

## Wizard's Academy Component Count

This component count is for the base reward tier, which is also the retail version of the game.

If you backed at a higher tier you may have up to two additional character cards, two additional plastic minis and an arbitrary number of resin minis.

### Overall Count

2 Boards  
7 Character Cards  
17 Room Tiles  
41 Miniatures  
8 Glass Stones  
15 Zip Bags  
246 Tokens (Over 3 punchboards)  
14 Location Cards  
56 Disaster Cards  
73 Spell Cards

### Detailed Count

2 Boards

1 Academy Board  
1 Spell Board

7 Character Cards

Nyveta  
Irin  
Bramblethrone  
Klicks  
Flitter  
Malkar  
Susie

17 Room Tiles

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

#### 41 Miniatures

Nyvetta  
Irimi  
Bramblethrone  
Klicks  
Flitter  
Malkar  
Susie  
16 Imps  
8 Trolls  
5 Demons  
5 Guardians

8 Glass Stones (Alternative to mana counters)

15 Zip Bags

246 Tokens

14 Glyphs of types 1-5 (5 types)  
13 Glyphs of types 6-7 (2 types)  
7 Glyph source tokens (1 of each type)  
32 Water tokens  
20 Ice tokens  
16 Fire tokens  
8 Haunt tokens  
8 Darkness tokens  
5 Fire/Water portal tokens (reversible)  
8 Imp/Troll portal tokens (reversible)  
3 Demon portal tokens  
9 Mana tokens  
24 Corridor tokens  
9 Character tokens  
1 Blank Character token

14 Location Cards

Awakened Room  
Enchanted Well  
Flux Point  
Hoard  
Holy Room  
Laboratory  
Master's Study  
Planar Rift  
Scrying Chamber  
Unstable Room  
Warded Room  
Workshop  
2 Cursed Room

#### 56 Disaster Cards

12 Level - (Activate Threats x8, Uncertainty x2, Wild Magic x2)  
12 Level 0 (Discharge, Doubled, Elemental Blast, Gathering, Instability, Lure of Power, Magnet, Non-Euclidean, Terror, Tilt, Twist, Warp)  
8 Level 1 (Fire x2, Imp Invasion x2, Troll Invasion x2, Water x2)  
8 Level 2 (Demon, Drain, Flash Freeze, Mutation, Haunt, Inferno, Mistake, Portals)  
8 Level 3 (Absolute Zero, Demon Invasion, Disaster, Firestorm, Thieves, Tsunami, Weird, Wreckers)  
8 Level 4 (Burial Ground, Catastrophe, Dark Magic, Disjunction, Implosion, Invasion, Monsoon, Wildfire)

#### 73 Spell Cards

8 Level 1 Botch (Call, Chill, Danger, Doom, Kleptomania, Philanthropy, Pulse, Recall)  
10 Level 1 Spell (Blast, Create Wand, Dash, Dimension Twist, Imbue, Nova, Repel, Scribe, SOS, Ward)  
10 Level 2 Botch (Burn, Call Flood, Darkness, Deface, Enrage, Freeze, Ghostwalk, Summon Imp, Summons, Troll)  
8 Level 2 Spell (Abjure, Aid, Bend Dimension, Create Robe, Light, Snuff, Teleport Self, Vapourise)  
9 Level 3 Botch (Demon, Fire Portal, Ghosts, Intensify, Ripple, Shatter, Troll Portal, Warp, Water Portal)  
10 Level 3 Spell (Adapt, Break Dimension, Chain Lightning, Dimensional Thrust, Ditto, Kinesis, Lightning Bolt, Ritual, Teleport Other, Zorthalus' Experiment)  
9 Level 4 Botch (Alone, Assault, Cataclysm, Demons, Duplicate, Fireball, Hex, Invasion, Void)  
9 Level 4 Spells (Banish, Create Staff, Drain Soul, Guardian, Haste, Invert Portal, Seal Portal, Transmogrify, Wield Chaos)