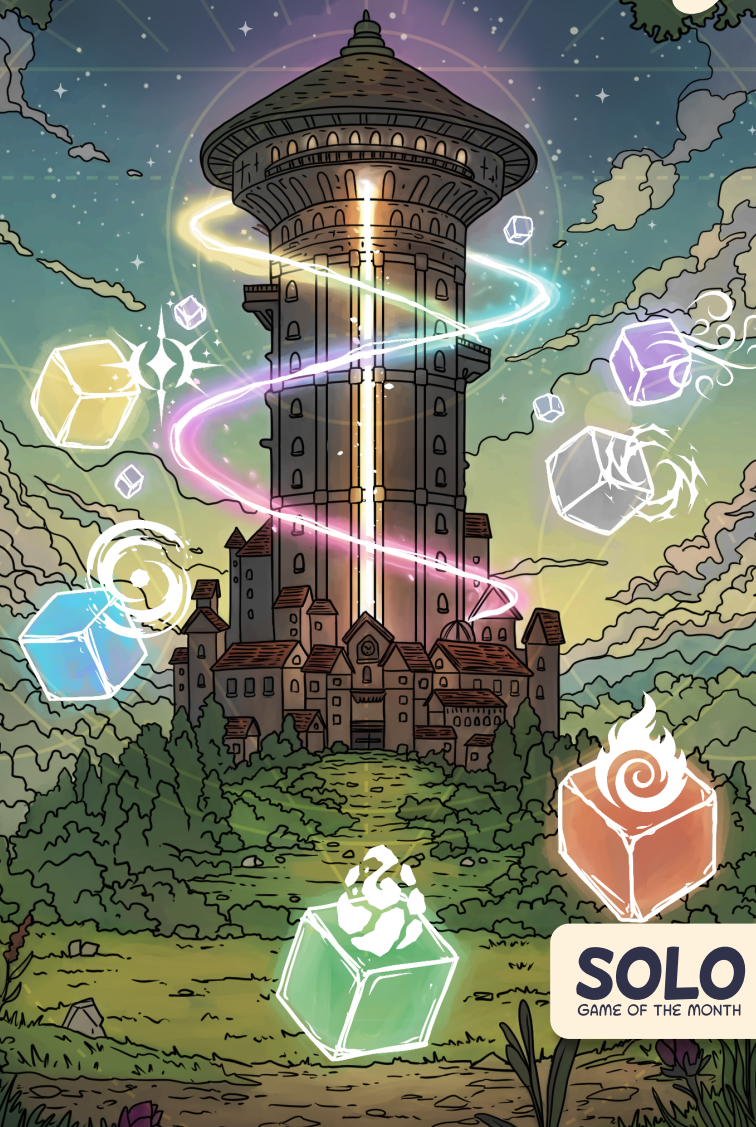


Eduardo Aguilar Leal

Dicemancy



SOLO
GAME OF THE MONTH

COMPONENTS



48
**Spell-Slot/
Monster Cards**



**4 Castle Wall
Cards**



**13 Night
Cards**



**1 Crystalize
Card & Crystal Die**



**6 Character
Cards**



**6 Spell
Cards**



21 Tokens:
6 Path Tokens
2 Rift Tokens
2 Target Tokens
2 Gem Tokens
2 Bird Tokens
**6 Monster
Ability Tokens**



**35 Damage
Cubes**



**10 Spell
Dice**



**1 Defeated Monster
Tracker & Die**



**1 Round
Tracker Card
& Pawn**

Welcome, Apprentice! We hope you're ready to test out your spellcasting prowess, because monsters are approaching and you've got a castle wall to defend!

OVERVIEW

Dicemancy is a Scenario-based, single-player, tower defense game of cards and dice. In it you will be building a tableau of overlapping Spell-Slot cards, rolling dice, and placing the dice on your Spell-Slots to activate unique spell combinations that will help you defeat the horde of oncoming Monsters.



Each Scenario in Dicemancy has its own setup and Victory Conditions. Some also use Night Cards, which will alter the basic rules of the game. Make sure you understand the full rules of a Scenario before selecting it (see Scenarios on pg. 28).

WIZARDRY TRAINING

The first Scenario in Dicemancy, and the one we recommend you start with, is called Wizardry Training. We'll use this training Scenario throughout the rules to teach you the basics of the game.

WINNING AND LOSING

To win this Scenario, you must **defeat three Level 2 Monsters**. In all Scenarios, if you fail to meet your Victory Condition before the Round Tracker Pawn reaches the  Token **OR** if any of the Castle Wall Cards are destroyed and a Monster gets past the Wall, you immediately lose! More on that later...

SETUP

1. **Spells:** Place your Scenario's Spell Cards in front of you. For Wizardry Training you will use:

- Fire Ball
- Water Whip
- Rock Wall

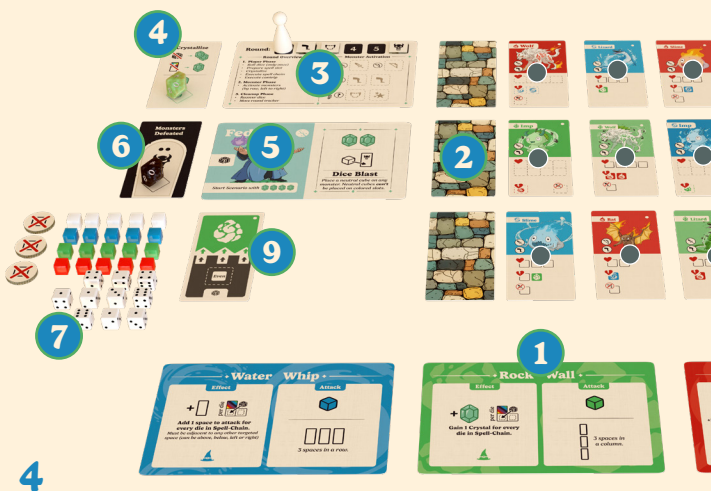
Make sure all 3 Spells are on their Apprentice  side.

2. **The Wall:** Create a column of 3 Castle Wall cards with their **Built** side up, and return the 4th to the box. It is not needed for Wizardry Training.

3. **Round Tracker:** Place the Round Tracker to the left of your Castle Wall, with Monster Ability tokens on it according to your Scenario. For Wizardry Training, place:

- The Tracker Pawn on space 1
- 1 Leg  token on space 2
- The Bite  token on space 3
- and The Demon  token on space 6

4. Place the **Crystalize Card** next to this, and place the **Crystal Die** at the bottom of it on its "0" face, which is the default starting value.



5. **Characters:** Place your Scenario's Character Cards below the Round Tracker. For this Scenario, only **Fleur** will be used.

Note: Some Characters give you a little something extra during setup!

Start Scenario with



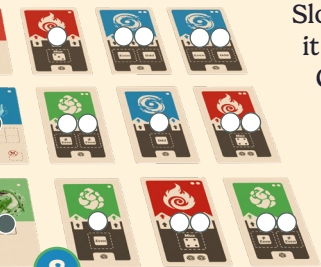
6. Place the **Defeated Monster Tracker** next to this, and place its die at the bottom of it, showing the "0" face.

7. **The Supply:** Create a Supply of Tokens, Dice & Damage Cubes according to your Scenario. For Wizardry Training you'll need all 10 Dice, all Path Tokens /, and the , , , and Cubes.

8. **Monster Rows:** Find your Scenario's Spell-Slot/Monster Cards (only **Fire**, **Water**, and **Rock** cards for this one) and shuffle all Level 1 () in top right) into one pile, and all Level 2 () cards into another. Then deal a number of these out into a grid according to your Scenario's Grid Setup, which tells you where to put and cards, and which ones to flip to their Monster () side.

9. Draw a random Level 1 Spell-Slot/Monster card and place it Spell-side-up below your Character card. This is your Starting Spell-Slot.

All components not used by your Scenario can be returned to the box. In this case, you don't need any of the remaining Spell-Slot cards, other colors of Damage Cubes, Night Cards, or tokens other than the , , , and tokens already mentioned.



8



GAMEPLAY

All Scenarios in Dicemancy play over a series of rounds, following the same basic round structure:

1. **Player Phase**
2. **Monster Phase**
3. **Cleanup Phase**

Repeat this process one round after another until you meet either win or lose the game (see Game End on pg. 24)

THE PLAYER PHASE

During the Player Phase, you may generally take as many actions as you like in any order, provided you have the dice, cards, or crystals needed for them. The one exception to this **Rolling Dice, which you may only do once per round.**

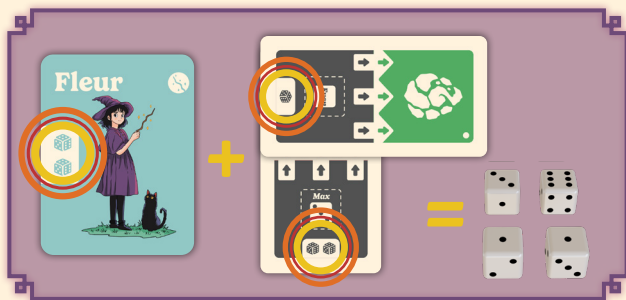
The available player actions are:

- Rolling Dice (Once per round, see below)
- Placing a Spell-Slot (see pg. 7)
- Casting a Spell-Chain (see pg. 9)
- Generate Crystals (see pg. 17)
- Execute a Skill (see pg. 18)

Note: *Each action must be completed in full before you move onto your next action.*

ROLLING DICE

Once per round you may roll a number of dice equal to the total number of visible dice icons () on your Character Card(s) & Spell-Slot Card(s).



Once rolled, these become your Active Dice for the round. **You cannot have more than 10 Active Dice in your pool at any given time, and therefore ignore any  icons past the 10 dice limit.**

Tip: Most often you will want to Roll Dice as your first action each Player Phase, but don't be too hasty! Placing Spell-Slot Cards first may allow you to then roll more dice.

PLACING SPELL-SLOTS

Whenever you have Spell-Slot Cards in your hand, you may place them into your Spell-Slot area anytime during the Player Phase. Once placed, a Spell-Slot must remain where it is until the end of the game (unless a Skill or Spell says otherwise).

There are 4 Spell-Slot placement restrictions:

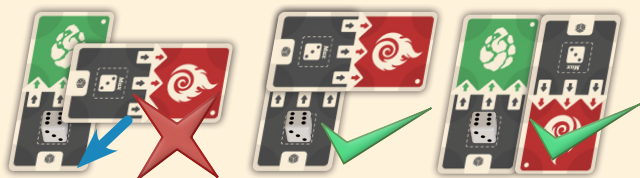
1. Your Spell-Slot area is limited to a 3x3 tableau of half-card squares. Each card is 1x2 squares, and you cannot expand your tableau more than 3 squares in any direction:



2. You cannot slide cards underneath already-placed cards:

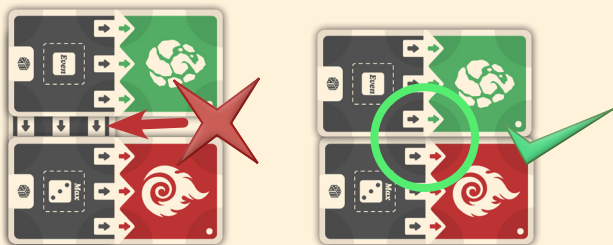


3. You cannot place a card on top of an already-placed die:



4. Cards must always be placed flush so that the newly added card either butts up to or fully covers existing squares in your 3x3 grid.

Note: Each square of each card has 4 partial circle shapes on its corners to help you line it up with other cards. These guides should create closed circle shapes as you build your tableau, leaving no invalid arrows exposed:



CASTING A SPELL-CHAIN

Your tableau of Spell-Slot Cards creates sequences of different spells that can combine and activate in unique ways. There are **3 main things** you need to know in order to build out and use your Spell-Chains effectively:

1. What are Spell-Chains?

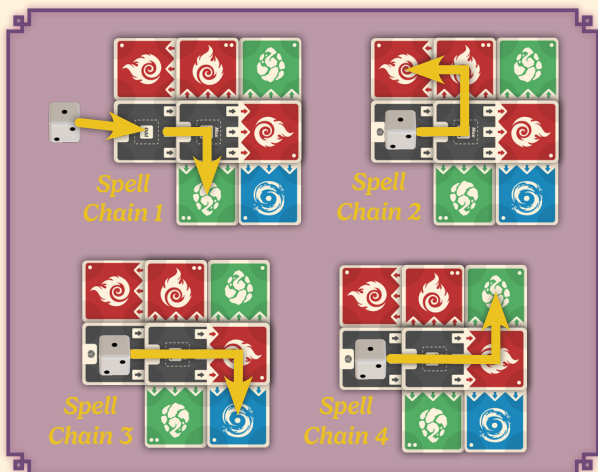
Your Spell-Slot tableau features a number of die placement slots that look like this:



Each of these is the start of a **Spell-Chain**.

During each Player Phase, you may freely place dice from your Active Dice pool on these slots to activate Spell-Chains, which begin where you place a die, and follow the visible arrows that point from square to square until you reach an endpoint.

Whenever there are several branching paths extending from a single die placement, **each path is counted as a separate Spell-Chain, all of which may be activated in the order of your choosing**:



- You must follow the restrictions shown on a slot in order to place a die on it. For example:



Place the specified number



Place either specified number



Place an odd number

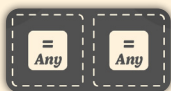


Place an even number



Place the specified number or lower

- If a Spell-Slot Card shows 2 die slots, may activate the Spell-Chain once for each die slot, provided you follow the restriction. For example:



The second die placed must be the same value as the first



Both dice must be even, and must be different numbers

- It is not possible to create a Spell-Chain that loops on itself infinitely. Many wizards have tried it - all have failed. Don't waste your time!

2. How are Spell Cards activated by Spell-Chains?

Each Spell Card has an **Effect** and an **Attack**:

Note: Each Spell-Chain's Attack and Effects can be resolved in any order you like, even Effect, Attack, Effect!

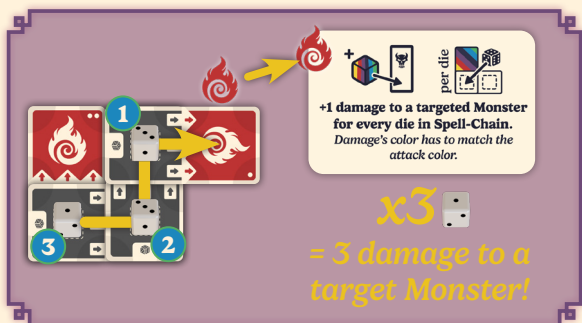


Activating Spell Effects

When activating a Spell-Chain, count up **all the Spell icons** (🌀🌀🌀🌀🌀🌀) in the chain. For each icon, you may activate the associated Spell's **Effect**:



Spell Effects also often increase in strength depending on how many dice are present in the current Spell-Chain's path:

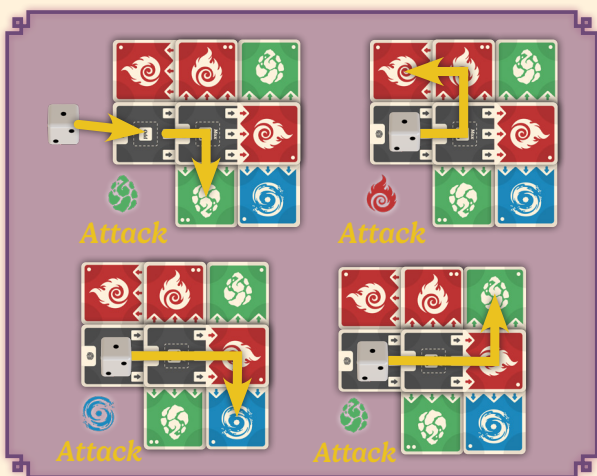


When counting dice for **per die** Effects, **you cannot follow the chaining arrows backwards**. This means it's generally a good idea to use die slots that are further back along a path of connected die slots last, so that you get better Effect activations.

In the previous example, if the player had placed their dice in the reverse order, the **Fire Ball** Effect would do $1 + 1 + 1 = 3$ Damage total for all 3 activated Spell-Chains, instead of $1 + 2 + 3 = 6$ Damage!

Activating Spell Attacks

Only the **last Spell icon in each Spell-Chain** activates an Attack. Looking at the 4 different Spell-Chain examples from pg. 9, each chain would result in one Attack:



Tip: Before you start resolving any Effects/Attacks from a placed die, take a moment to identify all the unique Spell-Chains activated by it, and which Attack & Effects are triggered by each. Remember that Spell-Chains can be resolved in the order of your choosing, as can the Effects/Attack of a given Spell-Chain, but you must resolve one Spell-Chain before the next.

If you like, you can use the included Path Tokens to keep track of which Spell-Chains you've already



resolved by placing one at the end of each activated Spell-Chain path, on its □ side, and flipping it to its ✗ side once the chain has been resolved:



Another thing you may find helpful while still learning, is to stack the Spell Cards that are in use when resolving a Spell-Chain, so that only relevant information (and a cool Spell name) is shown:



A Fire-Rock Wall!

🔥 Effect + 🌿 Effect + 🌿 Attack

3. How do Attacks deal Damage?

Each Spell's Attack features:

**A Damage
Cube Color/
Element**



AND



**A Targeting
Condition**

- An Attack's Damage Color is always the color of the Spell itself (though a Spell's Effect may deal Damage of a different Color/Element).

- Only cubes of an Attack's specified Damage Color can be used when resolving the Attack.
- Each Spell has a unique Targeting Condition that you must follow when selecting Monsters to deal Damage to (see more details on the unique conditions in the Spell Specifics section, pg. 24)
- An Attack may never Target a face down Monster, but your Target area may include empty spaces, Wall Cards, or Monsters that have no open Damage slots for your current Damage Color.
- In order to resolve an Attack, you must choose a Target area that meets its Targeting Condition (ie. if the condition is "3 spaces in a row," you cannot choose 2 spaces in a row, or only 1 space).

Resolving Spell Attacks

1. Choose Target Monsters based on the Attack's Targeting Conditions:



3 spaces in a row.

Water Whip, for example, can Target any 3 spaces in a row that are either empty or have face up Monsters in them



2. Place 1 Damage Cube of the Attack's Element/Color on each Targeted Monster (if possible):



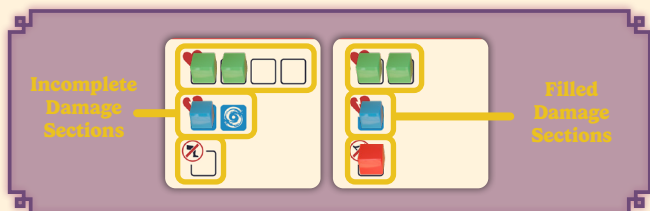
Damage Cube Placement Rules:

 **Blank Damage** slots can be filled with cubes of **any Element**, and are the only slots that can be filled with Neutral () Damage Cubes.

 **Elemental Damage** slots specify a cube color that **MUST** be used to fill the slot. No other Damage Cube Color can go on them.

- Unless modified by a Skill, Effect, etc., **each Attack only deals 1 Damage to each Monster it Targets.**
- If a Target area includes empty spaces, Wall Cards, or Monsters that you can't place the Attack's cube color on, **no cubes are placed on those spaces** (they remain in the Supply).
- If you run out of cubes of a needed color mid-Attack, you may choose which Monsters take the last cubes in the supply, and any remaining Damage is considered wasted.
- You may not move Damage Cubes from one Monster to another, or otherwise recover cubes to make an Attack once they run out. Only after a Monster is defeated will the Damage Cubes on it be returned to the supply for use in a later Attack.

3. Once the Attack and any Effects of a Spell-Chain have been fully resolved, check to see if any Monsters' Damage sections (row of Damage slots) have been filled:



4. Apply the effects of any filled Damage sections in the order of your choosing.

Each Damage section features an effect icon on its left side that tells you what happens when all of its Damage slots are filled:



Health: When this section is filled, the Monster is defeated. Return all Damage Cubes on it to the Supply, and take the card into your hand as a new Spell-Slot you can then place.



Weakness: Works the same as Health, but usually requires more Element-specific Damage Cubes. Note that you don't need to fill both this AND the Health section to defeat a Monster.



Cancel Effects: When filled, these sections cancel a Monster's corresponding action. The next time they try to move/attack, remove the Damage Cubes instead of resolving the action (see Cancelling Monster Actions on pg. 22).

Defeating Level 2 ○○ Monsters

Whenever you defeat a ○○ Monster, track it by increasing the die value on your Defeated Monster Tracker by 1. **Don't forget this - it's how you win the game!**

*That's all on Spell Effects and Attacks for now. If you need further clarification on any of them, you can find more details in the **Spell Specifics** section on pg. 24.*

GENERATING CRYSTALS



Finally, on to the next action! You've done well learning all about Spells, apprentice. Your patience and hunger for knowledge show promise!



Whenever you Generate Crystals, rotate the Crystal Die that sits on your Crystalize Card to show how many you currently have.

There are 2 ways to Generate Crystals, as shown on the Crystalize Card:

Crystalize



1. **Crystalize a Die** by returning a die from your Active Dice pool to the Supply in exchange for **2 Crystals**. That die cannot be used for any other purpose this round, but may be rolled again next round.

2. **Crystalize a Spell-Slot Card** by returning one from your hand or Spell-Slot area to the box in exchange for **1 Crystal**. You cannot regain this card unless a Spell Effect or Character Skill allows you to.

You can never have more than 9 Crystals at a time (ie. if you already have 8 and Crystalize a Die for 2 Crystals, you only gain 1)

EXECUTING SKILLS

Character Skills are how you make use of Crystals once generated. Each character has a unique Skill shown on the right side of their Character Card:



Crystal Cost: You must pay this many Crystals to execute the Skill

Skill Icons: Summarize the Skill's effect

Skill Name

Skill Effect: The full description of what the Skill does.

To use a Character's Skill, pay its Crystal Cost by rotating the Crystal Die down accordingly, and then apply its effect.

That's it for player actions! Remember that you can take actions in any order you like during the Player Phase, and may take as many as you have the needed resources for, but you **must complete one action fully before moving on to the next.**

THE MONSTER PHASE

In this phase all Monsters (even the face down ones!) will activate and try to make their way towards the Castle Wall to attack it. The Monster Phase consists of 3 steps:

1. **Monsters Attack**
2. **Monsters Move**
3. **Bite Special Activates**

1. MONSTERS ATTACK

During this step, all face up Monsters within the 2 columns closest to the Castle Wall will attempt to attack the wall, dealing Damage to it:

The diagram illustrates the monster attack phase. It shows three rows of wall cards. Monsters are placed in the two columns closest to the wall. Monsters with the **Melee** icon (sword) attack the wall card directly adjacent to them. Monsters with the **Ranged** icon (bow) attack the wall card in their row once they are within 2 spaces of it.

Melee icon: Monsters with this icon will attack the Wall Card in their row once they are directly adjacent to it.

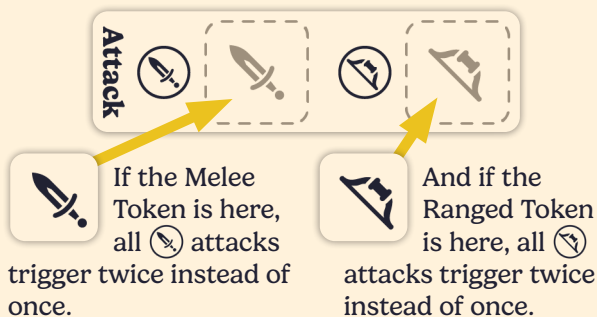
Ranged icon: Monsters with this icon will attack the Wall Card in their row once they are within 2 spaces of it.

In this example, the top Wall Card would be Damaged twice, the middle one would be Damaged once, and the bottom one would be Damaged twice as well. Ouch! Best deal with those close-up Monsters first!

Each time a Wall Card is dealt Damage, it changes status. There are 3 possible statuses:



It is also possible for Monsters to attack twice during the attack step, depending on whether the Monster Attack Abilities on the Round Tracker are active:



You'll learn more about how the various Monster Abilities on the Round Tracker get activated in the Clean Up Phase section (pg. 23).

Tip: The order in which you resolve Monster attacks doesn't matter (they are considered to attack simultaneously), but you may wish to go through them top-to-bottom, left-to-right, just to make it easier to keep track of which have been resolved.

2. MONSTERS MOVE

During this step, all Monsters will try to move closer to the Castle Wall so that they can later attack it.

By default, **all face up AND face down Monsters have 1 Move** 🔄, and will try to move 1 space to the left of their current position. The number of movement Monsters have can also be increased if the Move Abilities on the Round Tracker are active:



Monsters may move up to 3 times each if both of these are active!

- Monster movement is resolved in reading order, from left-to-right, top-to-bottom.
- If multiple moves are being resolved, resolve one movement for **all Monsters** before resolving the next (ie. move all Monsters 1 space, then move them all another space, etc.)
- Each Monster will always try to move if it can, but will not move if blocked by either the Castle Wall or another Monster.
- After moving all Monsters, any that moved into the 3 closest columns to the Castle Wall are flipped face up. **All Monsters in these 3 columns should always be face up.**

If a Monster gets past the Castle Wall...

Well, that's not good news. I'm afraid that in every Scenario, this is one of the 2 ways you lose the game!

That said, it is important to note that this only happens once a Wall Card has been fully Destroyed, and only once a Monsters moves PAST the space it was in:



3. MONSTER BITE SPECIAL ACTIVATES

During this step, there is one other Special Skill that may be activated, as shown on the Round Tracker:



If the **Bite** Token is already on the Round Tracker, all Monsters directly adjacent to the Wall Card in their row deal 1 additional Damage after moving.

Cancelling Monster Actions

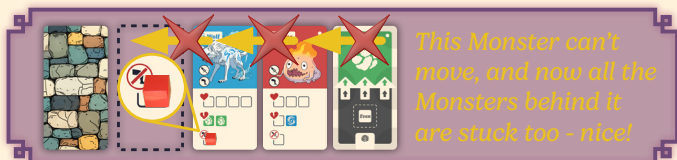
Most Monsters have Damage slots that allow you to cancel their attacks / or moves . When one of these Damage sections (usually just 1 slot) is full during the Monster Phase, instead of the Monster



taking their movement or making an attack normally, the Damage Cubes on these slots are returned to the supply.



Note: This does not just cancel movement or attack bonuses from Monster Abilities on the Round Tracker. It cancels the Monster's action entirely!



This Monster can't move, and now all the Monsters behind it are stuck too - nice!

THE CLEANUP PHASE

The Cleanup Phase consists of 3 steps:

1. CHECK FOR VICTORY

Check to see if you've satisfied the Victory Condition of your chosen Scenario - typically, how many Level 2 Monsters you've defeated. If so, you win the game!

For Wizardry Training, you need to defeat three Level 2 ○○ Monsters (see other Scenarios on pg. 28)

2. RETURN DICE

Return all dice from your Spell-Slot area and Active Dice pool to the Supply. All Spell Dice should be in the Supply at this point.

3. ADVANCE ROUND TRACKER

Move the Round Tracker Pawn 1 space to the right on the Round Track.

If any Monster Ability Tokens are on the space the pawn moves to, they get shifted down to their associated Monster Ability spaces, making those Abilities active from that point on:



Second Lose Condition:

If the pawn ever reaches whichever space has the  Token on it, you immediately lose the game!

GAME END

The game ends when either you've met your Scenario's Victory Condition and win the game, or lose the game by either:

1. **Letting a Monster past the Castle Wall**
2. **Letting the Round Tracker Pawn reach the  Token**

That about covers everything you need to know. You can come back here when you're ready to try another Scenario, or if you need clarification on how a particular Spell works. Good luck, Apprentice! The Castle needs you now more than ever!

SPELL SPECIFICS

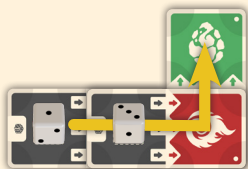
EFFECTS

Fire Ball:



Targets only **one face up Monster** (Damage cannot be split between Monsters), and deals Damage of the current Spell-Chain Attack's Damage Color.

If this were your Spell-Chain, the Fire Ball Effect from it would allow you to deal 2  Damage to any one Monster Targeted by this Spell-Chain's Attack.



Water Whip:



Add 1 space to attack for every die in Spell-Chain.

Must be adjacent to any other targeted space (can be above, below, left or right)

If combined with the Holy Light Attack, first select all Monsters you want to attack with Holy Light following its color restriction. After that, choose adjacent spaces to target with Water Whip's Effect. These Targets do not need to obey Holy Light's color restriction, and can be any adjacent Monsters.

Rock Wall:



Gain 1 Crystal for every die in Spell-Chain.

This one's pretty straight forward, but remember that you can never hold more than 9 Crystals max, and that you can't use any Crystals gained from this Effect until the current Spell-Chain is done being cast.

Holy Light:



Before or after Attack, move any 1-2 monsters 1 space orthogonally.

This refers to “before or after” your Spell-Chain's Attack. The Effect cannot be “saved” for just before the Monsters' attack.

If resolving multiple Monster moves (*ie. if there are 3 dice in the Spell-Chain, you may resolve up to 6 moves*), they may be applied to different Monsters, or to the same Monster (*ie. you could move 1 Monster 3 times, and then 3 other Monsters 1 time each, etc.*)

Chain Lightning:



1 neutral damage to any 1 monster adjacent to Character area or Wall for every die in Spell-Chain.



Remember that Neutral Damage Cubes can only be placed on Blank Damage Slots, and not Elemental Damage Slots.

“A Monster adjacent to Character area” refers to one that’s already made it into a space where a Wall Card used to be.

Void Grasp:



After attack, can move any/all damage from any/all targeted enemies into one targeted enemy. *This includes previously placed damage.*

This refers to ALL Damage Cubes placed up until the point at which you’ve resolved the Spell-Chain’s Attack, so for example, if you expanded your Target area

with Water Whip’s Effect, and used Fire Ball’s Effect prior to this as well, all of the Damage dealt so far would be transferrable. The one Targeted Monster may be ANY face up Monster.

Cube Transmutation:

—OR—



Replace any attack cube with a red cube.

After the first Scenario, you no longer need to play with Spell Cards on their Apprentice  side.

The other side of each Spell has an added option for its Effect, which is to replace any Damage Cube already on a Monster with one of the specified color.

When resolving a Spell’s Effect, you may resolve this OR the normal version of the Effect, but you **may NOT resolve BOTH.**

ATTACK TARGETING CONDITIONS

Fire Ball:



Any 1 space.

This is exactly what you'd think it is - literally any 1 space (but still can't Target a face down Monster... probably best not to Target an empty space with this one either, but technically that's an

option).

Water Whip:



3 spaces in a row.

Must Target exactly 3 spaces in a row, and none of these spaces may contain a face down Monster, though they may be empty spaces, or contain Monsters you're not able to Damage

with blue Damage Cubes (no Damage is dealt to these spaces).

Rock Wall:



3 spaces in a column.

As with Water Whip, this Target area must include exactly 3 spaces, and the same restriction apply.

Holy Light:



Any 6 enemies of different elements/colors.

These Monsters may be anywhere, as long as they are all face up, and all different colors. Normally only 1 Monster of each color will

take Damage from this, unless combining it with Water Whip's Effect (see pg. 25).

Chain Lightning:



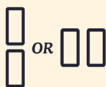
4 adjacently connected monsters. At least 1 adjacent to Character area or Wall.

As shown, the Targeted spaces may be orthogonally OR diagonally adjacent to one another. The “1 adjacent to Character area or Wall” is essentially one in either the

Wall column, or the first Monster column next to it.

Again, any of these spaces may be empty, or contain a Monster that isn’t able to take a purple Damage.

Void Grasp:



Any 2 adjacent areas.

In this case, adjacency refers only to orthogonally adjacent spaces. Void Grasp hits fewer spaces than either Water Whip or Rock Wall, but offers more flexibility.

THE SCENARIOS

Most of the Scenarios work in a fairly similar fashion, and each one will tell you when something new is introduced. For this reason, we recommend that you at least read the Scenarios in order from first to last, so that you’ll be up to speed with whatever’s already been added to a given Scenario.

SCENARIO 1: WIZARDRY TRAINING

*Technically, Fleur **shouldn’t** be ready for this. She’s never studied a spellbook, never memorized a rune. And yet... here she is, wand in hand, eyes closed, and somehow passing every trial without breaking a sweat. Is it luck? Is it destiny?*



Is it deeply unfair to the other students? Regardless, this training exercise is meant to teach the basics—unless Fleur somehow finishes it by just twirling around and giggling.

Special Rules

Play with all Spell Cards on their Apprentice side. 

Victory Condition

Defeat THREE Level 2 ○○ Monsters.

Characters

Fleur

Elements in Play

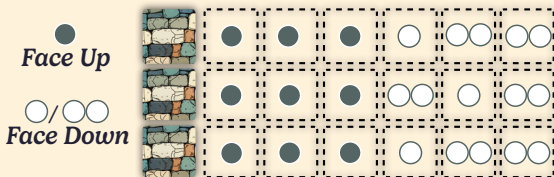
Fire, Rock, Water

Note: The Spells, Spell-Slot Cards and Damage Cubes used for a Scenario are always those matching the listed Elements in Play, plus the Neutral Damage Cubes. In this case, you'll need **Fire Ball**, **Rock Wall**, **Water Whip**, all **Fire**, **Rock**, and **Water** Spell-Slot Cards, and the , ,  and  Cubes.

Round Tracker Setup

- Leg  token on space 2
- Bite  token on space 3
- Demon  token on space 6

Monster Rows





SCENARIO 2: APPRENTICE WARLOCK

With no magical talent and absolutely no interest in quitting, Fede has shown up to every exam, every fire drill, and every 5am bootcamp armed with sheer muscle and a borrowed wand. He's not here to cast the prettiest spell, he's here to survive, and maybe yeet a fireball or two. This trial introduces harder monsters and a new element, but if Fede can handle it, so can you.

Special Rules

Flip all Spell Cards from their Apprentice  side to the other side, adding each Spell's **Cube Transmutation** Effect as an option (see pg. 26).

Starting in this Scenario, you will also be playing with the **Storm Element**, and with 4 Monster Rows instead of 3.

Victory Condition

Defeat THREE Level 2 ○○ Monsters.

Characters

Fede

Elements in Play

Fire, Rock, Water, Storm

Note: Now that you're playing with the **Storm Element**, you must add all the Storm components to the game during setup:

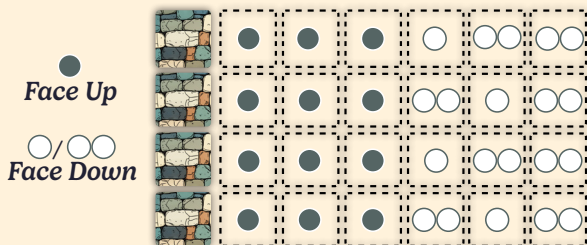
- The **Chain Lightning** Spell (setup step 1)
- The  Cubes (setup step 6)

- All *Level 1 & 2 Lightning Spell-Slot/Monster Cards* (setup step 7)

Round Tracker Setup

- Leg  token on space 2
- Bite  token on space 3
- Demon  token on space 4

Monster Rows



SCENARIO 3: MAGUS

No more training wheels. No more restrictions. The full breadth of magic is at your disposal, and with it, a true test of your abilities. Pick your allies, choose your spells, and face the enemy with everything you've learned. From here, the path only grows more treacherous.

Special Rules

From now on, you will be playing with all six Element types!

In this Scenario, you also get to pick your own Characters from the 6 available.

Victory Condition

Defeat FOUR Level 2 ○○ Monsters.

Characters

Choose any 1  Character & any 1  Character.

Elements in Play

Fire, Rock, Water, Lightning, Light, Void

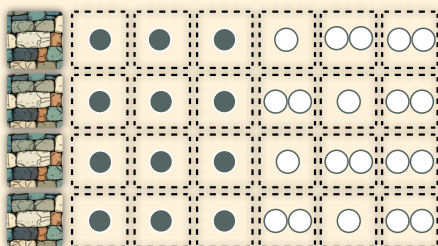
Round Tracker Setup

- Leg  token on spaces 1 AND 2
- Bite  token on space 3
- Demon  token on space 5

Monster Rows

●
Face Up

○/○○
Face Down



SCENARIO 4: LYTHA'S CONVICTION

The eastern walls tremble as the enemy advances. The others are occupied and unaware—Lytha alone stands between the academy and devastation. But she is not afraid. She does not flinch. With her mastery of earth magic, she

will hold the line, mend the stone, and protect the creatures that call these walls home. Failure is not an option.

Special Rules

This Scenario introduces Night Cards, which change how each game is played in some way. They may change victory conditions, loss triggers, or general game rules. Some will also bring a new token into play, in which case the specific token needed will be mentioned on the Night Card.

Victory Condition

Defeat FOUR Level 2 ○○ Monsters.

Characters

Lytha & any 1  Character

Night Cards

Tremors, Raid, and Babysitter

Note: *This Scenario specifies which Night Cards will be used, but some will tell you to pick random ones. Whenever Night Cards are in play, place them next to your Character area as references for the game. Follow all rules written on all in-play night cards, and add any tokens required by them as stated.*

Elements in Play

Fire, Rock, Water, Lightning, Light, Void

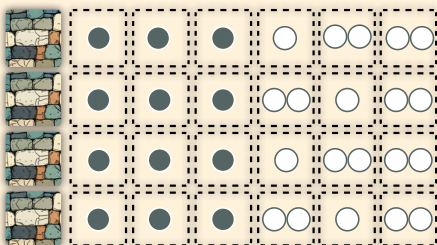
Round Tracker Setup

- Leg  token on spaces 1
- Bow  token on spaces 2
- Bite  token on space 3
- Demon  token on space 5

Monster Rows


Face Up

 / 
Face Down



SCENARIO 5: LEWIS' SECRET

Deep beneath the academy, where no student dares tread, Lewis walks with purpose. The weight of centuries bears down on him, yet his steps remain steady. It has been too long since the last sealing ritual, and the ancient wards falter. In the dark, something stirs. The headmaster exhales, cracking his knuckles. 'Not today,' he mutters, as he prepares to reinforce the only thing keeping them at bay.

Victory Condition

Defeat FIVE Level 2   Monsters.

Characters

Lewis & any 1  Character

Night Cards

Trauma, Magnum Opus

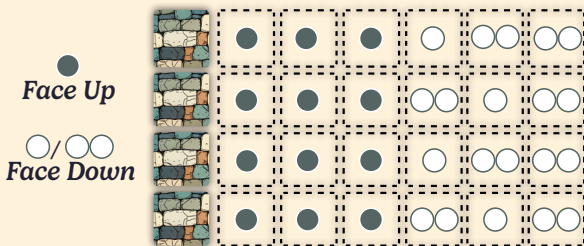
Elements in Play

Fire, Rock, Water, Lightning, Light, Void

Round Tracker Setup

- Sword  token on spaces 1
- Leg  token on spaces 2
- Bite  token on space 3
- Demon  token on space 5

Monster Rows



SCENARIO 6: HIGH MAGE

For those who seek true mastery, there is no safety net. The arcane forces shift unpredictably, and the trials ahead are as merciless as they are complex. Only the most skilled will survive this gauntlet. Do you dare challenge fate itself?

Victory Condition

Defeat FIVE Level 2 ○○ Monsters.

Characters

Choose any 1  Character & any 1  Character.

Night Cards

Draw 3 randomly, choose 1 to discard, and put the other 2 into play.

Elements in Play

Fire, Rock, Water, Lightning, Light, Void

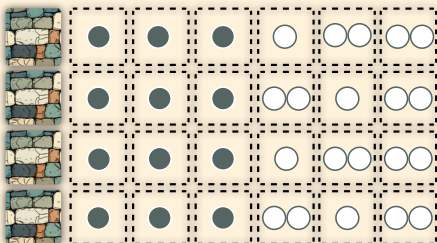
Round Tracker Setup

- Leg  token on spaces 2
- Bite  token on space 3
- Demon  token on space 5

Monster Rows

●
Face Up

○/○○
Face Down





SCENARIO 7: KONJITO'S CATASTROPHE

It started with a spark. Then a puff. Then a frog. And now? A full-blown magical anomaly is rippling through the academy's west wing.

Konjito's latest "totally intended" experiment has gotten out of hand—again.

Wild magic surges through the halls, warping space, summoning creatures, and threatening the whole dormitory. With the professors still unaware, it's up to Konjito and a brave accomplice to clean up the chaos before anyone notices... or before detention becomes the least of their problems.

Victory Condition

Defeat FIVE Level 2 ○○ Monsters.

Characters

Konjito & any 1  Character

Night Cards

Burned Spellbook, Elementalist, Contract

Elements in Play

Fire, Rock, Water, Lightning, Light, Void

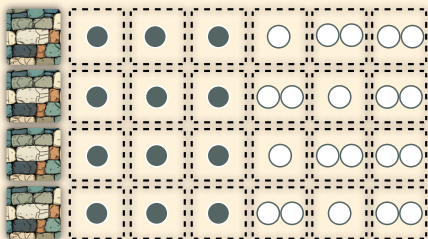
Round Tracker Setup

- Leg  token on spaces 2
- Bite  token on space 3
- Demon  token on space 5

Monster Rows

●
Face Up

○/○○
Face Down



SCENARIO 8: QUIBBLETHATCH'S RECKONING

The academy is at war. While students and staff defend the outer walls, Quibblethatch storms off in the opposite direction—muttering warnings, citing obscure prophecies, and dragging two very confused apprentices along for “preventive field work.” His destination? A long forgotten glade pulsing with strange energy and far too many monsters for somewhere supposedly unimportant.

Whether this detour is genius or madness remains to be seen—but one thing is certain: something dangerous has slipped past the front lines, and Quibble intends to stop it, whether anyone believes him or not.

Victory Condition

Defeat FIVE Level 2 ○○ Monsters.

Characters

Quibblethatch & any 2  Characters

Night Cards

Pressure, Bounty, and then draw 3 and choose 1 to keep (should have 3 in total, 1 of which is random)

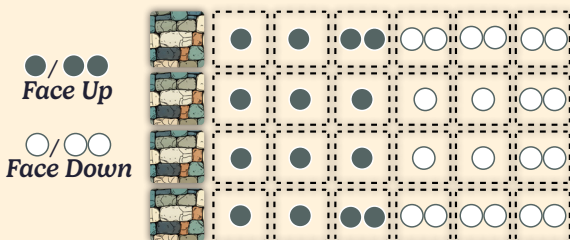
Elements in Play

Fire, Rock, Water, Lightning, Light, Void

Round Tracker Setup

- Bite 🦷 token on spaces 3
- Leg 🦵 token on space 4
- Demon 🦇 token on space 5

Monster Rows



SCENARIO 9: TITAN'S CHALLENGE

Some call this impossible. Others claim only fools attempt it. You? You don't care. The monsters swarm, the shadows grow deep, and every spell must be woven perfectly to stand a chance. This is a battle that only legends speak of. Survive, and your name will be whispered in the halls of the academy for centuries.

Victory Condition

Defeat FIVE Level 2 ○○ Monsters.

Characters

Any 2  Characters & any 1  Character

Night Cards

Draw 6 randomly, choose 1 to discard, and put the other 5 into play.

Elements in Play

Fire, Rock, Water, Lightning, Light, Void

Round Tracker Setup

- Leg  token on spaces 2
- Bite  token on space 3
- Bow  token & Sword  token on space 4
- Demon  token on space 5

Monster Rows

