Phil Walker-Harding   **Edu Valls**

Building a wizardry College full of teenagers in the middle of a cursed swamp didn't seem a bad idea, somehow. At least, not until the Evil Sorcerer showed up with his little Minions, craving total annihilation and with no teachers to defend you in sight!
Take on the mission and defeat the Evil Sorcerer by collecting and using the pieces of his cursed soul to save your beloved school and get the teachers to give you an A++ in the subject "Dealing with Ancient Evils".

Content

25 Map tiles:

9 School tiles
back   *front*

16 Swamp tiles
back   *front*

4 double-sided Class cards
back   *front*

32 Items:
- 5 Boots
- 6 Talismans
- 5 Herbs
- 6 Pendants
- 10 Soul pieces
Items back

8 Minions

1 Evil Sorcerer

4 double-sided Aid cards

32 Story cards
back   *front*

20 Ritual cards
back   *front*

1 Points board

1 Points tracker

10 Portal tokens

4 Player boards

4 Health trackers

4 Level trackers

4 Pawns

Setup

1. Place the **Whispering Hallway** Map tile face-up in the center of the table. Place the other **8 School tiles** face-down randomly in a ring around it to form a 3x3 grid, with the Whispering Hallway in the center.
2. Place the **16 Swamp tiles** face-down randomly in a ring around the School tiles to complete a **5x5 grid**, again with the Whispering Hallway in the center.
3. Shuffle all the **Items** together and place them face-down in a draw pile beside the map tiles. A face-up discard pile will form beside it during the game. If the draw pile is ever exhausted, create a new one from the tiles in the discard pile. Place the **Portal tokens** nearby as well.
4. Flip over the 4 School tiles **orthogonally adjacent** to the Whispering Hallway tile and place an Item from the draw pile face-up on each Item icon on these Map tiles. *Important: the orientation of the tiles should be random, not chosen by the players.*

5. Place the **Evil Sorcerer** on the top-left Map tile.
6. Place all the **Minions** in a supply area near the Map tiles and the **Points board** nearby. Place the **Points tracker** on the 30 (30) space of the Points board.
7. Shuffle all the **Story cards** and place them in a face-down draw pile next to the Points board:
   - In a 4-player game, return 4 cards to the box without looking at them, they will not be used.
   - In a 3-player game, remove 5 cards.
   - In a 2-player game, remove 6 cards.
8. Each player takes an Aid card, chooses a color and takes the corresponding components. Place the **Pawns** on the Whispering Hallway tile.
9. Shuffle all the **Ritual cards** to form a deck and place it face-down within easy reach. Then, randomly give

Setup

each player 1 Ritual card to place face-up beside their **Player Board**.
10. Shuffle the **4 Class cards** and give 1 to each player. They will choose one side and place the card to the left of their **Player board**, with the chosen side face-up.
   Return any remaining Class cards to the box.
11. Each player places their **Health tracker** beside the space marked 5 on their Player board, and their **Level tracker** beside the level **I** on their Class card.
12. Have each player leave an empty area to the right of their Player board. This will be your personal **Backpack area** where to store Items you collect during the game.

Setup example for 2 players, Blue and Red:

Backpack area

Backpack area

2

3
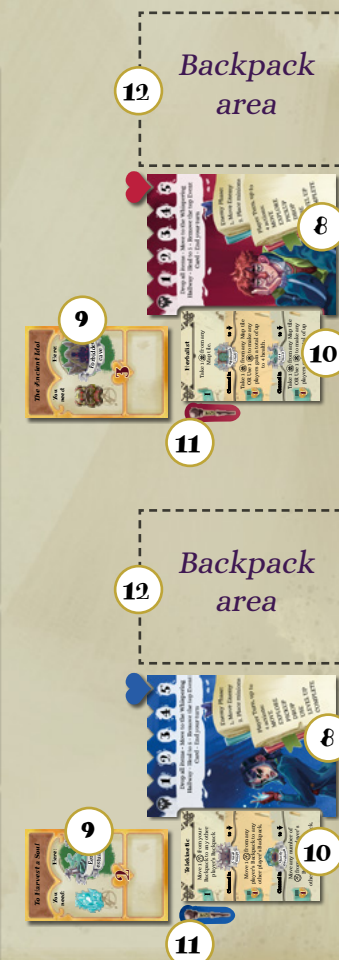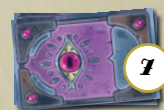
Goal of the Game

In Sinister Institute, you will **be completing Rituals** in order to defeat the Evil Sorcerer.
To do so, you'll **explore** the School and the Swamp that surrounds it, by **flipping** the tiles and **moving** on them, and **collect** the Items you'll find scattered around this world.
Each Ritual is worth a certain amount of **points**, and once completed you score it by **reducing the health** of the Evil Sorcerer on the Points board by that amount.
Bring the health of the Evil Sorcerer down to **zero** (0) before the Story deck runs out or all the Minions are placed to win the game!

Overview and Game Ending Conditions

Randomly choose a starting player.
They take the first turn, and then play moves clockwise around the table.
The game continues until
- the **Story deck runs out**, which means you all **lose the game**, or
- all 8 Minions have been placed, which means you all **lose the game**, or

- you manage to reduce the health of the Evil Sorcerer to zero, which means you all **win together**.
The health of the Evil Sorcerer in a game at **normal difficulty** is initially set at **30**.
After playing a few times, you might want a greater challenge. To play on advanced difficulty, set the Evil Sorcerer's initial health to **35**. To play at deadly difficulty, set it to **39**.

How to Play

On their turn, the active player draws the card on top of the Story deck and does the following, in order:

1. **Move the Evil Sorcerer**
   Move the Evil Sorcerer the number of Map tiles listed above the dots that indicate the number of players in the game:
   - 2 players | - 3 players | - 4 players.
   The Evil Sorcerer moves **left to right**, one Map tile at a time and it is considered to be **occupying the entire Map tile** so it does not matter which space he is placed on.
   If the Evil Sorcerer gets to the end of a row of Map tiles, it continues to the left-most tile of the next row down. If it gets to the end of the bottom row of Map tiles, it continues on the left-most tile of the top row (where it started the game).
   If at any time during its movement the Evil Sorcerer enters a Map tile with any player Pawns on it (regardless of which space they are on), these players each lose **1 health point** and move their Health tracker accordingly on their personal board.

2. **Place Minions**
   If the Evil Sorcerer **ended** its movement on an explored Map tile without a Minion on it, place a Minion on this tile. Check if all **8 Minions** have now been placed: if so, the game **ends immediately in a loss**.
   A Minion is considered to be **occupying its entire Map tile**, so it does not matter which space you put it on. If this Map tile has any player Pawns on it, these players each lose **1 health point.** In this case, the Minion has also been Defeated and so it is discarded. *This also means you lose **2 health points** if the Evil Sorcerer lands on your*

tile and causes a Minion to be placed.

3. **Read Event**
   Read aloud the **Event text** in the bottom half of the Story card and follow its instructions.
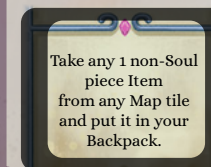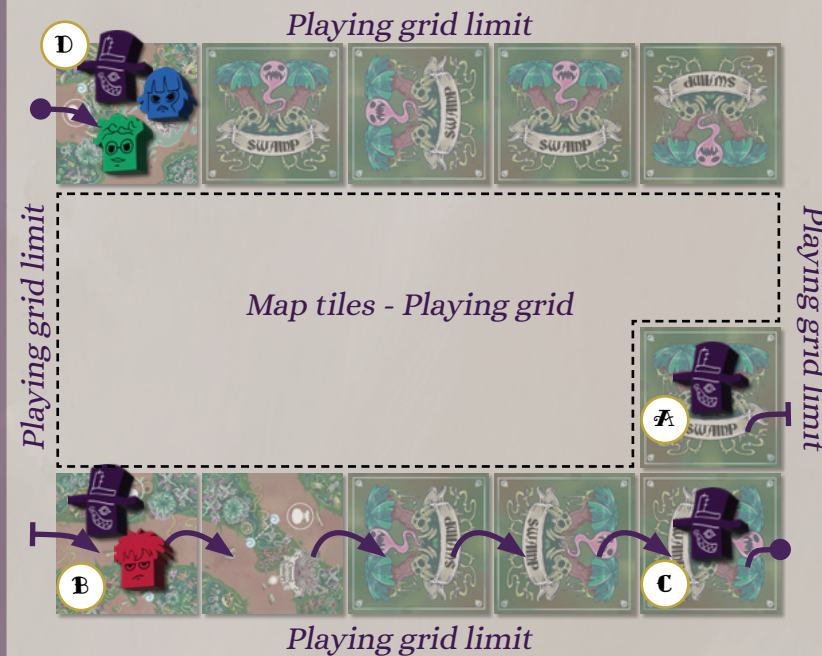   If the Event offers a choice, everyone should discuss it together but the active player makes the final decision.
   Note that some Events cause the Evil Sorcerer to move or Minions to be placed. If this happens, players are immediately effected by them as described above.

Evil Sorcerer's Movement Instructions

Flavor text

Event text

*Example of a 3 players-game, with Blue, Red and Green. **Blue** being the active player:*

First, Blue draws the top card from the Story deck. There are 3 players, so the Evil Sorcerer moves 6 Map tiles on the 5x5 Playing grid.

Playing grid limit

Playing grid limit

Map tiles - Playing grid

Playing grid limit

Playing grid limit

Then, the Evil Sorcerer moves left to right, from **A** to **D**, following the purple arrows.
Note how, being **A** the last tile on the row, the Sorcerer moves to **B**, the left-most Map tile on the next row down. Along its path, the Sorcerer enters on a tile occupied by Red (**B**), reducing that player's health by 1. To indicate that, Red moves their Health tracker 1 space towards 0 on their Player board.
C is the last Map tile of the 5x5 Playing grid, therefore the Evil Sorcerer moves back to **D**, the Map tile where it was placed on Step 5 of the Setup.
Both Blue and Green are on this Map tile, so they suffer 1 damage each, again moving their own Health tracker.
Since the Evil Sorcerer ended its movement on an explored tile (**D**), you place a Minion there. However, being at least a player Pawn there, the Minion is immediately Discarded back to the supply, and those player suffer 1 more damage each, resulting in a total of -2 health points (-1 from the Sorcerer and -1 from the Minion) - *Ouch!*

They all had 5 Health at the beginning of Blue's turn. Red loses 1 because the Evil Sorcerer entered their tile. Blue and Green lose 1 because the Sorcerer entered their tile and 1 more (= 2) because of the Minion that was placed and immediately Discarded.

Finally, Blue reads aloud the Event text on the bottom half of the Story card they just drew. After discussing it with the other players, Blue decides to collect one of the available Herbs, that will help them gain back some of the health they just lost.
It is now time for Blue to perform up to 4 actions.

Player Actions

Next, the active player may perform **up to 4 actions**, as described below, in any order they want. You may take an action multiple times in a turn, if you want to.

The available actions are: **Move, Explore, Pick Up, Drop, Use Item, Channel, Complete Ritual, Class Special Action**.

- **Move your character**
  Move your Pawn to an **adjacent** space. Spaces are bounded by the **edges of tiles, walls and trees**.
  Important: The Map tile grid *wraps around* at the edges, so a space at one end of a row or column is adjacent to the space at its other end.
  If, after moving, your pawn is now on a space with the Evil Sorcerer, you lose 1 health point.
  If the Map tile contains a Minion you lose 1 health point, and also Defeat the Minion, returning it to the supply.

Move action example:
From their starting position (**A**), Blue can:
- move left to enter a School tile,
- move up or right to enter a Forest tile.
They cannot move down, as the two spaces, although on the same Map tile, are separated by trees and only connected by a dotted line (i.e. you'll need a Portal to connect these spaces).

Blue wants to reach the Forbidden Cave (**C**), and therefore they decide to perform the Move action twice: with the first movement, they enter the Mystic Meadow (**B**). Then, since the two ends of a row (or column) are considered to be adjacent, they move right again and enter the space of the Forbidden Cave (**C**).
There, the Minion is considered to occupy the entire tile, so no matter which space Blue is on, they Defeat the Minion, returning it to the supply, and suffer 1 damage, moving their Health tracker on their Personal board accordingly.


Playing grid limit

Map tiles - Playing grid

Playing grid limit

- **Explore** the Map
  Flip over a face-down (unexplored) Map tile that is **adjacent to the space you are in** - remember that adjacency "wraps around" the grid edges and that the orientation of the tile should be **random**, not chosen by any player.
  If there are any Item icons on this Map tile, randomly cover them with 1 Item each, taking them from the draw pile and placing them face-up.
  If the Evil Sorcerer was on the explored tile, it remains there and no Minion is placed on it.

Explore action example:
From **A**, Blue can only explore the Swamp tile on the right (**B**). The unexplored School tile (**C**), in fact, is not adjacent to the space Blue is in, because of the wall that separates the areas within the same tile Blue is on.
Blue Explores the Swamp tile (**B**) by flipping it. There is only 1 on this tile, so they draw an Item from the draw pile and place it face-up on top of the icon (**D**).
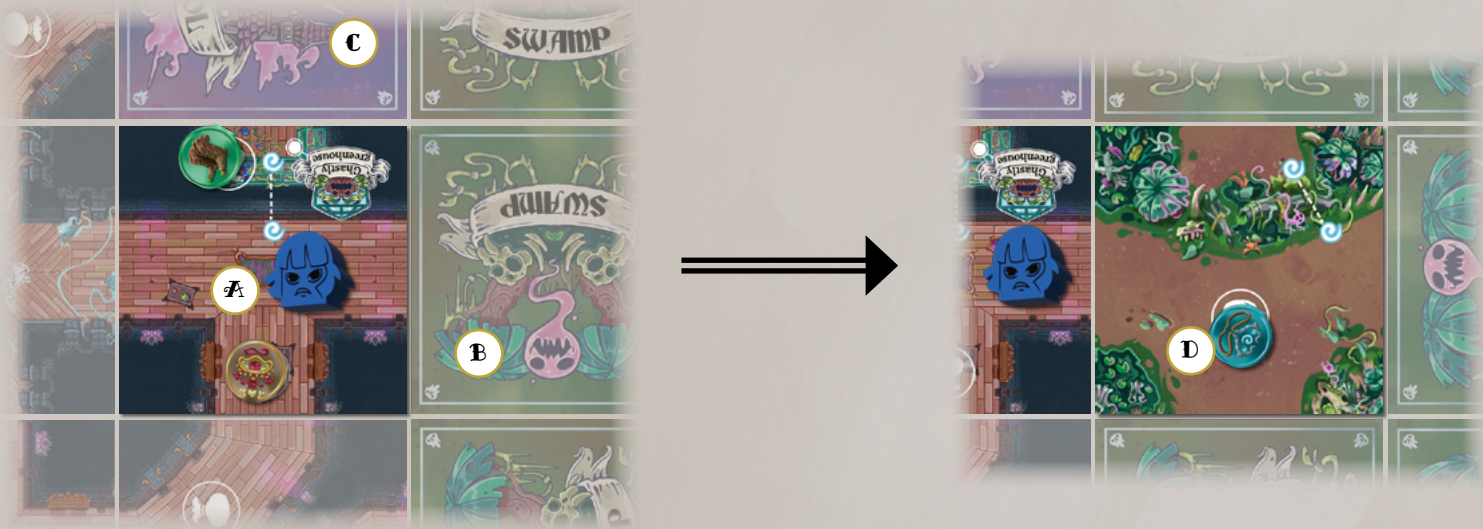
- **Pick Up** an Item
  Take any **1 Item** from the space you are on and place it in your Backpack area, by your Player board.
  If it is a Soul piece Item, **inflict 1 damage to the Evil Sorcerer** (i.e. gain 1 point), by moving the Point tracker accordingly on the Scoring track. You can have any number of Items in your backpack.

Pick Up action example:
Blue wants to Pick Up the Boots (**A**), however, they are on a different space, because there is a wall. They decide to collect the Soul piece instead, placing it in their Backpack area (**B**), beside their Personal board. Finally, they inflict 1 damage to the Evil Sorcerer (**C**).

Backpack area

- **Drop** an Item
  Take any **1 Item** from your Backpack and place it face-up on your space. If it is a Soul piece Item, the **Evil Sorcerer gains 1 health** and you must move the Points tracker accordingly on the Points board.

Drop action example:
Blue wants to Drop the Soul piece and the Talisman (**A**) they have in their Backpack, and leave them on the space of the Swamp tile they are on (**B**), thus spending 2 of their actions: 1 Drop per Item.

Since Blue used 1 Drop action on a Soul piece, the Evil Sorcerer gains 1 health point, so they move the Point tracker accordingly (**C**).
Note that Red could not use the Pick Up action to collect any of those items because they are not in the same space.

- **Use** an Item
  Discard any **1 Item** (not a Soul piece) from your Backpack to the Item discard pile.
  Then, resolve its action as follows:
  - **Boots -** 🦶 | 👢 : Take up to **4 Move actions**.
  - **Talisman -** 🔶 | ◈ : **Rotate** any 1 explored Map tile however you want. All Items and Pawns on the Map tile remain in their spaces.
  - **Pendant -** 🔵 | 🔲 : **Place 1 Portal token** (🔗) on a dotted line connected to your space, taking it from the supply. The 2 spaces that this Portal connects are now considered to be one larger space.
  - **Herbs -** 🌿 | 🌿 : **Gain 3 Health**. However, you can never have more than 5.

Use of a Talisman example:
Blue wants to take the Soul piece on the School tile, which at the moment is too far to take in 4 actions (**A**). So they decide to Use the Talisman to rotate that tile 90° clockwise, discarding the Item from their Backpack.

Then, they rotate the School tile (**B**): now they can spend their remaining 3 actions to Move - twice - and Pick Up the Soul piece (**C**), also inflicting 1 damage to the Evil Sorcerer. *Note how Red's Pawn and the Soul piece both stayed in their spaces.*

Use of a Pendant example:
Blue wants to Pick Up the Soul piece on their Swamp tile (**A**). To do so, they decide to Use 1 Pendant they have in their Backpack. They discard it and place a Portal token on the dotted line that connects the two spaces (**B**).

From now on, the two spaces that make up this Swamp tile are considered to be one larger space (**C**). This means that Blue can spend another action to Pick Up the Soul piece (**D**), hurting the Evil Sorcerer 1. *Note that you do not need to Move through a portal!*

- **Channel the energy in the location to level up your ability**
  If your Level tracker is on space **I** and your Pawn is at the topmost space on your Class card, move your Level tracker to space **II**, as indicated by ▼.

  If your Level tracker is on space **II** and your Pawn is at the bottom space on your Class card, move your Level tracker to space **III**, as indicated by ▼.

  Every time a player Channels, **inflict 1 damage to the Evil Sorcerer (🛡1)** and move the Points tracker accordingly on the Points board.

Channel example:
Blue is playing as the Portal Master, and this Class' level **I** ability allows them to take 1 Pendant (indicated by 🔲) from any Map tile and add it to their Backpack.
To Channel and level up their ability, Blue needs to be in the Eerie Estuary, as indicated on the card by the icon

🗺 Eerie Estuary , right below the ability (**A**).
Blue is there, and decides to spend 1 of their 4 actions to Channel (**B**).
Then, they slide their Level tracker down, next to space **II** (**C**), and deal 1 damage to the Evil Sorcerer (**D**).

- **Complete** a **Ritual**
  Ritual cards require you to **have 1 (or more) Items while being onto a specific space**.
  If you meet the conditions listed on your Ritual card, you may Complete it.
  First, read any text on the bottom part of the card and follow its instructions.
  *Important: Soul pieces are **not discarded** when used to complete a Ritual.*
  Next, set the Ritual card aside and **inflict the damage** listed on the card to the Evil
  Sorcerer, moving the Points tracker accordingly on the Points board.
  Then, draw the top 3 cards from the Quest deck and choose 1 to keep face-up in
  front of you. You may discuss this decision with your teammates. Return the other
  2 quests to the bottom of the deck in any order.

Note: if a space has a purple background behind it, it's on a School Tile. If green, it's on a Swamp tile instead.

Complete Ritual example:
Blue is on the Cursed Canopy (**A**), and their Ritual
requires them to be there, while having the Cursed
Water in their Backpack (**B**). They already collected that
Soul piece (**C**), so Blue decides to go ahead and spend 1
action to Complete this Ritual.
They solve the effect of the Ritual (**D**), healing

themselves 2 (Blue had 4, and you can't have more than
5, so they just heal 1) and inflict 2 damage to the Evil
Sorcerer (**E**).
Finally, they discard the Ritual card and draw 3 new
ones from the Ritual deck, choosing 1 to keep and
returning the other 2 to the bottom of it (**F**).

Backpack area

- **Use your Class special action**
  You may also take your current level action (or any lower level) on your Class card.
  You can only use any Class special action once per turn.
  Some Class special actions say "for free", which means doing this does not require you to discard the relative
  Item. You still spend 1 of your 4 available actions to take that Class special action.
  Some Classes provide you with an ongoing ability, rather than a special action to use. Such abilities are
  considered always active.

Emergency plan!

You can spend **all your 4 Actions** to either **place a Portal on your space or rotate an explored Map tile**, without
spending any of the required Item, and even if you do not have them in your Backpack.

Fainting

If you are ever reduced to **0 health** (even on another player's turn), **immediately Faint** and do the following, in
order:
1. **Drop all your Items** on the space where your Pawn is (the Evil Sorcerer heals 1 per Soul piece you Drop!)
2. **Place your Pawn on the Whispering Hallway** Map tile. If the Evil Sorcerer is on the Whispering Hallway, ignore
   it. If a Minion is on the Whispering Hallway, return it to the supply (and lose no health).
3. **Heal back to 5**, by moving your Health tracker accordingly.
4. Return the **top card from the Story deck back to the box**, without looking at it. This means you now have less
   time to win the game (if the story deck is already empty then this is the final turn of the game).

Fainting example:
Blue draws the top Story card from its deck, which tells
them to move the Evil Sorcerer 2 spaces (**A**).
The Evil Sorcerer ends their movement on the Map tile
where Red is, dealing them 1 damage.
Red has only 1 health left: they Faint (**B**).
First, Red Drops the Soul piece they had in their
Backpack, healing the Evil Sorcerer 1 (**C**); then, they
place their Pawn on the Whispering Hallway Map tile,

in the middle of the grid. A Minion is there, and it's
immediately discarded (**D**).
Finally, Red heals back to 5 and discards the top card of
the Story deck (**E**).
To conclude the Evil Sorcerer phase, Blue places a
Minion on the School tile where the Sorcerer ended its
movement (**F**).

End of the Game

If at the start of a player's turn there are no cards in the Story deck, then time has run out and all players lose the game.

If there is a total of 8 Minions on the Map tiles, the Evil Sorcerer became too strong and all players lose the game.

If, at any moment, the players collectively bring the life of the Evil Sorcerer down to zero, they all win the game!

Player turn Summary

I. **Draw 1 card** from the Story deck.
   1. **Move the Evil Sorcerer** according to the number of players in the game.
   2. **Place a Minion** on the tile the Evil Sorcerer landed on, if the tile is explored and has no Minion on it.
   3. Follow the **instructions of the Event** on the bottom half of the Story card you just drew.

II. Perform up to **4 actions**:
   - **Move** to an adjacent space
   - **Explore** an adjacent unexplored Map tile
   - **Pick Up** an Item in your space
   - **Drop** an Item to your space
   - **Use** an Item you have in your Backpack
   - **Channel** the energy in your space to level up your Class Special Action.
   - **Complete** your Ritual
   - **Use Class Special Action** (only once per turn).

Fainting Summary

In the following order:
- **Drop all Items** (Evil Sorcerer heals 1 per Soul piece dropped).
- **Move** to the Whispering Hallway.
- **Heal** to 5.
- **Remove** the top card from the Story deck.

Setup summary

Story cards draw pile:
- 4-player game: remove 4 Story cards
- 3-player: remove 5 Story cards
- 2-player: remove 6 Story cards

Difficulty level:
- **Normal:** Points tracker starts at 30
- **Advanced:** Points tracker starts at 35
- **Deadly:** Points tracker starts at 39

Items Summary

- **Boots -** 🥾|👣 : Take up to 4 Move actions.
- **Talisman -** 🔮|◈ : Choose any explored Map tile and rotate it however you choose. All Items and Pawns on the Map tile remain in their spaces.
- **Pendant -** ◈|◈ : Take 1 Portal token (🔷) and place it on a dotted line connected to your space. The 2 spaces that this Portal connects are now considered to be one larger space.
- **Herbs -** 🌿|🔥 : Gain 3 Health. Max health is 5.

Scoring Summary

❓ as listed on each completed Ritual.
1️⃣ per Class Level gained.
1️⃣ per Soul piece in a Backpack.

Suffering Damage

- **Evil Sorcerer** in your Map tile: **-1 health.**
- **Minion** in your Map tile: **-1 health** and **Discard** Minion.