

Casters College

enroll and write

Welcome to Casters College where you will compete with other aspiring wizards to become the valedictorian of your graduating class. Over eight semesters, you'll work to be successful in your classes, gain in magic power, learn spells that will significantly help your progress, and do various extracurricular activities to earn valedictorian points (VP.)

Components

- 1 pad of Curricula Vitae (CV)
- 6 Dorm swag cards
- 8 Familiar cards
- 10 Quest cards
- 4 pairs of dice in the main schools of magic colors (2 blue, 2 red, 2 green, 2 yellow)
- 1 pair of dice in a neutral color (white)
- 4 mana markers (1 per player)
- 1 class leader position token



Setup

Give each player a Curricula Vitae sheet and a mana marker. Randomly choose 5 familiar cards, 6 task cards, and 4 dorm swag cards to display face up; the rest won't be used for this play. Place mana marker on the 5th space.

Startup

As you arrive at college, you'll need to begin filling out your Curriculum Vitae with your name and work with the counselors to find your magical aptitudes.

Roll one die of each color (school) and mark off spaces in the Power section for each point on the given die matching that school color.

Play Structure

The game is played over eight semesters divided into four school years. You'll draft and place two dice three times each semester.

School Year

After the first year, select and mark one of the schools as your major. Gain 4 power in that school. At the end of the game you'll get an extra bonus of 4 VP if you are the top student in your major school.

A Semester

There are two semesters per year. Each student will be the class leader once each semester. For the first semester of the first year, the student with least total magical aptitude will, of course, be appointed class leader (randomly break ties.) After that the class leader position will move clockwise.

The leader rolls the four pairs of school dice. Three of the pairs will be drafted (if four players: one player will sit out of each round of drafting.)

Class Leader's Turn

1. Roll the 8 school dice
2. Pair them by color
3. (optional) If anyone has a spell they can cast now, do so in player order, once around (see spell reference)
4. Choose & use one pair of the same color for yourself (see using your drafted dice)
5. Next student chooses and uses one of the remaining color pairs
6. Next student chooses one of the two remaining pairs (if two player: the Class Leader will draft a second pair)
7. If you are the last leader of this semester, have everyone cross out the semester in the upper left on their CV. If this is the end of the first year, remind everyone to select a major
8. Announce "You may each have a mana!" then pass the dice to the next leader



Using Your Drafted Dice

Choose a location on your CV or a card for each die. You may use each die separately or use the sum of your dice to meet the requirements of a single space.

- Attend courses
- Do shared tasks
- Complete a quest
- Increase your spell power

Attending Courses

There are eight courses in each school divided into two per year. You may take courses for the current year or a future year if the current year is full. Fill in the earlier course for the current year before the later one.



Each school of magic has a different way to score points depending on the value(s) placed. If the course has ## under it, the first is what you score if you don't meet the requirement.

Mentalist Retreat

The mentalists favor harmony over all else and want the value for each course to be the same as every other course. You score the higher value only if the course matches the other courses' values. The first course you fill in specifies the target for the rest of the courses and even if not in the first year, you may still score the higher value.

Healers College

Healers focus on strengthening the body and each course requires a progressively larger value to score highest on the course. In later years a healer may need to add two dice to meet the requirement, unless they have some spell to aid them in their studies.

Combat Academy

Trained combat mages count on weakening their opponents to win fights. Combat requires committing a target value to the course then rolling one of the neutral dice to get a value under the target. Circle the value after resolving combat. If lost, the mage will be forced to score 0 for the course. The middle, *Final*, space is special and can be attempted if you've succeeded at the second course of any year. To beat it, commit a value to it (from one or more dice), then roll 3 dice; the total of the 3 dice must be under your value.

The Practicum

The school for future administrators, librarians, and servants celebrates orderliness and rewards students who place runs (see end game scoring.) Each course has only one regular score.

Shared Tasks

Some shared tasks (grey squares on CV) can be done multiple times, e.g. meditating for more mana. Other tasks like joining a secret society or raising your mana limits can be done only once (see general dice use.)

Completing a Quest

Select a quest from those available. Assign dice meeting the requirements of all placement box(es) on the card. You may then claim the card and add to your area; no one else may claim that quest. You'll add its VP to your end game total.

Increasing Power (and gaining spells)

One way to use dice is to directly apply their value against the matching magic power. Fill in as many dots as the value of the die.

There are four tiers of power indicated in the power area with stars. As you reach a new tier in one of the schools mark of the corresponding spell which means it is available for casting.

If you achieve a new tier with all four schools, you may choose a familiar (maximum one per student) or a piece of Dorm Swag.

Mana

The mana bar at the top right of your CV tracks your current level of mana. Throughout your career, the value will go up and down but cannot exceed the current max. If you succeed at increasing your max limit, mark the new limit with an X.

General Dice Use

One die cannot be split for more than one use.

Two dice, however, can be summed if needed to satisfy one target value.

The three grey die locations on your CV do not have to be filled all at the same time. They can be satisfied by multiple dice over multiple turns. Quests must be accomplished in a single turn.



Magical Exceptions

This is a college of magic. Inevitably in the course of study, an aspiring mage will learn spells, find special items, and maybe gain a familiar. If these new abilities happen to let them achieve beyond their regular merits, it's only to be expected. Spells may be used throughout the play to change dice, die values, rolls, etc. Even if these create exceptions to rules, the magically altered result is considered valid.

Casting Spells

There are two times that spells may be cast; icons indicate which spell can be cast when:

1. Right after the leader rolls the dice, before any are drafted (decide in player order)
2. After you have drafted your own dice, while you are placing them

To cast a spell, you must have enough mana available on your mana track. After you cast each spell, move your mana marker down the track.

You may cast any number of spells that you can afford during option 2.

During option 1 you can cast any number of spells but once you are done and someone else casts or passes, you may not cast additional spells.

End Game Scoring

Use the boxes in the bottom right to record and add your scores.

1. Total value of courses, power, and placement in:
 - a. Mentalism
 - b. Healing
 - c. Practicum
 - d. Combat
2. One point for each spell known
3. Total value of shared projects (grey)
4. Total value of quests and swag
5. Any bonus for familiar

Power scores

- 6 points for each school where you have the most power (if there is a tie, all players tying get 4 points, no one scores second place)
- 2 points for each school where you have the second most power
- 5 bonus points for maxing power in a school

College Placement

Being the top in a school is worth 6 points, second is worth 3. Top student is the one with the most courses completed, in case of a tie, then check who has the most top scores in a class; if still tied, split the points rounding up. If you are the top in school in your major, add 4 points whether or not tied.

The Practicum has special end game scoring for sequential runs (no gaps.)

To have a run at least three numbers must be in adjacent courses and be sequential; a course can only be used once in a scored run. Some valid runs; 4,3,2; 5,6,7,8. Example: If you had all 8 courses filled as: 1,2,3,4,5,4,3,2; you'd score a 5 run for 1-5 and a 3 run for 4,3,2 (4,2,3 is not a valid run.)

Example Final Sheet

Name: Barneybus III
Familiar: Preshus (Owl)
 After year 1, select a major: ● ● ● ● ●
 +4 power in major when selected
 4 if top in major

mana track: 10 hexagons, 10th is lit blue. Max Mana X.

Choose the Good: X X 6
Self Centering: -5 Max Mana X X X 4
Joos secret society: 3 3 3 8
+3 mana any (reusable)

spells:

- Combat:
 - Mana: -1 to one die
 - Deficio: -1 to one die
 - Tributum: steal a pip
- Mentalism:
 - Iridis: change color of 1 die
 - Cofortare: swap two dice
 - Prisus: draft first
- Practicum:
 - Itero: reroll one die
 - Ressus: reroll one die
 - Lucrum: roll an extra die
- Healing:
 - Recuro: +1 to one die
 - Crescere: +1 to die of each color
 - Sanctare: copy 1 of your dice

Course Boards: Mentalist Retreat, Healer's College, The Practicum, Combat Academy.

Scoring Table:

| | | | |
|-----------|----|------------------|----|
| Mentalism | 11 | # of Spells | 5 |
| Healing | 9 | Shared | 10 |
| Practicum | 10 | Quests + Swag | 14 |
| Combat | 28 | Familiar | - |
| 58 | | + 29 = 87 | |

Reference

Familiars

Owl

“One time per game: Reroll all of the dice (either after class leader rolls or before you draft your dice)”

After the class dice have been rolled, as a spell, you may turn your owl familiar sideways and reroll all the dice. Or use it immediately before you draft. You may use the owl as class leader.

Pseudo Dragon

“+1 mana at end of each turn”

Advance your mana twice when the leader announces mana gain.

Kangaroo Rat

“When last to draft pick any two of the remaining 4 dice”

You may mix dice colors this way; they’re sneaky that way.

Lynx

“Roll an extra wild die, you may use as any color to replace a drafted die.”

Roll your wild die when it is your turn to draft.

Toad, Koala, Jackdaw, Mongoose

“Gain 1 *school* power when taking a *school* course”

After marking the course, mark off a power circle in the power section and if now qualified gain the relevant spell and/or familiar or dorm swag.

Dorm Swag

Roombug “+1 to length of a run in Practical School”

Use this when calculating end game score. If this makes a run of 6, add 5 points to that run’s value.

Bondo-Lab “+1 to course die in healers college”

Increase your die by one when you fill in a healing course.

Signed Merlin Card & Frog-Turning Trophy

End game victory points

Massage Jelly

“Place a 2” -> “+2 mana, +2 mind power”

This is a reusable die location that can be selected once per turn to both increase mana and your mind power level. If your mind power now qualifies for a spell, familiar, or dorm swag you may gain it immediately.

Mana Shield “-2 to target # in Combat”

When using a combat die, reduce the value by two for a lower target.

Quests

To claim a quest, you must meet all the die requirements. Some require exact numbers, others require a value larger (>) or smaller (<) than the value indicated. Disarm an Army requires you to have a third die (probably from a spell.) Any single target can be met using multiple dice if available. As with die places on your CV, a grey square can be met by any die, and colored ones must be matched with the same color.

Spells

Combat

- 1 - Minuo: Subtract one from a die while placing
- 2 - Deficio: Subtract one from a die after leader rolls
- 3 - Tributum: Steal a pip from a die (reduce an unused die anywhere by one, increase a different die by one)

Mentalism

- 1 - Iridis: Change the color of one die while placing
- 2 - Cofortare: Swap two dice after leader rolls
- 3 - Primis: Draft first

Practicum

- 1 - Itero: Reroll one die during placement
- 2 - Renuo: Reroll one die after draft
- 3 - Lucrom: Roll an extra die for placing

Healing

- 1 - Percuro: Add one to a die while placing
- 2 - Crescere: Reroll one die after draft
- 3 - Simulacra: Roll an extra die for placing

Spell Icons



Cast when placing your dice



Cast after the leader has rolled, before drafting



Costs 1 mana



Costs 5 mana



Level 1 spell



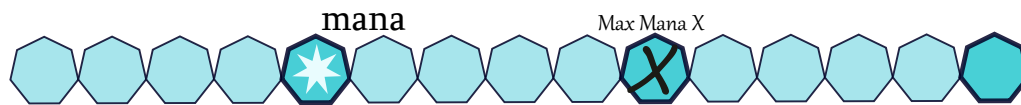
Level 2



Level 3

Name _____

Familiar _____



After year 1, select a major:

● ● ● ●
 +4 power in major when selected
 4 if top in major

Choose the Good: 6 6 6

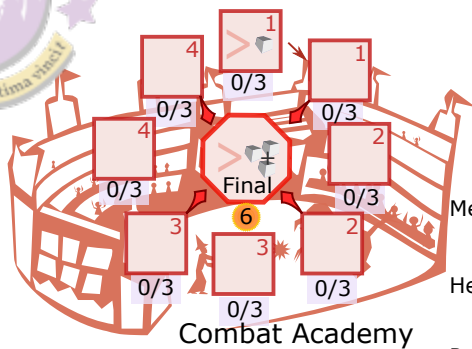
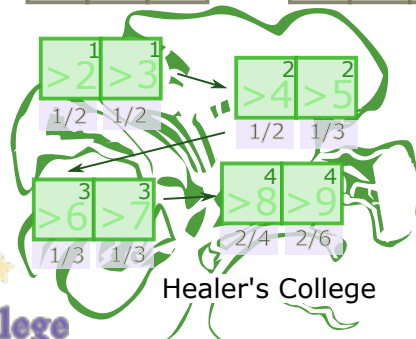
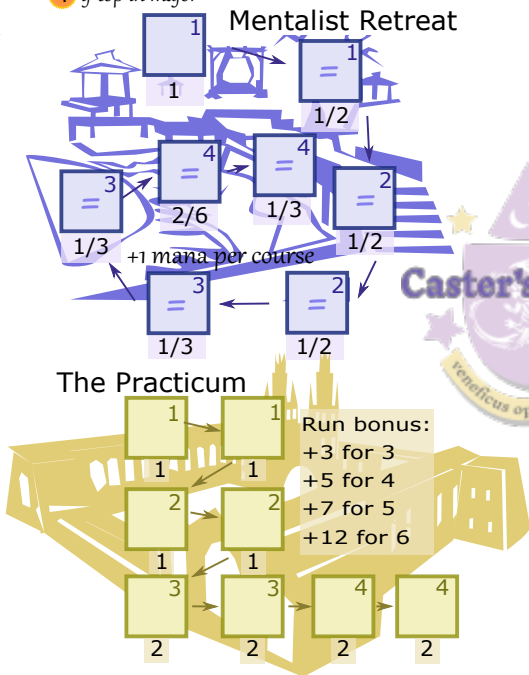
Self Centering - +5 Max Mana: 1 1 1 4

Join secret society...: 3 3 3 8

+3 mana: any (reusable)

+1 mana end of each turn

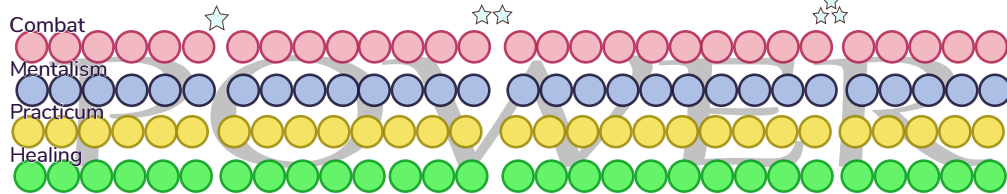
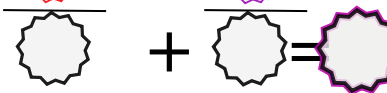
- 1
- 1
- 2
- 2
- 3
- 3
- 4
- 4



spells

| Combat | | |
|-----------|----------------------------------|--|
| ☆ | Minuo -1 to one die | |
| ☆☆ | Deficio -1 to one die | |
| ☆☆☆ | Tributum steal a pip | |
| Mentalism | | |
| ☆ | Iridis change color of 1 die | |
| ☆☆ | Cofortare swap two dice | |
| ☆☆☆ | Primis draft first | |
| Practicum | | |
| ☆ | Itero reroll one die | |
| ☆☆ | Renuo reroll one die | |
| ☆☆☆ | Lucrum roll an extra die | |
| Healing | | |
| ☆ | Percuro +1 to one die | |
| ☆☆ | Crescere +1 to die of each color | |
| ☆☆☆ | Simulacra copy 1 of your dice | |

- Mentalism # of Spells
- Healing Shared
- Practicum Quests + Swag
- Combat Familiar



Roombug



+1 to longest run in Practical School

Swag

Bondo-Lab



+1 to course die in healers college

Swag

Signed Merlin Card



4 Swag

Frog-Turning Trophy



5 Swag

Massage Jelly



+2 mana, +2 mind power

2 Swag

Mana Shield



-2 to target # in Combat

Swag

Owl



One time: Reroll all of the dice (after leader rolls or before you draft)

Familiar

Pseudo Dragon



+1 mana at end of each turn

Familiar

Koala



Gain 1 practical power when taking a practicum course

Familiar

Jackdaw



Gain 1 mind power when taking a mentalism course

Familiar

Mongoose



Gain 1 combat power when taking a combat course

Familiar

Kangaroo Rat



When last to draft pick any two of the remaining 4 dice

Familiar

Lynx



Roll an extra die may use as any color to replace a drafted die.

Familiar

Toad



Gain 1 heal power when taking a healing course

Familiar

Contain the Contagion



>7 >7

8 Quest

Troll the Troll



10

7 Quest

Collate the Collections



6

7

7 Quest

Seek the Seething Sea



>10

5 Quest

Wrangle the Ring



1

6

4 Quest

End the Endless Night



5

5

6 Quest

Regrow the Grove



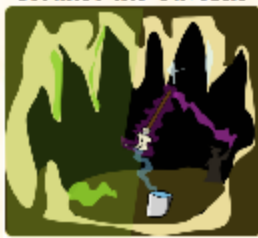
6
Quest

Uncover the Underside



5
Quest

Cleanse the Caverns



4
Quest

Disarm an Army



8
Quest

Turn Order

1. Roll the dice
2. Pair them by color
3. Choose & use a pair
4. End semester? X out
5. End 1st year: Major
6. Everyone gain mana
7. Pass class leader

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