

Page Knight

You, Page Knight, are sent to the Pagean Empire at the behest of the Council of the Fold. There have been more than a few wrinkles in the Fold's plans. Goblins tear at the lands, wicked mages rip the fibers of our reality, and vicious Dragons dye the world red with the blood of innocents! There are even whispers that the evil General Voltar is the puppeteer behind all of this mayhem and madness. You must help us, Page Knight. You are the the only hope in a land reaming with despair!

The Goal of Page Knight

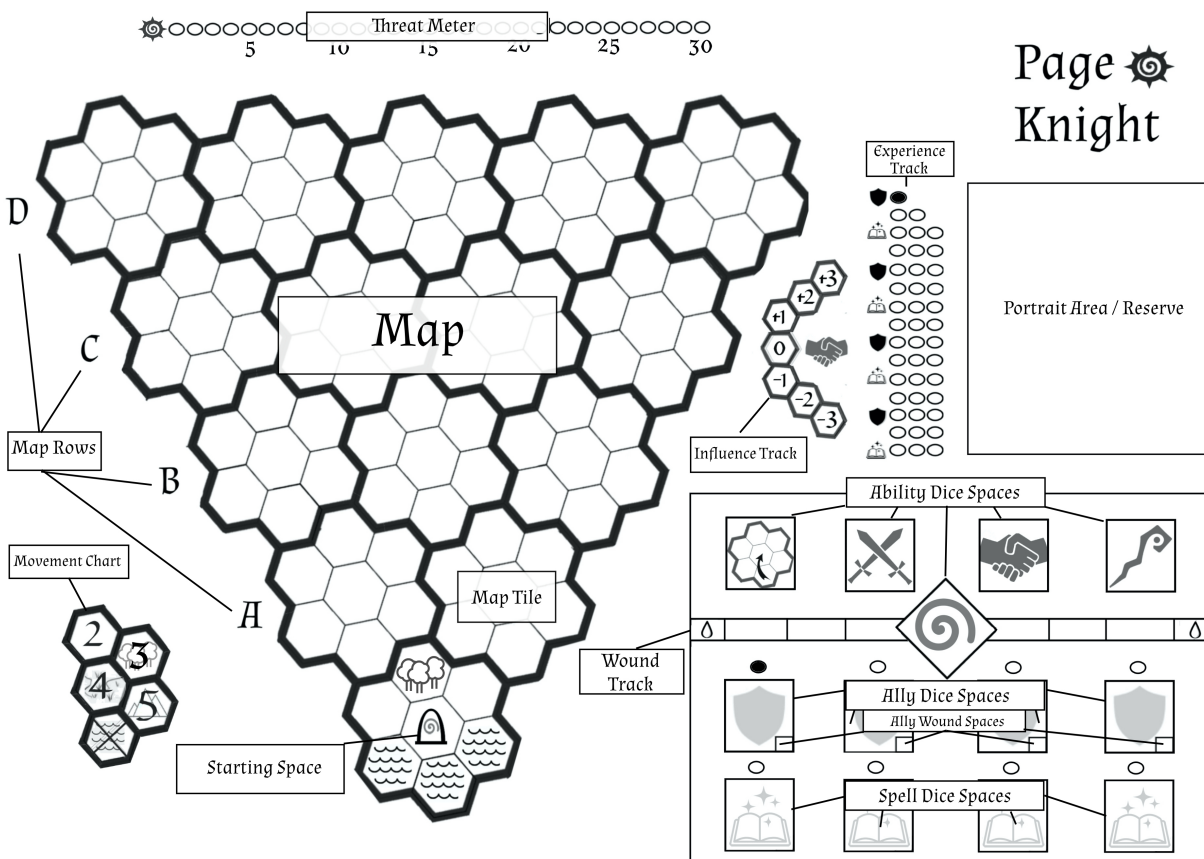
There are various contracts (scenarios) that you may take, and thus, your goal may change. Sometimes we'll require the land to be rid of monsters, other times we may need a search party since, sadly, many of our citizens have been disappearing as of late. Regardless of your task, a few things will remain the same. Allow me to show you the many parts of your map.

Components Needed:

- The included map/player board, and one of the scenario sheets
- 6-8 six-sided dice (more may be used during a campaign)
- A pencil
- A small token to track movement
- A small token to track influence level

Symbols

Threat	-----	
Movement	-----	
Combat	-----	
Influence	-----	
Magic	-----	
Wild	-----	



Page Knight

Scenario 0: Learn to Play

Objectives: Defeat 5 enemies, gain 1 Ally, and gain 1 Spell.

- ❑ Set threat limit to 10 (bubble in or place a token on the 10th bubble of the threat track)
- ❑ Place the player figure on the starting space
- ❑ Place a token on the 0 space of the influence track
- ❑ Special Rules: Gain 1 experience whenever a map tile is generated.

Game Flow






Each turn of Page Knight is split into 4 major phases:

1. Preparation - Roll dice and prepare for the turn
2. Movement - All movement must be done before the action for the turn.
3. Action - Take only one action during a turn (e.g. encounter an enemy, recruit an ally, gain a spell, etc.)
4. End of Turn - Gain threat, and trigger any other End of Turn abilities.

Preparation

1. Roll all four non-wild ability dice (whether they were used or not on the previous turn) and assign them to the first four ability spaces however you like.
2. Roll the wild die and assign it to the Wild Die space.
3. Roll each able-bodied ally (ones with no wounds) and spell dice and assign them to an available ally and spell space that you control. You cannot place allies or spells onto spaces that you have not earned (bubbled in).

Ability dice Summary

-  Movement Remove any of these dice to use their value as points
-  Combat (Movement Points, Combat Points, etc.)
-  Influence The influence track always modifies your influence points.
-  Magic
-  Wild You may remove the wild die to add its value to ANY ability. However, the Wild die must be used in tandem

with another ability, and its value must be attributed in its entirety to that ability (you may not distribute the Wild Points to multiple abilities).

See Wounds for more info on wild dice.

**Sacrificing dice



Any ability die may be removed from its space (rendering it unusable for its normal action) in order to add 1 point to another ability point total (e.g. you may remove the Influence Die from its space to add 1 point to the Movement Point total for this turn).

Movement








1. Movement Points

- 1.1. All movement must be completed before taking any other action. To move, remove a movement die from its space to use its value as Move Points. After adding any modifiers to increase your total Move Points you may then move your figure, space by space, spending Move Points according to the type of terrain you are moving into.

2. Generating new map tiles

- 2.1. You can generate new map tiles during movement if you occupy a space adjacent to a blank map tile. To generate a map tile you must:
 1. Spend 2 move points (you do not automatically move into the new map tile)
 2. Roll a die and consult the terrain chart on the scenario sheet.
 3. Pencil in the terrain of each space according to your die result (shorthand names for each terrain type are provided if you don't want to draw trees, swamps, etc.).
 4. Replace each  and  with locations and enemies respectively by rolling a separate die for each and consulting the location and enemy charts respectively.



	GOB1	MGC	GOB2
A	 	 	 
B	-	-	1-2
C		-	-
D	-	-	-

For example, to replace a ? symbol with an enemy you must 1.) roll a die, 2.) look at which row (A, B, C, or D) the current Map Tile is in, and 3.) find the enemy on the scenario sheet that corresponds to the row and die result.

3. Extra Movement Points

- 3.1. You may use your remaining movement points, if any, to continue movement. You may also add more movement points to your Movement Point total using any available modifiers after generating map tiles.

4. Impassible spaces

- 4.1. You cannot enter water spaces nor spaces with active enemies! Defeated enemies are inactivated.

Action

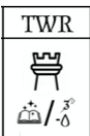
Involuntary Actions

1. Moving adjacent to an enemy (rampaging enemy)
 - 1.1. If at any time you start a movement from a space adjacent to an active enemy into another space adjacent to the same enemy, you must automatically encounter that enemy. This is considered a rampaging enemy. Encountering a rampaging enemy counts as your action for the turn. If this results in two rampaging enemies simultaneously, you must encounter both (see Enemy Encounters for more info). Generating a map tile does not cause an enemy to rampage.



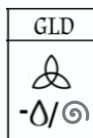
Voluntary Actions

1. You may encounter an Enemy adjacent to your space as your Action for the turn (see Enemy Encounters).
2. If you end your movement on an available location you may trigger its ability as your Action for the turn.
 - 2.1. Inn (INN) - Purchase an ally (or allies) from the scenario sheet using your Influence Points. Your influence point total is always modified according to the Influence Track. You may also spend influence at an Inn to heal wounds at a rate of 4:1 (4 inf. to 1 wound healed). You may purchase an ally (or allies) and heal wounds as part of the same action, as long as you have the influence to do so.

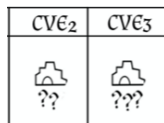


- 2.2. Tower (TWR) - Purchase a Spell (or Spells) from the scenario sheet using your Magic Points. You may also spend magic at a tower to heal wounds at a rate of 3:1 (3 magic to 1 wound healed). Like at the INN, you may purchase spells and heal at a tower as part of one action.

- 2.3. Glade (GLD) - Heal 1 wound as your action for the turn. Start your next preparation with a Wild die in the reserve!



- 2.4. Cave (CVE) - Encounter enemies equal to the number of ?s (generate them according to the row you are in). Follow all rules for fighting multiple enemies (see Encountering multiple enemies). If you lose any combat in a



Cave you must retreat back to the space you came from, and you must enter the cave again to fight the remaining enemies. Enemies on cave spaces do not rampage and you may freely pass through them.

Enemy Encounters

Each enemy has 3 values: Its encounter type (combat, for example), its strength (dice rolled), and its damage total (how many wounds it can deal to you).



You can only fight enemies using dice that match their encounter type.

1. Encountering an enemy
 1. determine the amount of points you will be attributing to the encounter (usually combat or magic points) Add any modifiers you can/want. This is your strength total for the encounter.
 2. roll an amount of dice equal to the enemies strength (these should be separate dice, if possible). The value rolled is the enemy's strength total for the encounter.
 3. compare the enemies strength total to your strength total.
2. Winning
 - 2.1. If your points are greater than the enemy's result, you defeat the enemy by marking it with an X! Gain experience points equal to the Strength of the defeated enemy, and move up one space on the influence track.
 - 2.2. If your result is equal to the enemy's result, you still defeat the enemy by marking it with an X, but you must gain wounds equal to the enemy's damage total. Gain experience points equal to the Strength of the defeated enemy, but do not move on the influence track.
3. Losing
 - 3.1. If your points are less than the enemy's result, you do not defeat the enemy. You must gain wounds equal to the enemy's damage and move down 1 space on the influence track.
4. Encountering multiple enemies
 - 4.1. Sometimes you encounter multiple enemies in a single action phase. When encountering multiple

enemies you must choose to fight them separately, combined, or a mixture of the two.

- 4.2. Fighting separately means that you fight enemies one at a time, following the process outlined above in the “Encountering an enemy” section, and you must use separate dice for each encounter since they are separate encounters.
- 4.3. Fighting enemies combined means that you join the strength of some enemies together, and you may pool all of your relevant dice for the encounter as well. When you encounter combined enemies you must combine and roll all of their strength dice to form their strength total. Then, compare the combined enemy strength total to your strength total and determine if you’ve defeated all of combined enemies or none. Follow the processes for winning, tie-ing, or losing as outlined above for each enemy individually.
 - 4.3.1. If the combined enemies have the same encounter type (combat or magic) you must only use points of the designated type. If the combined enemies have different encounter types then you may combine your own combat and magic points freely.
- 4.4. If there are 3 or more enemies in a space you may choose to fight some together and some separately.

Wounds

1. When you gain a wound, you must put it in any of the six wound spaces or on ally. Each wound gives -1 to your Wild Die result. If this would put your Wild Die value to 0, you must remove it from its space.
2. You may attribute only one wound to each Ally, you cannot re-roll Allies until they are healed. Wounds on Allies do not contribute to your wound track.
3. If you must attribute a wound to your wound track, and there are no available spaces, you lose the game!

End of Turn

1. Clear any unused dice in the reserve
2. Increase threat by 1
3. Trigger any threat events reached on the threat track.
4. If threat reaches the threat limit you lose! Otherwise, start a new turn (see Preparation).

The Reserve

The reserve is the big rectangular area above your player board. This area is for holding temporary dice, or for writing special rules. When a die is rolled into the reserve it leaves play at the end of your turn. You can also draw a portrait of your Page Knight (just save room for notes)!

Experience Track

1. Whenever you gain experience points you bubble in spaces on the experience track, from left to right, equal to the amount of points you’ve gained.
2. When you have gained enough experience points to reach a new row you immediately gain the benefit symbolized to the left of the row (ie. You get your first spell slot after gaining 3xp, and your second Ally slot after 9xp).
3. You get the first Ally slot for free! It’s been bubbled in for you on your player board as a reminder.

Ally and Spell Dice



Allies/spells with a die on the bottom right corner acts as an extra die of the ability shown [the Cave Die ally (cost 1) counts as a wild die only vs cave enemies]. These Dice are rolled in step 3 of Preparation and added to their respective slot. Some Allies/Spells do not have a permanent die, their abilities are listed below. Note: you may always replace allies or spells with new ones, if needed.



Treasure Hunter - When you defeat all of the enemies in a cave gain 1 spell at no cost (you must have a spell slot).



Enchant Blade - You may spend magic to increase your combat points at a rate of 2:1 (2 magic : 1 combat)



Blood Magic - Once per turn, gain a combat or magic die. Roll it into your reserve immediately and gain a wound. This can't be done during an enemy encounter



Swiftiness - After an enemy rolls their dice, you may spend move points to reduce the enemy's strength total at a rate of 2:-1 (2 move : -1 strength total).



Temporal Rift - Once per turn, you may increase your threat by any amount to re-roll the same amount of dice immediately after being rolled (player or enemy dice)



Mirror Dimension - Once per turn, gain a die to your reserve that is an exact copy of another non-wild ability die (Movement, Combat, Influence, or Magic).

Cooperative Rules

You can recruit another Page Knight to help you on your quest! Follow the rules and scenario objectives as normal, but with these changes:

Each player should have their own figure, board, dice, xp track, influence track, and reserve, but they may share a map.

The Flow of a Cooperative Game

1. Players roll their dice for preparation simultaneously.
 1. Rules still apply for rolling the 4 non-wild abilities first, then wild, then allies and spells.
2. After preparation, players may decide who will act first for the round (a round consists of one turn for each player).
3. A player's turn consists of movement and 1 action.

Co-op movement rule

Players may pass through each other's figures but may never end movement on each other's spaces.

Enemy/Encounter changes

1. All enemies get +1 strength (they roll 1 extra die)
2. Enemy damage does not change
3. If you're adjacent to the enemy that your teammate is encountering you may contribute one die to the combat (either for the die's value or as a +1 sacrificed die). You only roll dice during preparation so giving a die to your partner removes it from your board.
4. When an enemy is defeated in which both players were involved, players split the xp 50/50 (xp is still 1 per enemy strength; extra enemy strength means extra xp!). If the amount of xp is an odd number, the player who encountered the enemy as their action gets the larger portion.
 1. If an enemy is defeated by one player then that player receives all of the xp and influence alone.
5. If a player must gain wounds due to tie-ing or losing, and the other player was involved in the combat, the helping player may take 1 of the wounds being dealt.

End of Turn

1. Threat increases by 1 as usual
2. Threat events trigger at their usual intervals

Scenarios

Scenario 1: Conquest

Now that The Fold knows they can trust you, dear Knight, it is time for your first assignment. Before we can retrieve our poor lost citizens we must ask that you dispatch of the tear-able Dragons that lurk in the depths of our degraded land. For now, this is all The Fold asks of you. Any riches you may find are yours to keep!

Objective: Defeat 2 DRGNs (Challenge: defeat 4 DRGN)

Setup

Set threat limit to 20

Place a token on the 0 space of the influence track

Special Rules:

Each Map Tile in Row D must contain 1 DRGN. After generating a new Row D Map Tile, if no DRGNs were generated replace an enemy with a DRGN.

Scenario 2: Liberation

Wonderful display! Bravest Knight, The Fold is much impressed by your feats. If it is not too much, we still have many citizens that have been kidnapped by Trolls. Our scouts have reported that the enemy has been keeping these poor people in deep, dark caves! Oh the horror... please, Page Knight, help keep our lost citizens from becoming lost souls!

Objectives: Save 3 citizens (Challenge: save 5 citizens)

Setup

Set threat limit to 25

Place a token on the 0 space of the influence track

Special Rules:

- Create spaces in the reserve for missing citizens.
- When a player has defeated all of the enemies in a cave, they have saved a citizen! Note when you do.
- Players get +1 to combat rolls for each saved citizen.
- Each Map Tile in Rows C and D must contain 1 Cave. After generating a new Row C or D Map Tile, if no Caves were generated choose a location to replace, re-roll the die until a Cave is generated.

Scenario 3: Voltar's Revenge

All that we have feared has come true, General Voltar is the true mastermind behind all of this destruction. He has assembled an army and he marches straight for the very portal that you have been using to enter the realm. Mage Knight, we cannot allow Voltar and his army to enter the portal lest all of The Fold and it's people are killed, or worse, enslaved!

Objectives: Defeat Voltar and his army (Challenge: generate 3 Row D enemies for Voltar's army)

Setup

- Set threat limit to 30
- Place a token on the 0 space of the influence track
- Use a token to signify Voltar's army and place it in the middle space of the middle Map Tile in row D
- Generate 3 Row C enemies and note them in the reserve. These are the minions in Voltar's army.

Special Rules:

- After each player has acted, before end of turn, roll a die for Voltar's action (consult his chart).
- If Voltar enters a player's space he encounters them by himself.
- When encountering Voltar, follow the same steps as normal for fighting enemies with the following exceptions:
 1. Voltar cannot be defeated unless all of his minions are defeated.
 2. When a player encounters Voltar before his minions are defeated they can still avoid becoming wounded by winning the encounter. Also, if they win the encounter Voltar becomes delayed; skip the next Voltar activation if he is delayed.
 3. If Voltar is adjacent to a player, they may choose to encounter him and his army as their action for the turn. Follow the same rules for fighting multiple enemies.
- Voltar does not generate map tiles, he can move on unrevealed spaces, and he ignores all movement costs associated with terrain.
- If Voltar starts his turn on the portal space and then moves, he successfully escapes, and players lose the scenario!

Scenario Rewards

After each scenario, erase everything completely, with 1 exception: If players play scenarios 1-3 sequentially, they may gain one of the below rewards upon defeating a scenario! (these abilities stack)

1. Keep 1 Ally permanently (put the first permanent ally in the first ally space)
2. Keep 1 Spell permanently
3. Start the next scenario with up to 3 wounds to permanently decrease any Ally or Spell on the Scenario Sheet by 1 for each wound taken this way.

Variants

You may combine any of the following variants:

Challenge Mode- Follow the parenthetical Challenge objectives of each scenario.

Valor X Mode- Give each enemy X extra dice for their strength (you choose the value of X, but we recommend 1)

Deterministic Mode- When you generate an enemy (even Voltar), roll it's strength immediately and note the strength total next to the enemy. This is the enemy's strength total for combat.

Legacy Mode- When you've taken an action at any location, mark it with an X. When you've purchased a spell or Ally mark it's space on the scenario sheet with an X. Anything marked with an X can never be used or purchased again. You may keep all previous purchases and experience when playing scenarios sequentially.

Map Tiles- Included in this rulebook are two pages of map tiles and symbols. You may use these instead of drawing if you'd like.

Special thanks to Andrew Wong and Tom Mockler for testing! Thank you to reddit members for all of your suggestions and feedback!

Thanks to Vlaada Chvatil for creating the amazing Mage Knight board which is the inspiration for this print n play project. This was all made because of a deep love for your game!

To anyone still reading: buy the real Mage Knight board game because its amazing!

Thanks for playing!

Scenario Sheet 1

Threat events

- ☛ 5 - +1☛ for every 2 undefeated enemies on the map.
- ☛ 10 - Remove all 1s and 2s rolled on ability dice next prep.
- ☛ 15 - You cannot roll ally or spell dice next prep.
- ☛ 20 - +1 to all terrain cost next turn.
- ☛ 25 - Encounter 1 enemy adjacent to you. If no enemy, generate 1 adjacent to you and encounter it.

Voltear's Chart	VLTR
1-2: Move SW	
3-4: Move SE	
5-6: No Move, Voltear attacks adjacent spaces	
If Voltear moves off map edge, he moves toward portal instead.	

Location Chart

	INN	TWR	GLD	CVE ₂	CVE ₃
A	I-4	5	6	-	-
B	I-2	3-4	5	6	-
C	I	2	3-4	5	6
D	I	2	3	4-5	6

Terrain chart

☁=F ☁=S ▲=M ≡=W

Enemy Chart

	GOB ₁	MGE ₁	GOB ₂	MGE ₂	TRL ₂	MGE ₃	TRL ₃	DRGN ₄
A	I-2	3-4	5	6	-	-	-	-
B	-	-	I-2	3-5	6	-	-	-
C	-	-	-	I-2	3-4	5	6	-
D	-	-	-	-	-	I-2	3-4	5-6

Ally and Spell costs

	3	6	9	12	15	19
	4	6	8	10	12	15

Page Knight

