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
   Nyvetta
   Irini
   Bramblethrone
   Kicks
   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
Irini
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)