the Cursed Room, Master’s Study or any room that already contains a glyph.

The inspector is not affected by any spell, room or threat other than as noted in the previous paragraph. The room that the inspector is in may not be moved; any ability, action, spell, disaster or other effect that would cause the room to move skips that part of its effect (if the room was to be switched with another room then the former room does not move either).

STARTING MANA: Six

WIN CONDITION: The inspector leaves satisfied.

EASY MODE: Replace one botch with a non-botch at each level, plus two starting mana. When the inspector is in a room with a threat, instead of returning to the start of his row, he does not move.

HARD MODE: Replace a non-botch with a botch at each level. Staves may not be acquired in the hoard.

The spellbook is being more uncooperative than usual, throwing out damaging spells on its own and hiding spells throughout the academy. Someone needs to pin it down and show it who’s boss.

The first time that a wizard ends their move in the Lost Room they may unbind any one bound botched spell (turn it face down).

The Warded Room cannot be selected as a random room for any reason, discard it and draw a second card should this occur. The warded room card may be drawn to indicate random directions.

STARTING MANA: Five

WIN CONDITION: Bind four level 4 spells.

EASY MODE: Replace one botch with a non-botch at each level, plus two starting mana, casting a spell only causes botches to be cast if the original spell was not a botch.

HARD MODE: Use only one non-botch spell at each level, all other spells are botches.

Discipline
Dear Sir,
It is important to understand that lateness in our academy does not resemble lateness in other endeavours. If Layat Hsevin is late he is not merely inconveniencing people, but is indeed endangering the very fabric of the world on which we all depend. Furthermore I take issue with your tone and raise strenuous objection to your claim of “unusual and barbaric” practices. The faculty have never chained up a student in a dungeon or any other archaic place of torture. If a student arrives late, skipping the safety lecture – again – and simply starts casting along with the rest of the class then perhaps being faced with the unfortunate consequences of his actions (with the cat and the chains) will teach him the sense of responsibility that he clearly has not learned at home. I will thank you to cease bothering us with your trifling and erroneous concerns in the future.

Yours Sincerely, Archmage Trevellian.
• UNSTABLE ACADEMY •

All of this magical experimentation has caused the academy to come loose from its fetters and rooms are literally floating away. It will not be long before the entire academy is gone! The masters are away and no sensible solution is apparent. Instead the apprentices have hatched a plan to save the academy by literally freezing all of the the rooms in place.

SPELLS:
1st Level: Three non-botches, Chill (1) and two botches.
2nd Level: Four non-botches and five botches.
3rd Level: Three non-botches and three botches.
4th Level: Three non-botches and four botches.

GLYPH SETUP:
Type 1-3, random rooms (redraw Cursed Room or Master’s Study)

GLYPH SPECIAL:
The first time that three rooms are simultaneously “pinned” (see Special Rules), place the type 4 and type 5 glyphs in random rooms.

The first time that six rooms are simultaneously pinned, place the type 6 glyph in a random room.

The first time that nine rooms are simultaneously pinned, place the type 7 glyph in a random room.

When random rooms are being drawn for glyph placement redraw the Cursed Room, Master’s Study or any room that already contains a glyph.

OTHER SETUP: Each wizard draws a room card and begins the game in that room.

DISASTERS: Eight Activate Threats, Imp Invasion (1), Troll Invasion (1) and two copies of Wild Magic.

PROGRESSION: Two level 4s, two level 3s (excluding Absolute Zero (3)), two level 2s, Fire (1), Water (1), two level 0s.

SPECIAL RULES:
When a room contains one or more ice tokens, it is “pinned” and cannot be moved or rotated by any spell or rule (this supersedes other special rules).

When a wizard leaves a room by any means, that room is switched with the room that is presently outside of the academy.

When a new glyph is added to the board, place two copies of it onto each bound spell that generates ice tokens.

Exception: When the type 5 glyph is added, place only one copy of it onto each bound spell that generates ice tokens.

Spells with glyph tokens on top may not be cast so long as the glyphs remain on top of them. When a spell is bound choose one of the glyphs required to cast it and remove a copy of that glyph from each spell that has one.

STARTING MANA: Five

WIN CONDITION: Pin twelve rooms.

EASY MODE: Start with seven mana and replace the Troll Invasion (1) with Water (1) in the initial setup. Only place one glyph on top of ice creating spells when a new glyph is added to the board.

HARD MODE: Start with three mana and replace Imp Invasion (1) with Fire (1) in the initial setup. When placing glyphs onto bound spells, also place them on any unbound spell that is the only spell at its level.

• BOTCHY SNATCHERS •

An ill-timed haunt portal has caused one of the masters to botch a spell and now students are finding themselves in the wrong bodies. Solving this disaster is beyond the capacity of any one student, but perhaps by swapping bodies at the right moment one of you could become the very best of each of you. If this works you may be able to treat the Mana Crystal with an experimental potion, but who will you be when you get there?

SPELLS:
1st Level: Three non-botches and three botches.
2nd Level: Four non-botches and five botches.
3rd Level: Three non-botches and three botches.
4th Level: Three non-botches and four botches.

GLYPH SETUP:
Type 1-3, random rooms (redraw Cursed Room or Master’s Study)

GLYPH SPECIAL:
The first time a disciplined chosen one (see Special Rules) casts a bound level one spell in the Library, place the type 4 and type 5 glyphs in random rooms.

The first time a bold chosen one casts a bound level two botch in the Enchanted Well, place the type 6 glyph in a random room.

The first time a sneaky chosen one casts a bound level three spell in the Laboratory, place the type 7 glyph in a random room.
When random rooms are being drawn for glyph placement redraw the Cursed Room, Master’s Study or any room that already contains a glyph.

OTHER SETUP: Each player selects two tokens to represent the nature of their mind in one of the following three combinations:

- Water & Dark = disciplined and sneaky (at least one player must select this pair)
- Water & Ice = disciplined and honest
- Fire & Ice = bold and honest (at least one player must select this pair)

Add an extra wizard to the board and place them in the Master’s Study. Set their character card next to an empty seat. Place a haunt token in the Master’s Study and Laboratory.

DISASTERS: Eight Activate Threats, two copies of Wildmagic, Haunt (2) and a level 1 disaster.

PROGRESSION: Two level 4s, two level 3s, two level 2s, two level 1s, two level 0s.

SPECIAL RULES:

The wizard whose card initially in front of the empty seat is termed the “chosen one”. A wizard whose card is currently in front of an empty seat is termed “hollow”. A wizard is considered to have the attributes associated with the mind tokens of their player.

For example, if Susie initially has no player she is a “hollow chosen one”. If a player later sits in the seat in front of her (see below) and has water and dark tokens representing their mind, she is a “disciplined and sneaky chosen one”.

Body Swapping

If the “activate threats” card associated with the room containing a hollow wizard is played, the player whose turn it is moves to sit in the seat. If the “activate threats” card associated with a room containing a player is played then that player moves to sit in the hollow wizard’s seat.

When a player changes seats they take control of the wizard in front of that seat and their previous wizard becomes hollow. They take their mind token(s) with them and the new wizard gains the attributes associated with those tokens (careful/bold/ sneaky/honest) and the old wizard loses them. They also take their disaster card with them and continue resolving it. All glyphs and items associated with the previous wizard are left behind.

If multiple people are switched by the same card, start with the active player and proceed clockwise until all affected players have switched characters. Players can only switch characters once each turn.

Even if they have switched bodies the active player’s turn continues and play continues clockwise when their turn is complete.

Hollow Wizards

During the “endure threats” step of each player’s turn, the hollow wizard also endures threats as if it were their turn. They may lose glyphs or be killed as normal, if they are killed then they are returned to the Master’s Study and one mana is lost.

Hollow wizards’ turns are skipped; they do not play a disaster or take any actions. Whenever a hollow wizard “may” take an action (due to a disaster or spell) they do not. If a disaster penalises players for not taking an optional action, the penalty is also ignored. However threats react to the hollow wizard normally, so imps may steal their glyphs and demons might kill them.

The hollow wizard’s glyphs and items function normally, so a robe can protect them from harm and a shared glyph may be used by another player (but they have no capacity to move another glyph into their shared box afterwards).

STARTING MANA: Five

WIN CONDITION: The chosen one casts two different bound level four botches in the Mana Crystal while possessed by an honest mind whose original body is currently hollow.

EASY MODE: Start with six mana. Replace a botch with a non-botch at each level. Once during the game one player may act as if they had a mind token of their choice for one turn.

HARD MODE: Start with three mana. Replace a non-botch with a botch at each level. Replace one of the level 0s in the first disaster progression with a level 1.

CREDIT: This scenario was written in collaboration with one of our Kickstarter backers: Nathan Ellis, whose other story-building credits include The Elder Scrolls V: Skyrim and Fallout 3.

### MISTER JINX

“As he was affectionately known by his students Mr. Jinx was a master when it came to his experimentations with glyphs and many of his students revelled at the prospect of another class show, all except his son and student at the academy Tidus who took a lot of flak over the many failures.

Secretly Mr Jinx was looking to create a three glyph spell that would return his loved one who had unwittingly been dragged into a portal to another dimension in a previous failed experiment. Some students whisper that they had seen her through the Planar Rift and that when the time was right her ghost would step through to wander the halls.”
**EXPERT SCENARIOS**

The following scenarios are expert scenarios. These are aimed at players who have a bit of experience under their belts and who would like to skip past the initial “easy” stage of the game and get straight to the part where a number of spells are known and things have started to go wrong.

All expert scenarios share these special rules:
- All level 1 and 2 spells begin the game bound.
- During setup take two each of type 1, 2 and 3 glyphs and one each of type 4 and 5 glyphs and divide these between the wizards. They all start in their owner’s glyph storage.

**DEMON’S REVENGE**

Following the success of “Demon Binding”, the apprentices have taken to trapping demons to solve all of their problems. A small host of them lies encased in ice in the Cursed Room. One is a powerful fire demon and seeks to escape.

SPELLS:
- 1st Level: Blast (1), two non-botches, three botches.
- 2nd Level: Four non-botches and five botches.
- 3rd Level: Rend Dimension (3), two non-botches and three botches.
- 4th Level: Three non-botches and four botches.

GLYPH SETUP:
- Type 1-6, random rooms (redraw Cursed Room)
- Type 7, Outer Dimension

OTHER SETUP: Place four demons and two ice tokens in the Cursed Room.

DISASTERS: Eight Activate Threats, two copies of Wild Magic, two copies of Fire (1), two other level 1s, Inferno (2), one other level 2, two level 0s.

PROGRESSION: Two level 4s, two level 3s.

SPECIAL RULES:
- At the start of your turn, if there are less than two threatening fires (treat all adjoining tokens as one fire) you must place fire tokens onto the board until there are two threatening fires.
- When a disaster card reads “Activate fire”, if there are any ice tokens in the Cursed Room do not draw a direction for the fire to spread. Instead it spreads “Towards the Cursed Room”.
- When a disaster card reads “Activate fire” activate demons once the “Activate fire” instruction has been completed.
- The Hoard may not be used to acquire a staff of any damaging spell until at least three level four spells have been bound.

STARTING MANA: Three

WIN CONDITION: There are no demons in the academy.

EASY MODE: Start with five mana. A staff may be acquired normally once a single level 4 spell has been bound. Replace Inferno with a random level 2 disaster. Replace one of the random level 1 disasters with Water.

HARD MODE: The special rules that apply when a card reads “Activate fire” apply whenever fire is activated, such as by an “Activate all threats in the...” card. Replace one of the level 3 disasters in the progression with Wildfire (3). Remove Water (1) from the disaster deck before drawing the random level 1s.

**IMP PRESERVATION SOCIETY**

Student societies are encouraged to support personal, spiritual and professional development. The newly formed “Imp Preservation Society” helps imps to leave the academy in peace.

SPELLS:
- 1st Level: Three non-botches and three botches.
- 2nd Level: Four non-botches and five botches.
- 3rd Level: Three non-botches and three botches.
- 4th Level: Three non-botches and four botches.

GLYPH SETUP:
- Type 1-5, random rooms (redraw Cursed Room, Unstable Room and Scrying Chamber)
- Type 6, random room (redraw Cursed Room, Unstable Room, Scrying Chamber and Master’s Study)

GLYPH SPECIAL:
- As soon as the fifth imp is saved, place a type 7 glyph in the Unstable Room.

OTHER SETUP: Switch the Outer Dimension and the Scrying Chamber.

After the “Refine Academy” step place a troll portal and a troll in the Unstable Room and an imp portal in the Unstable Room and into each of the two rooms furthest from the Unstable Room.

DISASTERS: Eight Activate Threats, two copies of Wild Magic, two copies of Imp Invasion (1), two copies of Troll Invasion (1) and two level 0s.
**THE TERRIBLE BLACK VOID**

A perfectly round black sphere has appeared in the academy. The masters tried to study it, but were sucked in. So the journeymen approached with more caution, but they too were absorbed into the blackness. Slowly the apprentices begin to notice a gentle tug towards the void, which with passing time is becoming not so gentle.

**SPELLS:**
1st Level: Three non-botches and three botches.
2nd Level: Light (2), non-botches other spells and five botches.
3rd Level: Rend Dimension (2), two non-botches, three botches.
4th Level: Three non-botches and four botches.

**GLYPH SETUP:**
Type 1-6, random rooms (redraw Cursed Room)
Type 7, Cursed Room

**OTHER SETUP:** Draw two room cards (redraw Cursed Room) and place a fire portal in one and a water portal in the other.

After refining the academy place a darkness token in the Cursed Room and a haunt token in all rooms adjoining the Cursed Room.

**DISASTERS:** Eight Activate Threats, two copies of Wild Magic, two level 2s, four level 1s, two level 0s.

**PROGRESSION:** Two level 4s, two level 3s.

**SPECIAL RULES:**
Darkness destroys all other threats in the first step of threat interactions. If there is more than one darkness in a room simply remove all but one of them.

Darkness destroys wizards and guardians as soon as they are in the same room. (Wizards with robes of darkness are unaffected.)

The Mana Crystal cannot remove darkness by any means. If a darkness token is in the Mana Crystal it loses one mana at the end of each player’s turn.

Whenever a haunt is activated switch the Cursed Room with the room containing the haunt.

Whenever the Cursed Room is moved by any means remove all haunts from the board and then place a haunt token on each room adjoining the Cursed Room.

Until more than half of the level four spells are bound the original darkness token cannot be removed from the board by any means.

**STARTING MANA:** Four

**WIN CONDITION:** There are no darkness tokens in play.

**EASY MODE:** Start with five mana. Replace one botch with a non-botch at each level. After refinement switch the position of the Awakened Room with any room adjoining the Cursed Room.

**HARD MODE:** Start with three mana. Replace one non-botch with a botch at each level and replace Rend Dimension with a random level 3 spell. When initially laying out the academy, first place the Cursed Room and Awakened Room in opposite corners of the room board.
It's been a difficult few years, with invasions, demons, inspectors and whatever it was that happened to Expendable Dave. Now the end is in sight, all that remains is to pass your exams and graduate! The exams this year may be prove challenging as a trickster spirit has possessed the examiner and set potentially lethal tests, while deputising a horde of imps as invigilators, but after what you've been through how hard can it be?

SPELLS:
1st Level: Three non-botches and three botches.
2nd Level: Four non-botches and five botches.
3rd Level: Three non-botches and three botches.
4th Level: Three non-botches and four botches.

GLYPH SETUP:
Type 1-5, random rooms (redraw Cursed Room)
Type 6, Cursed Room

GLYPH SPECIAL:
As soon as a third trophy has been earned place a type 7 glyph in a random room (redrawing the Master's Study and any room already containing a glyph)

OTHER SETUP: Place one threat token of each type and one glyph of each type to one side, these are trophies that the group may potentially earn.

Place a fire portal and a water portal in rooms in the opposite corners of the academy. Then place a troll portal and an imp portal in the rooms in the remaining two corners.

Place an imp in each room adjacent to the Mana Crystal.

DISASTERS: Eight Activate Threats, two copies of Wild Magic, two level 2s, four level 1s, two level 0s.

PROGRESSION: Two level 4s, two level 3s.

SPECIAL RULES:
The Mana Crystal may not be activated to take the "Recharge" action.

When a wizard completes a task and ends their turn in a room with an imp, they may take the associated trophy (if it has not already been earned). A player may only claim a trophy for an event that occurred in or after the "take actions" part of their turn. The trophy token has no effect other than keeping score in order to determine the outcome of the scenario.

Water: Place a water token into a room with an imp and a water token.

Fire: End your turn in a room with a fire token.

Ice: End your turn in a room with two ice tokens.

Dark: Wake a sleeping troll (by removing a darkness token or moving the troll out of its room).

Haunt: Move out of a room containing a haunt token three times in one turn.

Glyph 1: Cast a bound botch having bound at least two botches at each level.

Glyph 2: Remove a portal by creating another portal.

Glyph 3: Cast two level four botches in a turn.

Glyph 4: Kill three characters (friends and enemies both count) in a turn.

Glyph 5: Open a portal of any kind in the Lost Room or Outer Dimension.

Glyph 6: Create a threat with a spell when 12 or more rooms already contain threats.

Glyph 7: Move or rotate a room to cause another wizard to cease to be connected to the Mana Crystal.

If at the start of a player’s turn there are less than two imps on the board, they must place a new imp in a room that does not currently contain any water, trolls, demons or wizards.

STARTING MANA: Four

WIN CONDITION: Have your game end due to being unable to draw the disaster deck with a good score on the exam. Your score is equal to the number of trophies you have plus half of your remaining mana (rounding down): 0-2 Imp, 3-4 Fool, 5-6 Drunk, 7-8 Apprentice, 9-10 Wizard, 11-12 Prodigy, 13+ Future Archmage

EASY MODE: Replace one botch with a non-botch at each level and start with six mana.

HARD MODE: Replace one non-botch with a botch at each level. Whenever a player dies they lose a trophy of their choice.

CREDIT: This scenario was written in collaboration with our Kickstarter backers. Thank you all for your contributions!