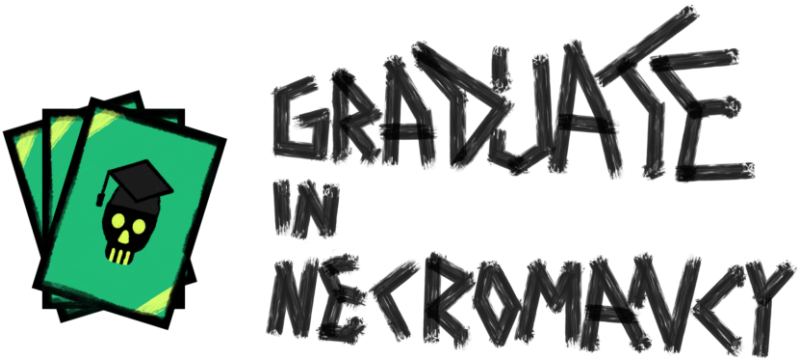


Overview

You just finished your Bachelor's studies in Necromancy, and you kind of like this type of magic. You are thinking *Yes, I can raise dead, but they only last a couple of hours or so…that is not enough to make a dent in the World*. And so, you venture forth to become an even more knowledgeable and skilled necromancer. In this solo 10–15 minute card game, you have to complete a Master's degree in Necromancy in two semesters by completing courses and raising dead study buddies. However, completing courses drains your sanity. Will you succeed? Or will you become an insane fiend?

Components

- 16 course cards (A, B, or C types)
- 1 Sanity tracker card
- 1 Thesis tracker card
- 2 Sanity boost cards
- 2 Tired cards

(In the PnP files, 2 extra Tired cards are just spare and not to be used in play, but you can show them to people in real life to indicate your tiredness; the size of the cards is 63.5 x 88 mm)

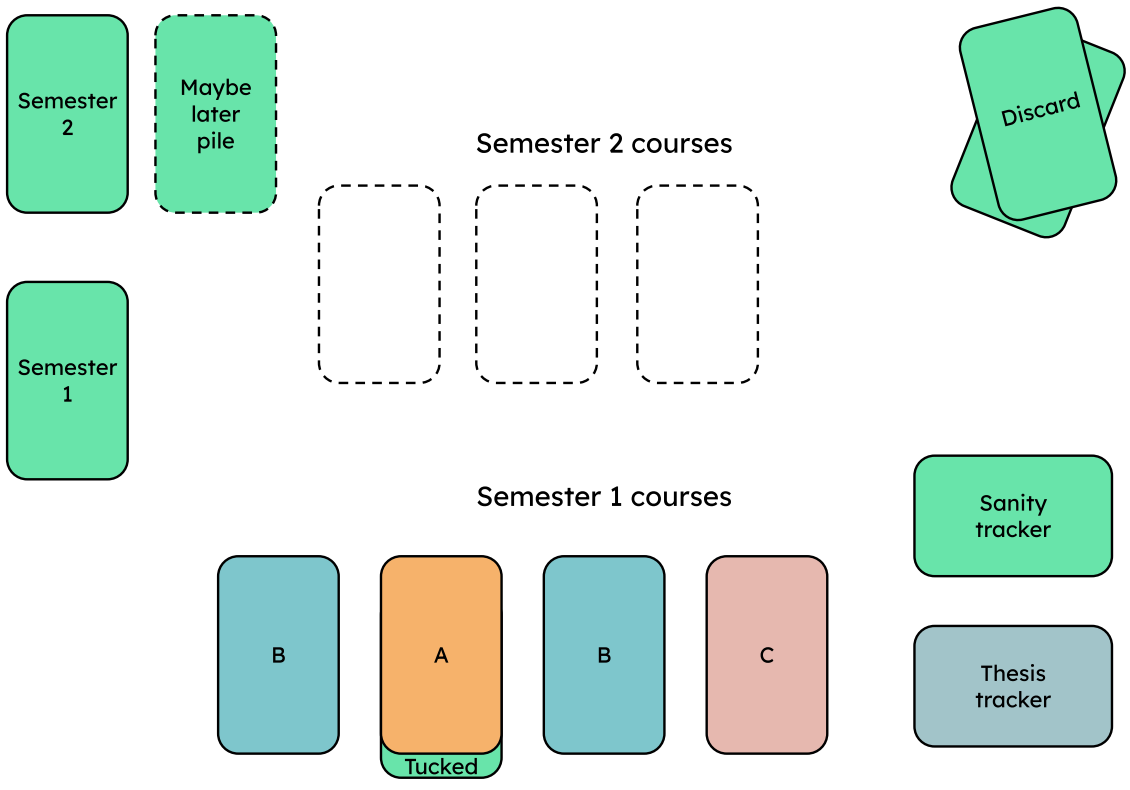
To graduate in necromancy and win, you need to:

- Have at least 45 credits at the end of the year from completed courses.
- Your thesis called "The Necromantic Potential of Five Royal Tombs in the Valley of Sorrow" needs to be completed (your Thesis tracker card has to be at the number 5 at the end of the game).
- Finish your studies in a sane condition (i.e., your Sanity tracker card cannot be below 0 at the end of the game).

Setup

- The game is played across two semesters. At the start of the first semester (i.e., the start of the game), set your Sanity tracker card to 3, and your Thesis tracker card to 0 (the dot on the Thesis tracker).
- Shuffle the deck of the remaining 20 cards (16 courses, 2 Sanity boosts, 2 Tired cards), and make a smaller deck of 12 cards (random selection). This will be your deck for the first semester, the remaining 8 cards will be your deck for the second semester.

Mid-game table snapshot example (Semester 1)



Watch a playthrough at: https://youtu.be/NIGiYMffhLk

Game loop

Draw a card from the first-semester deck and choose **one** of the following actions:

- Complete the drawn course card. Put the card face up in front of you, check whether you have the requirements, and deduct the appropriate number of sanity points on your Sanity tracker. You can go to as low as -2 on your Sanity tracker.
- Use the card as +1 for your thesis completion (rotate the Thesis tracker card by 1 and remove the used card from the game).
- Raise dead: Tuck the card face down under an already completed course card to get the bonus (or bonuses) on the completed course card.
- Discard a card into the “Maybe later” pile (only in the first semester), this pile will be added to the second-semester deck. You can discard max 4 cards to the “Maybe later” pile.
- When there is no possibility of playing the drawn card in any way, remove it from the game.
- Sanity boost card gives you +1 to your Sanity tracker, or you can tuck it under a course for bonuses or discard it to get +1 towards your thesis completion.
- Tired card is immediately discarded and cannot be used for anything.

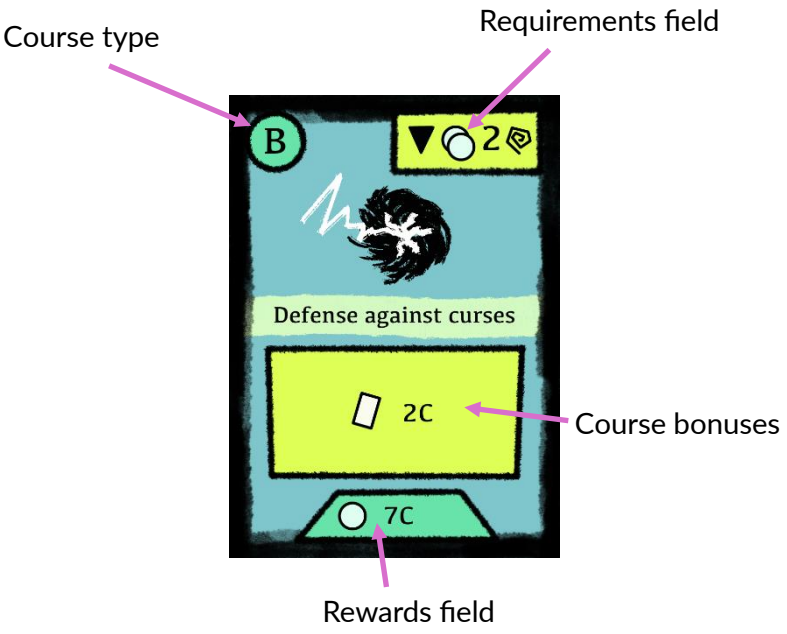
Draw again and repeat this until you deplete the first-semester deck. After this, start the second semester. Shuffle the second-semester 8 cards with the “Maybe later” pile together and add +3 to your current position on the Sanity tracker. In the second semester, you cannot tuck any new cards under the courses finished in the first semester. It is, therefore, a good habit to move the first-semester completed courses a bit to make space for courses coming from the second-semester deck. The completed courses from the first semester still provide requirements from the Rewards fields when playing second-semester courses. Proceed to draw from the second-semester deck in the same manner as in the first semester.

Endgame

After depleting the second-semester deck, check whether you meet the conditions for a successful degree in Necromancy. Write down your credit count to keep score for future playthroughs. You can also check what kind of a necromancer you are based on the combination of your courses. As a bonus, compare the total of your light necromancy rewards to the total of your dark necromancy rewards and determine whether you graduated as the master of light or darkness.

Cards

Courses



Symbology

1C	1 Credit
1	1 Sanity point
1	1 Thesis point
	Light necromancy
	Dark necromancy

Course type (top-left) indicates whether it is a major course (A), a secondary course (B), or a course from a different faculty (C).

The **Rewards field** (middle-bottom) 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** marks how much sanity it costs to finish the course (1-3), and potential additional requirements for taking the course, for example, at least one completed course in light necromancy - 1 circle, dark necromancy - 1 triangle, sometimes a course requires a mixture of rewards from previously completed courses such as 2 circles and 1 triangle, or a specific previous course completion such as A1 or A2.

Course bonuses allow you to get additional benefits for extra efforts in the course (i.e., extra tucked cards under the course card). There are bonuses for one tucked card (gain immediately after tucking), sometimes, there are bonuses for a second tucked card (get the second bonus immediately after tucking the second card). Tucked cards represent raising the dead. Basically, you raise a study buddy who helps you in a particular course to get three types of benefits depending on the course card (see symbology): an increase in sanity, extra credit, or +1 on your Thesis tracker.

If a course, such as B “Practice: Magic staffs”, indicates both a circle and a triangle overlapping in the Rewards field, it means that you can use only one of those symbols as a requirement fulfillment when signing into a new course. As a general rule of thumb, when signing into a new course, each completed course contributes with only one reward symbol towards the requirement at maximum.

Example: The course Defense against curses requires the following for completion: 2 sanity points, 2 points of expertise in light necromancy, and 1 in dark necromancy. Any 3 completed courses that reward you in total with 2 circles and 1 triangle will allow you to complete this course if you have enough sanity.

Condition cards

Tired card
When drawn, remove the card completely from the game (discard), it cannot be used for anything.

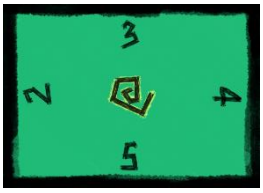


Sanity boost card
When drawn, get +1 on your Sanity tracker, or you can tuck it under a course for bonuses or discard it to get +1 towards your thesis completion.

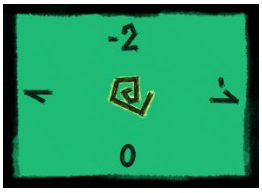


Tracker cards

Sanity tracker
Rotate and flip the card to indicate your current sanity status from -2 to 5. You start the game at 3. At the end of the first semester, you add 3 to your current sanity status. You cannot end the game with sanity below 0.

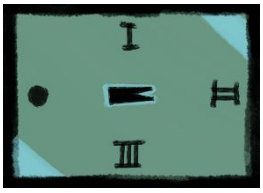


Front

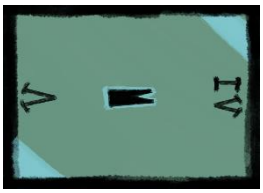


Back

Thesis tracker
Rotate and flip the card to indicate your current thesis completion status from 0 to 5. You start the game at 0 (dot). You have to finish the game with a completed thesis (5).



Front



Back