GRADUATE IN NECROMANCY



Overview of the expansion

A visiting warlock is teaching a few courses this year at the university. It is a big deal since after two semesters, the famous warlock will choose one student as an apprentice. Do you have what it takes to become the warlock's apprentice?

The game loop remains the same in Warlock's Apprentice: you complete courses in two semesters, manage your sanity, and raise study buddies for bonuses. The expansion brings into play 3 new courses and 1 Tired card. These course cards function similarly to the rest of the cards but have some new twists. Newly, the Warlock courses cost you both sanity and thesis progression. The warlock unveils such mysteries that you need to reconsider and rewrite a chapter in your thesis. Furthermore, to get a bonus from a Warlock course, only a Tired card can be tucked under the completed course. Before, feeling tired was a hindrance to your studies but now, the warlock can feast on your despair and restore your sanity or give you an extra credit as a token of gratitude.

Changes in setup

- Shuffle the 4 cards into the base game deck. The setup conditions and the playing loop are the same except for the number of cards in the first-semester and second-semester decks. Newly, the first-semester deck has 14 cards, and the second-semester deck has 10. "Maybe later" pile functions the same, you can put up to 4 cards there as in the base game.

Changes in endgame goals

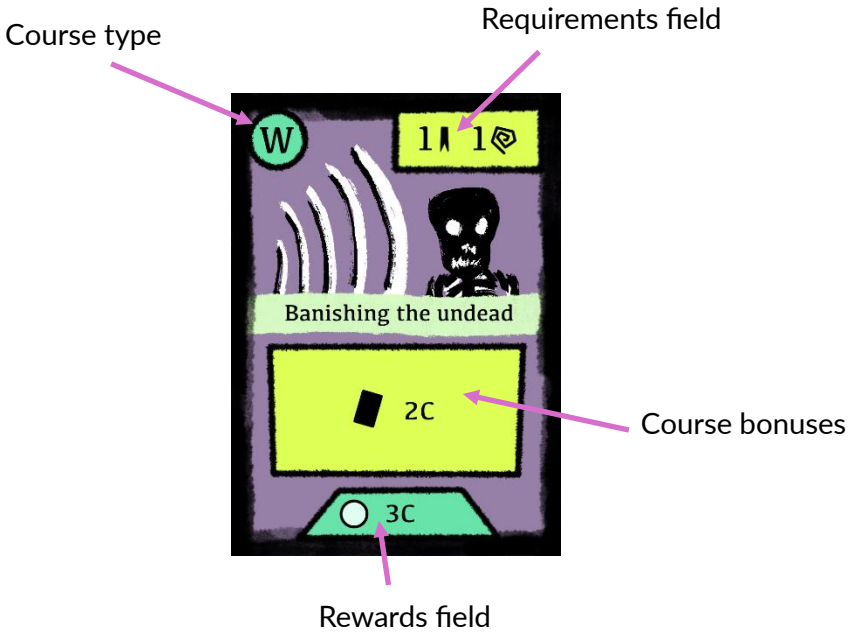
- You have to complete at least 1 Warlock course to win
- Sanity: unchanged, you need to end the game with 0 or higher on your Sanity tracker
- Thesis: unchanged, you need to reach number 5 on your Thesis tracker
- Credits:

  52 credits and more. You impressed the warlock and became the apprentice.

  50 or 51 credits. Although you didn't win, your performance suggests potential that the warlock will keep an eye on.

  Less than 50 credits. You lost.

Warlock course card



Course type (top-left). The letter W indicates that it is a Warlock course. Remember, you have to complete at least 1 Warlock course to win.

The **Rewards field** (middle-bottom). It shows how many credits you will get upon finishing the course (for endgame score). Some courses also reward you with increased expertise in light (circle) or dark (triangle) necromancy; these rewards allow you to fulfill the requirements of a newly drawn course.

The **Requirements field.** In a Warlock course, the Requirements field is always the same. To finish a Warlock course, you need to deduct 1 sanity point on your Sanity tracker and 1 point on your Thesis tracker. Therefore, your Thesis tracker becomes a resource in the expansion for playing the Warlock courses.

Course bonuses. In a Warlock course, you can only tuck a Tired card to collect the bonus. No other card can be tucked under a Warlock course to collect the bonus. Remember, with the Warlock's Apprentice expansion, there are 3 Tired cards in play in the game. As usual, you can only tuck a card under a Warlock course completed in the current semester (i.e., you cannot tuck a Tired card drawn in the second semester under a Warlock course completed in the first semester). Each Warlock course can only take 1 Tired card, no Warlock course offers a bonus for 2 Tired cards. A Sanity boost card cannot be tucked under a Warlock course either.

In all other aspects, Warlock courses function as any other course card. It means that you can discard a Warlock course card to gain progress on your Thesis tracker or tuck the course card under A or B courses for bonuses.