

Potions

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There is little left for the next full moon. When it shines high in the sky, the secret conclave of the potion-makers order of warlocks and witches will begin. Then, the oldest and wisest of the master witches and warlocks, will choose from among the aspirants, the new member of the order, to whom all kinds of secrets will be revealed. Only one will be chosen.

As aspirants, you will have 10 moons to make the most potions and demonstrate your skills. But do not be nervous, you have your magical helpers, who will facilitate the task of collecting ingredients. In addition, you know the formula of the multipurpose potion that will be of great help for you.

Components

Ingredient dice

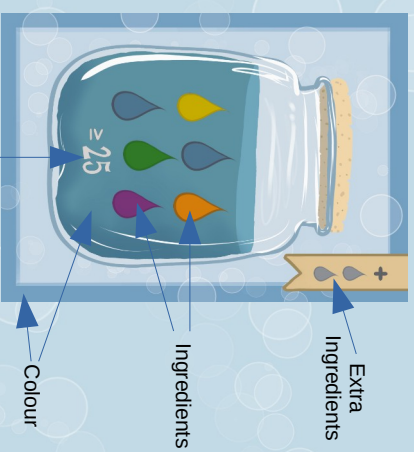


There are 5 different colors of dice that represent different ingredients needed for potions.

Plus there's the magic ingredient. The white die. When a player rolls it between their dice, they can choose to use it as their preferred color. Even if he already had a dice of that color.



Potion Cards



To brew some potions, you will have to meet certain **conditions**:

- The drops separated by an = must contain the same value.
- A group of drops separated from another by ≠ indicates that both cannot have the same value.
- The drops separated by ≤ indicate that the character on the left must be smaller than the one on the right. Although they can be filled in in any order.
- The drops separated by → indicate the order in which they are to be completed. You have to get the drop to the left before you can complete the next one.

There are **5 different types** of potions, each a different color. There are **8 cards of each color**, so in total you can prepare up to **40 different potions**.

To **complete** a potion, you will have to get all its ingredients. These are represented with drops.

The ingredients can indicate, only the required color, any value will be valid. Or they can also indicate the specific value that will be required.

The white drops indicate that any color can be used to complete them.

Some of the potions grant **extra ingredients** upon completion.

They can be ingredients for the multipurpose potion (●).

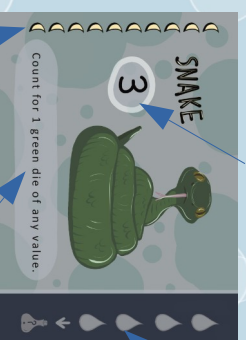
Ingredients of a certain color, you can choose the value you want (●).

Or even magic ingredients (●), you can choose both, color and value.

These extra ingredients can be added to both your current cards and the new one you acquire. But you have to spend them right now or they will volatilize. ;)

Helper cards

Required value to activate your ability



Ingredients needed for Multipurpose Potion

Each player will have a **helper** card.

They will help you to be able to complete many potions. Each one has an ability, which you can activate by choosing a specific die value.

Also, in this card is the recipe for the **multipurpose potion** that you know. When you complete it, you can complete the ingredient you want, choosing both its colour and its value.

Round markers

Ability



Bonus Cards

Become an expert!

If you manage to be the first to complete 3 **potions of the same color**, you will attract the attention of the master warlocks and you will be close to becoming a full-fledged warlock. Take the bonus card of that color, it will count as a potion at the end of the 10 moons.

There will also be a bonus for the most versatile aspirant. The first to achieve a **potion of each type**, will take the corresponding card.

eye! Golden potions are the most precious, but also the most difficult to brew. Your bonus card is worth two potions at the end of the game.



Setup

Shuffle the potion and helper decks. Deal **2 helper cards and 5 potions** to each player. Each player must choose **1 helper and their 3 starting potions**. Once chosen, each player reveals his cards and places them in front of him.

Mix the discarded potions together with the deck, then place **3 face up**. Place the bonus cards near the potion deck.

Determine randomly who will be the first active player.

How to play

Players will have **10 moons** (rounds) to brew more potions than rival aspirants warlocks. In each round, players will have one turn as **active** player and the rest will be **passive** players.

The order of play will run in a clockwise direction.

AS AN ACTIVE PLAYER:

The active player has **up to 3 opportunities** to roll the dice. At the end of his turn he must have chosen a value, and keep all the dice that match it. He will leave the rest in the center of the table so that, in order, the other players choose a value and take all the dice that match that value.

3

Between rolls he can **set aside** all the equal dice of a **single value**, all the others must be re-rolled if he decides to continue.

The active player can decide to reroll the dice previously set aside or to return them and set aside another result on successive rolls. You can also decide to stand after any roll.

Once his turn is over, the player **is not required** to use dice as ingredients in potions. Every die that you don't want or can't use **becomes** an ingredient in the Multi-Purpose Potion (☛).

When the **multipurpose potion** is completed, the player can write down any ingredient in the potion of their choice. That is, it will act as an ingredient of any color and value.

* If in one turn you get more drops than necessary to finish the multipurpose potion, don't worry, these are not wasted. Use the multipurpose potion you just made, then write down the leftover gray drops.

After the **first roll**, each time the active player decides to roll the dice again, the other players get 1 ☛.

If the active player manages to keep all **6 dice**, he can choose the value and color that he prefers for **each one** of them.

Active player turn example 1.

Jorge rolls the dice and gets three 6s, two 1s, and a 5. Jorge decides to put aside the dice with the value 6 and roll the rest again, so the passive players win a gray drop. On the second roll he gets two 4s and one 2. Since the 4 interests him to activate his assistant, he decides to set aside the 4 and reroll the 6 that he reserved earlier along with the rest of the dice. Passive players win a new gray drop. On his last roll, he rolls a 4, two 1s, and a 6. Jorge chooses to keep all 4s.

Active player turn example 2.

Jorge rolls the dice and gets four 5's, a 1 and a 3. Four 5's are very good for him! So he decides to keep them and not keep rolling.

AS A PASSIVE PLAYER:

From the remaining dice, the player to the left of the active player will choose a result and keep the dice that match it. This will be repeated as long as there are dice and players to choose from. It is possible that a player will run out of dice in a turn, or there will be more dice.

Passive shift example 3:

After choosing the value of the active player, there are two 1's and a 5 left in the center of the table. The first passive player to choose, takes the value 1 and takes the two corresponding dice. The next player takes the 5. The fourth player was unable to collect any ingredients this turn.

4

Potion ready!

When a player **completes all the ingredients** of a potion, they put the finished card aside in their play area. He checks if he has gotten any **bonus cards** and if so places them in his play area as well.

He then takes a new potion out of the 3 visible and refill with a new potion card. If several players finish potions at the same time, either after choosing dice or thanks to the multipurpose potion during the active player's turn, it will be resolved in **order of play**. The currently active player first and then to the left of him.

End of the game

The game ends at the **end of round 10**, or when it is not possible to replace the 3 potion cards visible in the center of the table, because there are no more cards in the potion deck.

Players will count how many potions they have, add up the bonus cards if they have them, and whoever has the most will be the winner and new member of the potion brewing warlock order.

In the event of a **tie**, play until someone is the first and only one to beat the other aspiring warlocks by 1 potion. If there are no potions left, the one with the most golden potions wins. If it persists, the one with the most bonus. If the tie holds, the Master Warlocks will not be able to decide on an aspirant until the next full moon. :O

Helpers

Do not worry, because you will not be alone to become the new warlock of the secret society of potion makers. These friendly helpers will help you out.

When, as an active or passive player, you choose the number associated with them as the value of the dice, you can use their ability. (Except for the Ferret and the goblins, who are always active).

You have the Chameleon as helper, and in your turn, as active or passive player choose a value of 1, you will be able to activate his ability.

Chameleon: Copy the ability of another helper in play, except for the Goblins and the Ferret. If there are fewer than 3 helpers to copy in a game, draw randomly from the helper deck until there are.

Raven: Steal a gray drop from a player. **After** using your dice, you can sacrifice your gray drops to reroll all your dice and try to score them. To do this, erase one of your gray drops and roll all your dice again. If after this you can't score one or any of your dice, too bad.

5

Snake: +1 green drop and +1 gray drop. The green drop can be taken either, in the green drops, with or without value in them, and in the white drops with or without value.

Ex: Jaime has chosen 3 on his turn, he writes 3 threes in one of his potions and with his snake's ability he write down a white ingredient with value 2. The gray drop goes to his multipurpose potion.

Rat: If after taking your dice of value 4, there are dice in the center of the table, take a single dice from the leftovers. If as a passive player, you were unable to use any leftover dice having activated your ability, gain a gray drop.

Owl: Use the value of the purple die, as many times as you want to increase or decrease the results of your other dice. It doesn't matter if the purple die is not among your dice. If it is between your dice, it can also be modified.

Ex: Paula activates her owl, the purple die shows a 3 and is not among her dice. She has three 5's. She decides to modify one of them by adding 1 to it to make it 6 (5 + 1 = 6). She still has 2 modifiers left. She chooses to spend them and subtract 2 from another from her dice to make it a 3 (5 - 2 = 3).

Spider: You can reorganize the drops obtained from your potions before or after using your dice. You can do it as many times as dice you got. To do this, erase the ingredients obtained from one of your potions and write them down in the desired potion with the value and color you want. Or, you can use the white die as any value if it is among your dice.

El: Andrada, who has three 6's, has managed to activate her hairy spider. She decides to use the ability to reorganize, so in her potion where she has three 3's, she decides to erase two of them and use them as 6's, thus being able to place five 6's in a potion where the five ingredients must have the same value and complete the potion. Well done!

Ferret: You have up to 4 rolls instead of 3. You do not generate gray drops for passive players from your rolls. At the end of your turn, the other players get as many gray drops as there are different values on the dice and before the next player chooses. You also know an improved version of the multipurpose potion, with only 3 gray drops wow!

Example: On your first roll you get two 5's that interest you, you decide to continue and you roll again, getting another two 5's. Unfortunately on your other two rolls you don't get any 5 more, but you decide to keep the value 5 and four dice. The remaining dice are 1 and 3. Therefore the other players get 2 gray drops.

Helper Goblins: These little guys also know about potions. They can handle a potion on their own. You have 4 potions instead of 3. In addition, with the help of the goblins, you manage to prepare more quantity of multipurpose potion, every 5 gray drops you produce 2 potions instead of 1.

6

Variant for 1 player

With these little rules you can train yourself to beat your friends on the next full moon.

- Draw 5 potions and 2 helpers at random, and discard 2 and 1 respectively. You will be the starting player.

The "**bot**" will collect gray drops. **Every 6** will take the leftmost potion of the color of the one who already has a potion. If it doesn't have any potions of the visible colors or it already has 3 or more cards of those colors, it completes the first one in the deck. Draw it and place it in an area reserved for its potions.

- **On its turn** it makes only one roll. If it rolls 3 of the same dice it wins a gray drop and so do you. If it rolls 4, you both earn 2 gray drops. If it rolls a 5 or 6, it finishes a potion directly and you win nothing.

Next, remove the largest group of dice. That will be the number of gray drops the bot will earn. If there are multiple groups of the same size, remove the one that shows the highest die value.

You can then choose a value from among the rest to stay and activate your assistant in the normal way.

- **On your turn**, play as usual. From the leftover dice, the bot will take the value that is repeated the most times and turn it into gray drops. If there are multiple groups of the same size, remove the one that shows the highest die value.

On each of your rolls, after the first one, the bot will earn a gray drop.

- After round 10, you check if you have managed to beat him ;)

** When playing against the bot, you can use the round markers of another helpers card to count his gray drops, or you may prefer to use a common 6-sided die you have on hand.*

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1

6

SPIDER

You can reorganize the drops from your potions before or after using your dices, as many times as dices you got OR use the white dice as any value.

5

OWL

Use the value of the purple dice to increase or decrease the values of your dice.

1

CHAMELEON

Copy the ability of another helper in play (except the Ferret or the Goblins).

2

CROW

Steal a drop from a player. After using your dices, you can sacrifice your drop to reroll all your dices and try to score them.

4

HELPER GOBLINS

You have 4 potions instead of 3.

4

RAT

Use one die from the leftovers. If as a passive player, you were unable to use any those dice, win a drop.

3

SNAKE

3

FERRET

You have 4 attempts instead of 3. You do not generate a drop with your rolls, the other players will take as many drops as different values you leave at the end of your turn.