

wizard*kittens

MAGICAL MONSTERS

EXPANSION

RULEBOOK



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INTRODUCTION

Those overly curious wizard kitties! At first, they thought their library escapades had only released a bunch of curses from the spellbooks. But then, they found out that they might have accidentally broken a few cages...smudged a few warding circles...knocked over a glyph-covered glass bottle or two... And now, there's more than just curses bouncing around—there are magical monsters, too! The kitties have to quiet down these beasties quickly, before Professor Whispuur shows up!



COMPONENTS



1 Cat Character Mat



1 Spell Token



6 Monster Cards



12 Ritual Component Cards

3 Artifacts, 3 Familiars, 3 Potions, 3 Scrolls



3 Chapter Cards



6 New Rule Cards



4 Extra Credit Cards

MODULES

The Magical Monster expansion is split up into three “modules:” three new sets of rules and cards that can be added onto the core game.

The first module is pretty simple—more cards! This refers to all the new cards that can be easily added into the same stacks as the original deck.

The second module lets you play with 5 players! That means adding more cards to the ritual components deck to account for the additional player.

The third module adds monsters into the Curse deck! These bring a whole new slew of complicated, crazy circumstances to your game of Wizard Kittens!

Any of these modules can be used with the others, adding more and more to your game! They can even be used with the Advanced Mode or Chaos Cat Mode from the core game!

MODULE 1: More cards

This module includes the 6 New Rules, 4 Extra Credits, and the new cat—Van Meowsing—found in this pack. You can just go ahead and add them to the base set of New Rules and Extra Credit cards!

Van Meowsing, the new kitten, can be used in any basic or advanced game like any other kitty. His power lets him store cards from his circle under his character cat mat, until he RAWRS and then takes them all back, placing them wherever he chooses within his own ritual circle!



MODULE 2: 5 Players

This module lets you play with a fifth player! It includes 3 more chapter cards and 12 more component cards.

Set up the game mostly the same. The fifth player gets their own cat character mat, spell token, and set of chapter cards, as normal.

When you set up the component deck, add the 12 additional component cards into the component deck before shuffling it up to deal each kitten's two starting cards. The 12 additional cards will make sure the game isn't shortened by another kitty pulling cards out of the deck.

You still set up the rest of the component deck like normal, with the two piles of ten cards, and the Chaos Cat added to the middle pile with the remaining cards (now with 30 cards).

When you set up the Curse cards, instead of using 6 Curses, use 8 total. When you assemble the Curse deck, take 2 Hard (**red**) Curses, 3 Medium (**orange**) Curses, and 3 Easy (**teal**) Curses. Shuffle them all together to create the Curse deck. Now, all 8 Curses must be defeated before Professor Whispurr catches you...or else the Cleanest Paws Clause applies!

Everything else in the game works exactly the same. Enjoy playing with your bigger group!

Sample Curse Deck for 5 players



MODULE 3: Monsters

This module introduces magical monsters into the Curse deck, varying the complications you will encounter over the course of play. It includes the 6 Monster cards.

Monsters are fairly advanced all on their own, so we recommend starting out in Basic Mode. However, if you feel up to the challenge, you can use Monsters right alongside advanced wizard kittens and Chaos Cat's New Rules!

Set up the game mostly the same. When it comes time to set up the curse deck, however, create the deck of 2 Curses of each difficulty as normal. Then, shuffle up that deck, and randomly remove two Curses from it. Finally, add in 2 Monsters at random. You should end up with a Curse deck that still has 6 cards in it, two of which are Monsters, and the other four of which are Curses with a surprise mix of difficulties.



EXAMPLE

Take 2 curses of each difficulty and shuffle them together. Then, remove 2 curses at random, and add 2 Monster cards at random.

If you want to make the game a bit easier

Instead of taking out two Curses at random, take out the two high-difficulty red Curses and replace them with the Monsters.

If you're playing with five players

Create your curse deck with 2 cards from each difficulty. Then add 2 Monsters at random, so your Curse deck has 8 total cards.

Here are some notes on the individual Monsters:



Pupperus

Pupperus is a fierce little guard pup! He can be lured away and defeated with three component cards of a kind—they can be any kind (three Artifacts, three Scrolls, three Potions, or three Familiars), but they do have to match, and, of course, they have to be in the corresponding chapter. No other curse or monster can be defeated while Pupperus is around, so you better get him sleeping quickly!



kraken

The Kraken is a many-armed troublemaker! Whenever any kitty ends their turn, the Kraken's effect comes into play. At the end of your turn, the kitty on your left gets to SLING any one of your cards to the ritual circle of the kitty on your right!

This doesn't require anyone to shift their spell token at all, and must be done no matter where everybody's spell tokens are located. Remember that the kitty doing the slinging gets to choose the chapter that the ritual component lands in!



basilisk

The Basilisk has a fierce gaze for such a little scamp! As long as the Basilisk is in play, the chapter she's in is frozen for all kitties! No kitty can take a card out of that chapter for any reason—not for SWATTING, not for SLINGING, not for SWITCHING, nothing! They can only add cards to that chapter, to make sure they defeat the Basilisk and put her back to sleep!



Dragon

The Dragon has a tendency to burp some fire! Whenever any kitty ends their turn, the Dragon winds up burning up one of their cards! At the end of your turn, look at the top card of the discard pile, and discard a card from your ritual circle of the same type. So if the top card of the discard pile is a Scroll, then you have to discard a Scroll. If you have no matching cards in your ritual circle, great! You don't have to do anything!



Pixies

The Pixies are mischievous troublemakers! Whenever any kitty ends their turn, the Pixies mix up their cards! At the end of your turn, the kitties on your right and your left both point to a card in your ritual circle. They do it simultaneously, and they don't get to talk about it or plan—the Pixies aren't organized like that!

After they both point to a card, SWITCH those two cards, wherever they are in your ritual circle! If they pick the same card, then you don't have to switch anything at all. Just like with the Kraken, this doesn't require anyone's spell token to shift at all, and must be done regardless of where your spell tokens are!



Phoenix

The Phoenix just keeps popping up from the ashes! Defeating the Phoenix is real easy—it just requires two cards in the corresponding chapter. Any two cards! They don't even have to match!

But when you defeat the Phoenix, it probably doesn't get added to your scoring pile. First, you get to discard two penalty cards—two of the extra ritual components kept in your scoring pile that would cost you -1 point each at the end of the game. If you don't have any penalty cards, you just skip this effect. You can discard penalty cards you would get from defeating the Phoenix itself.

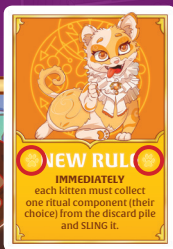
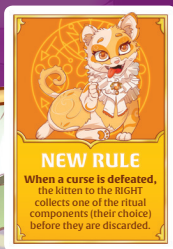
Then, as long as there are any Curses or Monsters at all left in the Curse deck, you just shuffle the Phoenix right back into the deck! If the Curse deck is empty, then the kitty who defeated it gets to keep it in their scoring pile—in addition to discarding two penalty cards!

🐾 2 PLAYER VARIANT 🐾

These expansion rules for Wizard Kittens are designed for 3-5 players, but you can still play with 2 players by using a few small modifications!

- ★ Kraken, Pixie, and all Chapter 3 cards are removed from play—they aren't used at all.
- ★ Only use the Chaos Cat New Rules that feature paws on either side of the "New Rule" title—those are the only ones suited to 2-player games.
- ★ At the end of the game, if Professor Whispurr catches the kittens, any kitten with 10 or more points automatically loses like normal—but also, any kitten with 5 or fewer points loses, too. The only way to win a 2 player game when Professor Whispurr catches the kittens is to both have 6-9 points from curse cards, **and** to have the fewest components left in your circle!
- ★ Finally, add magical monsters into your deck as stated in **Module 3: Monsters** and play!

This New Rule has no pawprints next to its title; DO NOT use it in 2-player games.



This New Rule has pawprints next to its title; use it in 2-player games.

