IT'S A KIND OF MAGIC
EXPANSION

Shamans have always tried to promote the way of magic for centuries, but this mysterious art was never understood and remained confined to small cabals of practitioners. Everything changed when Gilder's Stronghold was brought to ashes with... a sheep storm. You heard me, a Sheep Storm. Magic suddenly became key to winning battles. Shamans and sorcerers were finally taken seriously and recruited to join the war!

It's a Kind of Magic Expansion introduces original core concepts through new Buildings, Units and a new type of card: **SPELLS**! It focuses on deck manipulation and will transform your experience of Vikings Gone Wild in a very interesting, magical, way!

110 CARDS

22 UNITS CARDS

5 MISSIONS CARDS

60 SPELLS CARDS

2 END-GAME BONUSES CARDS

8 ODIN'S PATH CARDS

12 BUILDINGS CARDS

1 DIVINE FAVOR CARD

20 DOUBLE-SIDED / TOKENS

NOTE: all cards from this expansion are marked with the sign .

INTRODUCING NEW MECHANICS

SORCERESS TOWER

This expansion introduces a new Building: the **Sorceress Tower**.

This Building produces 2 new tokens:

CURSE TOKEN
This token reduces an enemy's Building defense by one.

Note that a Building's defense can never go below 1.

BLESS TOKEN
This token removes **all** Curse tokens from **one** of your Buildings.

During the Production Phase, starting with the first player, each player who owns at least one Sorceress Tower will need to decide for themselves if s/he:

- Places a on an opponent's Building,

  - If the Building already has a Bless token and a Curse token is then added, then both the Curse and Bless tokens are removed.

  - If no Bless token is already on the Building, simply put the Curse token on top of the Building. You can put as many Curse tokens as you wish on a Building, but its defense can never go below 1.

- Places a on one of their own Buildings.

  - If the Building already has one or more on it, then all tokens are removed, including the .

  - If no Curse tokens are already on the Building, simply put the Bless token on top of the Building. You can only put 1 Bless token on any Building.

Because a Building's defense cannot go below 1, if a Curse token is placed on a Brewery, the Brewery's defense is still 1.

IMPORTANT:
None of Curse and Bless tokens are removed during End of Round Phase. They remain at appropriate buildings until removed with Bless or Curse effects!

SHEEP STORM & CURSED TRAP

Both of these cards produce a Curse token. In this case, the Curse token has to be placed immediately on an opponent's building when the card is played.

SPELLS

Spell cards are a new type of card. They are meant to break the classical Unit/Defense setup, bring various abilities into the game and allow for the development of deeper strategies.

DECK OPTIMIZATION

Alchemy & Magic Manipulation are the perfect cards to optimize your deck by removing unwanted cards! Both cards introduce the *Destroy* verb. When a card is destroyed, it is permanently removed from the player's deck and returned to the supply.

COUNTER-SPELLS

Magic Intervention
1
2
SPELL
+2 OR a SPELL
Cancel at any time a SPELL played by an opponent.

Sorceress
5
UNIT
3 OR a SPELL
Cancel at any time a SPELL played by an opponent.

The SPELL cards can all be canceled! This can be best described with an example.

> *Example:*
> *Vincent plays an Alchemy card to gain a Beer resource. Marta cancels the spell immediately by playing a Magic Intervention card. Vincent then cancels Marta's card by playing a Sorceress. This allows Vincent to play his Alchemy card, but he had to discard his Sorceress after using to counter Marta instead of attacking with it later. Marta also discards her Magic Intervention card.*

DREKI

Baby Dreki
UNIT
3
At the end of your turn, destroy this card.

Dreki Egg
2
If the Dreki Egg is successfully attacked, it is destroyed. Flip this card at the beginning of your your next turn.

Dreki is a very special Unit. When it enters into play, it lays an Egg. This Egg card stays in your Village Area and opens at the beginning of your next turn, unless someone destroys it before it opens! Once opne, it reveals a Baby Dreki of Strength 3 that will be automatically destroyed at the end of the player's turn. You can use Baby Dreki during your turn exactly as if it was a Unit card played from your hand.

Note that the Dreki doesn't open at the beginning of the round but at the beginning your next turn!

DESTROYING CARDS

The word **Destroy** means that you remove a card from your hand or discard pile. Destroyed Odin's Path cards are put on the Odin's Path Discard Pile. Destroyed Units and Defenses are returned to their respective supply pile. Destroyed Basic cards are removed from the game and put back in the box (as are the Divine Favor cards if you really want to destroy those).

NOTE: You can never destroy a card that you have played this round, as it is no longer in your hand and not in your discard pile, yet.

> *Example:*
> *Matthew recognizes that he bought too many Defense cards and he always have plenty of them in his hand. He plays the Magic Manipulation card to remove one of his Chicken Towers from his discard pile to destroy it and return it back to its supply pile.*

SUGGESTED SETUPS

SPARK OF MAGIC

The first set is perfect for you to fully appreciate the expansion. It contains the core of this expansion in a very accessible way (see page 6 for full setup).

- **UNITS:** Elf Archer / Sorceress / Dreki
- **SPELLS:** Magic Intervention / Curse Trap / Magic Manipulation
- **BUILDINGS:** Brewery / Gold Factory / Sorceress Tower / Beer Container / Gold Container / Drakkar

- **ODIN'S PATH DECK**
  - Take all 40 regular Odin's Path cards.
  - Add 2 Bone Crushers & 2 Pigators.
  - Add all Odin's Path cards from *It's a Kind of Magic Expansion.*

- **MISSIONS DECK**
  - Take all 20 regular Mission cards.
  - Remove **Beer!**, **Gold!**, **InnKeeper** and **Shield**.
  - Add all *it's a Kind of Magic Expansion* Missions.
  - Follow the usual setup.

- **DIVINE FAVORS DECK:**
  - Add Hel to the 12 regular Divine Favors cards.
  - Follow the usual setup.

- **END-GAME BONUSES:**
  - Magic Master.
  - Dragon Master.
  - Plus 2 Random cards from this list: *Follower, Accomplisher, Builder, Brewer and Miner.*

FULL OF MAGIC (EXPERT SETUP)

This second set is not for a casual crowd or first time players. Reason is simple: we have removed the Gold Factory and Brewery cards. However, we introduce Magic Potion and Gold Touch which will be the main way to fill up your Containers! All Buildings have at least 3 in defense, so you will need to bring your Sorceress Tower quickly on the field!

- **UNITS:** Elf Archer / Sorceress / Dreki
- **SPELLS:** Magic Intervention / Curse Trap / Magic Manipulation / Magic Potion / Gold Touch
- **BUILDINGS:** Beer Container / Gold Container / Sorceress Tower / Drakkar

ODIN'S PATH DECK
- Take all 40 regular Odin's Path cards.
- Remove Beer Specialist, Gold Specialist and Scroll.
- Add 2 Pigator and 2 Bone Crusher cards.
- Add all Odin's Path cards from *It's a Kind of Magic Expansion.*

MISSIONS DECK
- Take all 20 regular Missions.
- Remove **Foundry, Brewer, Captain, Shield & Architect.**
- Add all *It's a Kind of Magic Expansion* Missions.
- Follow the usual setup.

DIVINE FAVORS DECK:
- Take all 12 regular Divine Favor cards.
- Remove **Dvergar.**
- Add **Hel.**
- Follow the usual setup.

END-GAME BONUSES:
- Magic Master.
- Dragon Master.
- Select 2 Random End-Game Bonus between **Follower**, **Accomplisher**, **Conqueror** and **Builder**.

Spark of Magic Setup exemple

GUILD OF MAGIC (2V2)

This set requires *Guild War Expansion*. It allows you to play in **2 vs 2 mode** with the *It's a Kind of Magic Expansion.*

Use the **SPARK OF MAGIC** setup and follow the usual **GUILD WAR MODE** instructions!

CREATING YOUR OWN SET

We strongly recommend you first play with the suggested sets detailed above, but you are free to create your own set and include part or all the cards of this expansion. Create your own constraints or combos, everything is possible! A few things that we would like to underline:

- Make sure to not include Missions and End-Game Bonuses about cards which you did not include.

- Be aware that as soon as you add more choices, going beyond the recommended set of 12 different cards, you might create further analysis paralysis (AP). Therefore make sure to know your players well when playing very large sets.

- You can easily differentiate all cards from this expansion by looking for the icon on the bottom left of any cards!

Please share your sets with the community either on the Kickstarter page or on our **boardgamegeek.com** product page!

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