



Castle Panic™

The Wizard's Tower™

RULES

Number of Players: 1 to 6

Ages: 12 and Up

INTRODUCTION

Your Castle has been rebuilt, and a friendly Wizard has joined your forces. As long as his Tower stands, you and your friends have access to powerful magic spells. And you'll need them. The Monsters have returned stronger, faster, smarter, and with new abilities to threaten the Castle. You'll fight magical Imps, evasive flying creatures, and more. Make your stand against six new, dangerous Mega Boss Monsters, including the Dragon and Necromancer. Use fire to attack the Monsters, but beware, your Walls and Towers can be burned down as well! The challenge is high but so is the adventure. Can you survive more panic and defend The Wizard's Tower?

OVERVIEW

The Wizard's Tower expands on the fun of Castle Panic by providing new choices to make and new threats to overcome. This expansion includes new components to add to Castle Panic, some of which will replace select Monsters from the original game. All components in The Wizard's Tower have a Wizard hat icon (♁) on them to indicate they belong to the expansion, making it easy to switch out pieces to play either edition of Castle Panic.

New cards have been added to the Castle deck to enhance capabilities, and the new Wizard deck allows players to use magical powers. New Monsters charge out of the forest with higher hit values, special effects, and unique movement, and Flame tokens can be used by players to damage Monsters or by Monsters to weaken Walls and Towers. The objective and order of play are the same as in the original edition.

COMPONENTS

(The Wizard's Tower requires the full version of Castle Panic to play.)

- **1 Wizard's Tower:** This tower is the Wizard's home. It replaces one of the regular towers at the start of the game.



- **1 Plastic Stand** (for the Wizard's Tower)

- **10 Castle Cards:** These new cards are added to the original deck and are described in detail on page 9.



- **22 Wizard Cards:** These new cards are drawn only after a discard and provide powerful new ways to attack and defend as long as the Wizard's Tower is in play. They are described in detail on pages 10–11.



- **49 Monster Tokens:** These Monsters are the new threats to the Castle and are described on pages 11–14.

- 19 New Monster Tokens

- 18 Imp Tokens

- 6 Harbinger Tokens

- 6 Mega Boss Monster Tokens



- **12 Flame Tokens:** These tokens are used to indicate when a Monster or Castle structure is on fire. See pages 7–8 for more detail.



- **6 Reference Cards:** These double-sided cards are helpful reminders of the new Monster abilities.



- **Monster Draw Bag**

- **Rulebook**

GAME SETUP

The Wizard's Tower setup is similar to the original edition of Castle Panic but includes a few changes related to the new components. The setup described below includes all of the steps.

1. Put 1 Tower in each of the light-colored spaces in the Castle ring. Any Tower can go in any space.
2. Remove 1 Tower and replace it with the Wizard's Tower. Players may choose which Tower to remove or roll the die and replace the Tower in the resulting numbered arc with the Wizard's Tower.

3. Put 1 Wall on each of the lines between the Castle ring and the Swordsman ring.
4. Remove the following Monster tokens from the core game. These will not be used in the expansion edition play.
 - 2 Giant Boulders
 - 1 Green Monsters Move
 - 1 Blue Monsters Move
 - 1 Red Monsters Move
 - 6 Goblins
 - 6 Orcs
 - 5 Trolls
5. From the expansion, set aside the 6 Mega Boss Monsters and their Harbinger tokens.
6. Set aside all Imp tokens in a separate pile.
7. Add all other Monster tokens from The Wizard's Tower expansion to the Monster bag.
8. Draw 6 Monster tokens at random (returning any that are effects or Boss Monsters) and set them faceup, 1 in each space of the Archer ring. If a Monster from this expansion is drawn, see pages 11–12 for detailed rules.
9. Turn the 6 Harbinger tokens for the Mega Boss Monsters facedown. Shuffle them and draw 3 to add to the Monster bag, keeping them facedown. The other 3 will not be used in the game and should be kept facedown. Keep the actual Mega Boss Monster tokens nearby for later use.
10. Place the Flame tokens within reach of the players.
11. Shuffle the new Castle cards into the Castle deck.
12. Shuffle the Wizard cards and set them aside. Leave room for a discard pile.
13. Give 1 Reference card to each player.
14. Each player draws a hand of Castle cards. For 2 players draw 6 cards, 3 to 5 players 5 cards, or 6 players 4 cards.



Alternate ways to set up the game are included in the Overlord Version and Alternate Rules section on pages 14–15.

Order of Play Additions

The phases in the order of play are the same as the phases in the original edition of Castle Panic, with the following clarifications.

- 1. Draw Up** There is no change to this phase. Players draw up from the Castle deck only.
- 2. Discard and Draw** Players may discard either a Castle or Wizard card and may draw from either the Castle or Wizard deck. There are no other changes to this phase.
- 3. Trade Cards** Players may trade Castle or Wizard cards. There are no other changes to this phase.
- 4. Play Cards** Players may play Castle and/or Wizard cards on this phase. See Special Expansion Terms and Mechanics (pages 4–8) and Component Details (pages 9–14) for new rules.
- 5. Move Monsters** As in the core game, Monsters move on this phase. However, many of the new Monsters have special movement rules. See pages 6 and 11–14 for details.
- 6. Draw 2 New Monsters** Players can now draw Monsters from the new Monster Bag. See pages 11–14 for details about resolving new Monsters.

SPECIAL EXPANSION TERMS AND MECHANICS


The Wizard Deck

For details on each Wizard card, see pages 10–11.

Drawing Wizard Cards The Wizard deck consists of cards that channel the power of the Wizard to battle the Monsters. These cards are drawn on Phase 2 (Discard and Draw) of a player's turn. After a player discards 1 card, he or she may choose to draw the replacement card from either the Castle deck or the Wizard deck. Some new Castle cards allow players to draw from the Wizard deck during Phase 4 (Play Cards). Unless a card specifically mentions the Wizard deck, **draws** and **discards** refer to the Castle deck. (For example, "Draw 2 Cards" and "Scavenge" apply only to the Castle deck.)

Playing Wizard Cards Wizard cards count toward a player's hand size and can be traded or played just like Castle cards, except that Wizard cards are discarded to their own discard pile. If the Wizard deck runs out, the discards are shuffled to make a new deck. Monsters slayed by Wizard cards are kept as trophies.

Losing the Wizard's Tower If the Wizard's Tower is destroyed, the Wizard deck is immediately removed from the game, but players do not lose the Wizard cards in their hands. After those cards are played, however, they are removed from the game.

Forest Icon Some Wizard cards allow players to attack Monsters in the Forest. These cards can be identified by a new Forest icon. 

Cards in General

For details on all of the new cards, see pages 9–11.

Card Manipulation Unless otherwise specified, all references to “drawing cards” or “the discard pile” refer to the Castle deck and discard pile, not the Wizard deck or its discard pile.

Hit Cards Some of the new cards can be played with hit cards only. The hit cards are the Archer, Knight, Swordsman, and Hero cards.



Special Cards Throughout the rules, players will read the term “Special Cards.” These cards are distinguished from other cards by their purple jewels. The Barbarian and Nice Shot are examples of Special Cards.

Areas Affected by Cards Some cards affect only limited areas of the board. Those areas are defined as either an arc, a color, a ring, or a space.

- An arc is numbered (1, 2, 3, 4, 5, or 6) and is half of a color.
- A color comprises 2 arcs of the same color (red, green, or blue).
- A ring is one of 5 concentric rings on the board (Forest, Archer, Knight, Swordsman, and Castle).
- A space is usually defined by a color and a ring (e.g., blue Archer). However, it can also be 1 of the 6 numbered areas in the Forest or 1 of the divided areas in the Castle ring.

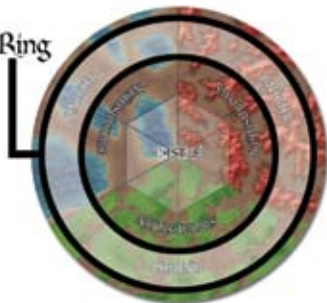
Arc



Color



Ring



Space



Monsters

Flying Flying Monsters can be identified by their blue sky background. Flying Monsters are NOT affected by Knight, Swordsman, Tar, or Drive Him Back! cards. And Giant Boulders and Flaming Boulders do NOT damage Flying Monsters. Flying Monsters are vulnerable to Archers, Heroes, and the Barbarian, however, and Archer and Hero cards hit Flying Monsters even if the Monsters are located in the Knight or Swordsman ring. Inside the Castle ring, Flying Monsters can no longer be hit by Archer and Hero cards but can be affected by the Barbarian. Wizard cards affect Flying Monsters as indicated on the cards, and Flying Monsters destroy and are affected by Walls just as the other Monsters are affected. Flying Monsters also destroy and take damage from Towers and Fortify tokens as usual.

Harbinger Tokens Harbinger tokens are triangular Monster tokens that announce the arrival of a Mega Boss Monster. When a Harbinger token is drawn, it is not placed on the board. Instead, the Harbinger is removed from the game (not placed in the Monster discard pile), and the actual Mega Boss token is placed in the Forest with a die roll.



Mega Boss Monsters The Mega Boss Monsters have abilities that are in effect as long as these Monsters are in play. Most have effects that trigger when they are drawn, and some have special movement and damage rules. If a token moves or rotates a Mega Boss that has special movement rules, the Mega Boss's special movement rules are followed. Mega Boss special movement rules do not apply if the Monsters are moved by the players. Mega Boss Monsters are NOT affected by Giant Boulders, Flaming Boulders, or the Trebuchet. *All Mega Boss Monsters are worth 5 victory points each.*

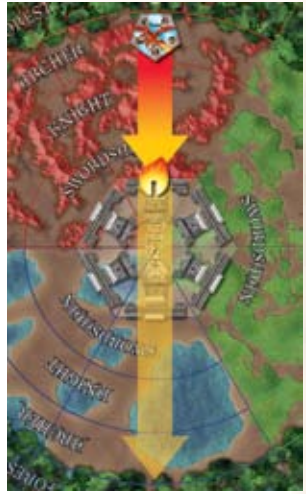
Imps Imps are small Monsters that are magically summoned by other tokens. Imps are placed in a separate draw pile and do not count toward the number of Monsters that must be defeated to win the game. When an Imp is slayed, it is returned to the Imp pile, not to the discard pile. Imps are worth no points and are not kept as trophies.



Other New Monsters This expansion contains 13 other new types of Monsters that function in new ways. When these Monsters come into play, players are encouraged to read about them in detail on pages 11–12.

Fire

Breathing Fire The Chimera and the Dragon breathe fire, giving them a ranged attack. When a Monster breathes fire, the fireball travels instantly from the Monster token toward the Castle. The fireball does not stop until it reaches a Wall, Tower, or Fortify token, setting that structure on fire. This may mean the fireball moves completely through the Castle ring and into the opposite arc, similar to a Giant Boulder. Unlike a Giant Boulder, however, a fireball does no damage to Monsters in its path.



Castle Structures

Any reference to a Castle structure includes any Wall, Tower, or Fortify token. This includes the Wizard's Tower.

Burning Structures When a fireball hits a Wall or Tower, 1 Flame token is placed on that structure. That structure is now burning. If a structure already has 2 flame tokens on it and is caught on fire for a third time, the structure is destroyed. When a fireball hits a Fortify token, the Fortify token is removed.



Extinguishing Flames Players may put out the flames on a burning structure by discarding either 1 Brick or 1 Mortar card to remove 1 Flame token. Alternatively, when a Fortify token is placed on a burning Wall, all Flame tokens are removed from the Wall and the Fortify token is immediately discarded.



Burning Structures Under Attack

Because burning structures are weakened by the fire, they do no damage to any Monster that attacks them, but they do catch the attacking Monster on fire. If more than 1 Monster attacks a structure, players decide which Monster catches on fire. All flame tokens that were on the structure are transferred to the Monster that attacked the structure. Burning Walls keep Monsters in the Swordsman ring for 1 turn, and burning structures stop Giant Boulders and similar effects.

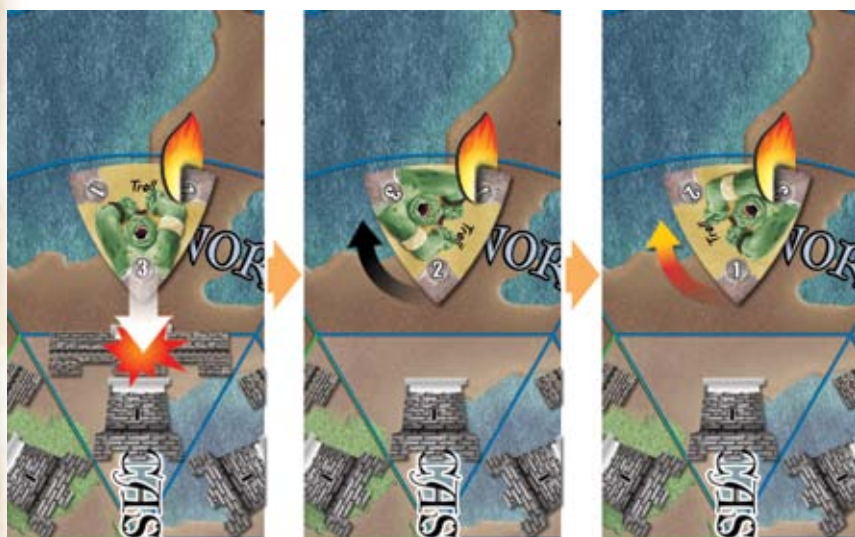


Burning Monsters Some Castle and Wizard cards can catch Monsters on fire. Place 1 Flame token on a Monster for each time that Monster is caught on fire. Burning Monsters take 1 point of damage for each flame token attached to them at the end of Phase 5 (Move Monsters). This damage is assessed even if the Monster is stopped from moving. If a Monster is destroyed by fire, no player claims that Monster.



Burning Monsters Attacking Structures Burning Monsters that attack a Castle structure will destroy the structure and take the resulting damage (if any) before taking the damage from the Flame tokens.

1. Move all Monsters and then resolve any damage from attacks on structures. (If more than 1 Monster attacks a structure, the players choose which Monster takes the damage.)
2. Resolve any damage from Flame tokens. If Monster movement results in the Phoenix catching Monsters on fire, no damage from the new Flame token is taken. However, any pre-existing Flame tokens do result in damage.



Other Fire-Related Cards and Monsters The Phoenix can catch other Monsters on fire, and the Flaming Boulder can catch structures on fire. For more details, see page 12. Players can use Burning Blast, Fireball, Flaming, and Ring of Fire to catch Monsters on fire. For more details, see pages 9–11.

COMPONENT DETAILS

This section of the rules contains card and Monster details that players are encouraged to reference as needed during play.

New Special Castle Cards

- Berserk** Draw 1 card from the Castle deck for every **hit** card you play during the remainder of this turn, including hit cards drawn for playing hit cards. This card must be played before hit cards are played.
- Change Color** Play this card with any hit card to change the color of the hit card.
- Change Range** Play this card with any hit card to change the ring of the hit card to Archer, Knight, or Swordsman.
- Double Strike** Play 1 hit card (not a Special or Wizard card) twice in 1 turn. The hit card may be played twice on the same Monster or once on two different Monsters. Other Special cards may be combined with the hit card but are only effective for one hit.
- Enchanted** Play this card with any hit card for 2 additional points of damage to the Monster.



- Flaming** Play this card with any hit card to catch the hit Monster on fire. After tracking the damage from the hit card, place a Flame token on the Monster. Monsters with Flame tokens are considered “burning.” After Monsters move on Phase 5 (Move Monsters), any burning Monsters take a point of damage.
- Knock Back** Play this card with a hit card to move the hit Monster back 1 space **after** damaging it. Monsters in the Castle ring move 1 space counter-clockwise. No effect on Centaur, Golem, and Cyclops in their invulnerable rings.
- Never Lose Hope** Immediately discard as many cards as you wish. For every card you discard (without playing), draw 1 Castle card.
- Reinforce** Each player immediately draws the top card from either the Castle or Wizard deck. If the Wizard’s Tower is destroyed, players may draw from only the Castle deck. (Exceeding the normal hand size is allowed.)
- Stand Together** Choose 1 player. That player may immediately play 1 hit or Wizard card from his or her hand, not a Special card. He or she may play 1 card only and cannot combine that card with a Special card. If playing the hit card results in slaying a Monster, the player that slayed the Monster keeps it, not the player that played Stand Together.

Wizard Cards

- Arcane Assembly** All players may immediately build Walls at the cost of 1 Brick or 1 Mortar per Wall. Players may use as many Brick and Mortar cards in their hands as they wish.
- Azriel's Fist** Damage 1 Monster anywhere on the board (including the Castle and Forest rings) for 1 point.
- Blue Fireball** Damage 1 Monster in any ring of the Blue arc (including the Castle and Forest rings) for 1 point and catch that Monster on fire.
- Burning Blast** Set all Monsters in the same space on fire. (This card is not effective in the Castle and Forest rings.)
- Chain Lightning** Damage all Monsters in the same space for 1 point. This card is effective in the Castle and Forest rings as well as the Archer, Knight, and Swordsman rings.
- Eye of the Oracle** Draw the top 5 cards from the Castle deck, keep 1, and return the rest to the top of the deck in any order.
- Extinguishing Wind** Remove all Flame tokens from all Walls, Towers, and Monsters, and move all Monsters back 1 space toward the Forest.
- Green Fireball** Damage 1 Monster in any ring of the Green arc (including the Castle and Forest rings) for 1 point and catch that Monster on fire.
- Hammer of Light** Slay 1 Monster in the Forest ring.
- Hypnotize** Use this card to cause 2 Monsters in the same space to attack each other simultaneously. Each does as much damage to the other as it has damage points showing. (*e.g., A 3-point Troll and a wounded Orc at 1 point are Hypnotized. The Orc does 1 point of damage to the Troll, and the Troll does 3 points of damage to the Orc. The Troll is now at 2 points, and the Orc is slayed.*) The player who Hypnotized the Monsters claims any slayed Monsters as trophies. This card is effective in the Castle ring as well as the Archer, Knight, and Swordsman rings.
- Lightning Bolt** Damage 1 Monster for 1 point, and then move that Monster to any arc in the Forest. This card is effective in the Castle ring as well as the Archer, Knight, and Swordsman rings.
- Mystical Manufacturing** Play this card with 1 Brick or 1 Mortar card to rebuild 1 destroyed Tower. This card CAN be played to rebuild the Wizard's Tower.
- Rain of Ice** No Monsters move this turn, even if another token would make them move. In addition, all Flame tokens are removed from all Monsters. This card is effective in the Castle and Forest rings as well as the Archer, Knight, and Swordsman rings.
- Rain of Iron** Damage all Monsters in the same arc for 1 point. This card is effective in the Castle, Archer, Knight, and Swordsman rings, but not the Forest ring.
- Red Fireball** Damage 1 Monster in any ring of the Red arc (including the Castle and Forest rings) for 1 point and catch that Monster on fire.

Ring of Fire Catch all Monsters on fire in all colors of the Swordsman ring.

Teleport Move any Monster in play to another space or any Fortify token in play to another Wall. This card can be used on Monsters in the Castle and Forest rings as well as in the Archer, Knight, and Swordsman rings.

Thalgar's Blessing All players draw up (from the Castle deck) to a full hand.

Valador's Wave Play this card for 4 points of damage in any one color anywhere on the board, including the Castle and Forest rings. Distribute the damage among as many Monsters as you choose.

Wall of Force Move all Monsters in 1 arc back to the Forest. This card is effective in the Castle ring as well as the Archer, Knight, and Swordsman rings.

War Storm Damage all Monsters in the Archer, Knight, and Swordsman rings of 1 color for 1 point.

Wizard Quake Destroy 1 Tower and slay all Monsters in the same arc as that Tower. This affects Monsters in the Castle and Forest rings of the arc as well. Does not effect Walls or Fortify tokens in that arc.

Monster Tokens

Centaur If the Centaur is damaged in any way while it is in the Knight ring, it is immediately slayed no matter how many damage points it has remaining. The Centaur takes no damage from hit cards while in the Archer ring.



Climbing Troll The Climbing Troll bypasses Walls and Fortify Tokens and moves directly from the Swordsman ring into the Castle ring. The Climbing Troll is still damaged when attacking Towers. If the Climbing Troll bypasses a burning Wall, add Flame tokens to the Troll, but do not remove them from the Wall.

Conjurer The Conjurer is a Boss Monster and worth 4 victory points. When this Monster is placed in the Forest, the die is rolled. The resulting number of Imps are placed in the Forest ring, 1 per arc, starting with arc 1.

Cyclops If the Cyclops is damaged in any way while it is in the Archer ring, it is immediately slayed no matter how many damage points it has remaining. The Cyclops takes no damage from hit cards while in the Swordsman ring.

Doppelgänger The Doppelgänger is not moved, hit, or slayed. Instead, it is replaced by the next Monster that is destroyed (excluding Mega Boss Monsters), and the Doppelgänger is then discarded. The previously destroyed Monster now functions as if it were just drawn, which may trigger special abilities. (If more than 1 Monster is destroyed simultaneously, the players choose which Monster replaces the Doppelgänger. In an Overlord game, the Overlord chooses.)

Flaming Boulder Roll die to determine which arc the Flaming Boulder attacks from. The Flaming Boulder instantly moves from the Forest toward the Castle and slays all Monsters in its path. Unlike a Giant Boulder, the Flaming Boulder destroys the first structure it reaches and catches the second structure it reaches on fire. If the Flaming Boulder doesn't hit a structure, it continues to roll through the Castle ring and into the opposite arc that it started from, destroying any Monsters in that arc (including the Forest).

Gargoyle The Gargoyle is a Flying Monster. As such, the Gargoyle is immune to Knights, Swordsmen, all Boulders, Tar, and Drive Him Back!

Goblin Cavalry This Monster moves 2 spaces at a time. (If moved by another Monster token, the Goblin Cavalry also moves 2 spaces.) Inside the Castle ring, the Goblin Cavalry moves by standard rules. If caught on fire, the Goblin Cavalry takes 1 point of damage from each flame token after moving, not 2 per token.

Golem If the Golem is damaged in any way while it is in the Swordsman ring, it is immediately slayed no matter how many damage points it has remaining. The Golem takes no damage from hit cards while in the Knight ring.

Harbinger Token These tokens are triangular so that players cannot distinguish them from other Monster tokens when drawing them. Harbinger tokens are replaced by the Mega Boss Monsters they represent for placement on the board.

Imp Imps are single-point Monsters that are magically summoned by other tokens. All Imps are placed in a separate draw pile and do not count toward the number of Monsters that must be defeated to win the game. When an Imp is slayed, it is returned to the Imp pile, not to the Monster discard pile. Imps are worth no victory points and are not kept by the player that slays them.

Ogre This Monster is worth 4 points and has 4 damage points but is on a standard triangle token.

1 Imp per Tower Draw 1 Imp for every Tower currently in play. Place 1 in the Forest space of every arc that contains a Tower.

Phoenix The Phoenix is a Flying Monster. When the Phoenix is destroyed, it bursts into flames. All Monsters in the same space as the Phoenix catch on fire (but do not receive immediate damage). See Burning Monsters Attacking Structures on page 8 for additional detail.

Trebuchet Roll die to determine which arc the Trebuchet launches its projectile from. The projectile instantly moves from the Forest toward the Castle and destroys any Flying Monsters in its path. The projectile does not stop until it reaches and destroys a Castle structure. If there are no Castle structures in its path, the projectile continues to roll through the Castle ring to the opposite arc that it started from, destroying any Flying Monsters in that arc (including the Forest). The Trebuchet is then discarded.

Mega Boss Monster Tokens

Basilisk

When Drawn All players must discard down to a hand of 2 cards.

In Play All players skip Phase 2 (Discard and Draw) of their turns.



Chimera

When Drawn The Chimera breathes fire when placed on the board. See Breathing Fire on page 7.

In Play The Chimera moves 1 space counter-clockwise and then 1 space toward the Castle. Immediately after moving, the Chimera breathes fire. The Chimera does not breathe fire if it does not move, or is destroyed while moving. Inside the Castle ring, the Chimera moves by the standard rules and no longer breathes fire.



Dragon

When Drawn The Dragon is a flying Monster that breathes fire when placed on the board. See Breathing Fire on page 7.

In Play Roll the die and consult the table below for the Dragon action. The Dragon does not breathe fire if it is stopped from moving by a card. Inside the Castle ring, the Dragon moves by the standard rules and no longer breathes fire.



1	Moves 1 space clockwise, and then breathes fire.
2	Moves 1 space forward, and then breathes fire.
3	No movement. Breathes fire.
4	Moves 1 space backward, and then breathes fire.
5	Moves 1 space forward, and then breathes fire.
6	Moves 1 space counter-clockwise, and then breathes fire.

Hydra

In Play Draw 2 Imps for every point of damage to the Hydra (except for the last point) and place them in the Forest ring in the same arc as the Hydra. This DOES include damage caused by fire and structures. Do not draw any Imps when the Hydra is slayed, whether it is slayed in one hit or in the last of a series of hits.



Necromancer

When Drawn Draw 2 Monsters (not Monster effects) randomly from the Monster discard pile and move them, facedown, to the regular Monster draw pile.

In Play If the Necromancer attacks a structure, he destroys the structure and is immediately slayed. For every damage point the Necromancer had remaining before it attacked the structure, 1 regular Monster (not a Monster effect or Mega Boss Monster) is drawn randomly from the discard pile and placed in the Monster draw pile. If there are fewer Monsters in the discard pile than damage points remaining on the Necromancer, draw as many Monsters as possible. Monsters that were destroyed at the same time as the Necromancer may be drawn from the discard pile.



Warlock

When Drawn All players must discard 1 Wizard card.

In Play The Warlock is unaffected by Wizard cards.

On Phase 5, roll the die and move the Warlock to that numbered arc (keeping the Warlock in the same ring), and then move the Warlock one space closer to the Castle. Inside the Castle ring, the Warlock moves by the standard rules.



OVERLORD VERSION

Die Rolls When a die roll determines a Monster movement or effect, the Overlord rolls the die.

Doppelgänger If more than 1 Monster is destroyed simultaneously after the Doppelgänger appears on the board, the Overlord chooses which Monster replaces the Doppelgänger.

Flaming Boulder and Trebuchet As with the Boulder, these tokens must be resolved with a die roll.

Setup The Overlord selects which Mega Boss Monsters will be included in the game. As with the other Monsters, 2 may be placed randomly or 1 may be placed in the arc of the player's choice.

ALTERNATE RULES

Less Panic

Death Benefit If the Wizard's Tower is destroyed, each player's hand size is increased by 1 card for the remainder of the game.

Flaming Tar If a Monster has a Flame token and a Tar token on it at the same time, players add 1 additional Flame Token to that Monster.

Goblin Cavalry Hobble After the first hit, Goblin Cavalry moves only 1 space per turn.

Monster Shortage To play a 1-hour game, the Monster configuration should be as follows:

- 2 Orcs
- 3 Trolls
- 1 Goblin King
- 1 Orc Warlord
- 1 Troll Mage
- 1 Healer
- 2 Blue Monsters Move 1
- 2 Green Monsters Move 1
- 2 Red Monsters Move 1
- 1 Monsters Move Clockwise
- 1 Monsters Move Counter-Clockwise
- 1 Plague! Archers
- 1 Plague! Knights
- 1 Plague! Swordsmen
- 1 All Players Discard 1 Card
- 1 Draw 3 Monster Tokens
- 1 Draw 4 Monster Tokens
- 2 Giant Boulders
- 1 Cyclops
- 1 Centaur
- 2 Climbing Trolls
- 1 Doppelgänger
- 1 Flaming Boulder
- 2 Gargoyles
- 2 Goblin Cavalry
- 1 Golem
- 3 Ogres
- 2 Phoenix
- 1 Trebuchet
- 2 of these Mega Boss Monsters: Chimera, Dragon, and Warlock

More Panic

It's quiet. Too quiet. If the players clear the board of all Monsters, 1 Imp is placed in each arc of the Forest ring.

Mega Boss Monster Bulk Up Add more than 3 Harbinger tokens to the Monster draw pile.

Growing Fire On Phase 6 (Draw 2 New Monsters), when a Monster is placed in an arc that also contains 1 or more burning structures, 1 additional Flame token is immediately placed on all of those structures.

Random Panic

Necromancer Randomizer Necromancer returns ANY random Monster token, not just Monsters.

Random Monster Mix Instead of following the setup rules for the Monsters, 21 Monster tokens are removed from the core game at random.

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