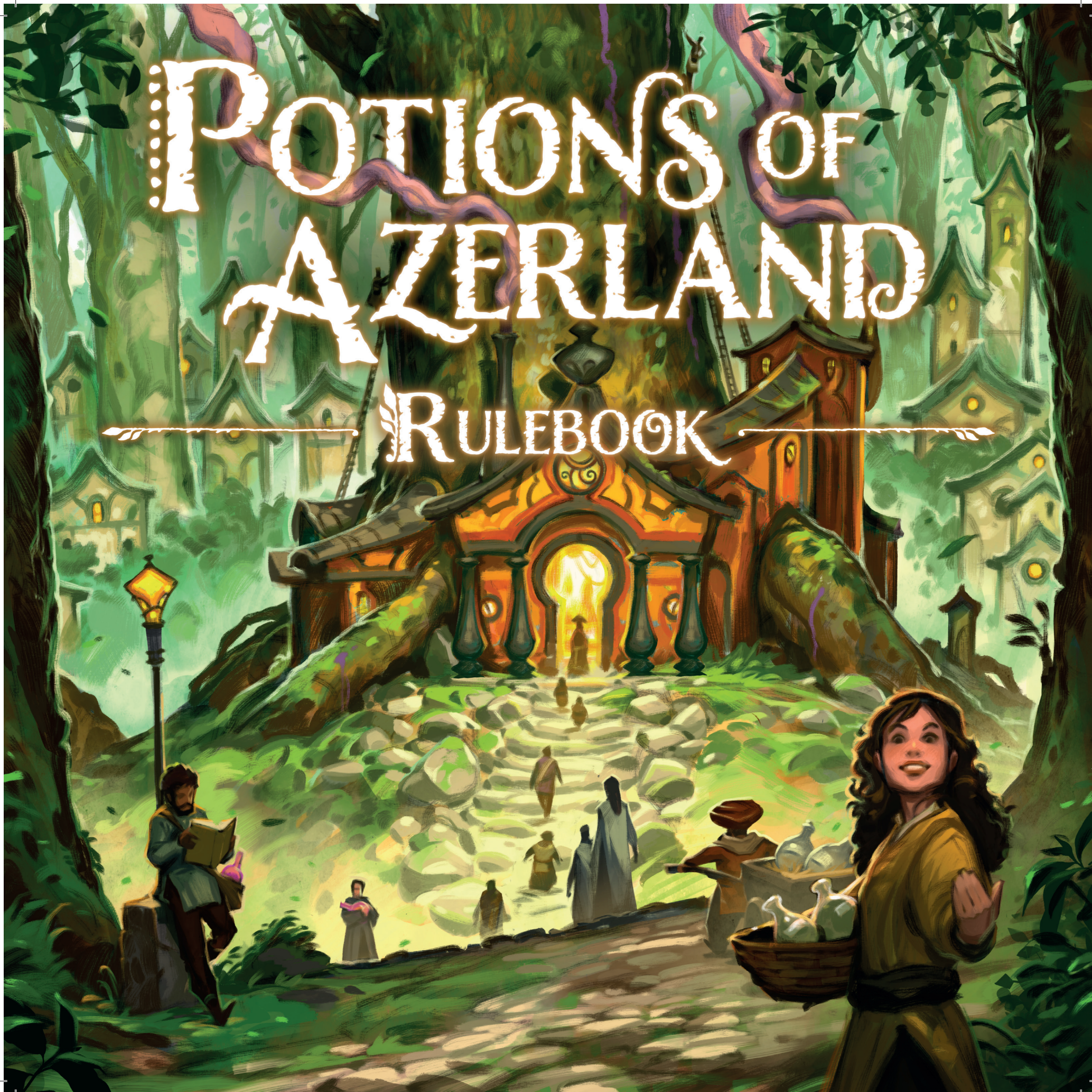


POTIONS OF AZERLAND RULEBOOK





The world of Azerland has an array of regions and towns that offer a diverse assortment of goods and services. One such town, known only by the magical potions which are made there, holds a yearly Summer Solstice Festival. This magical town is nestled deep in a lush forest making it an ideal spot to forage all the ingredients one would need for an assortment of magical potions. Visitors travel from far and wide to acquire potions, but during the Summer Solstice Festival the town is especially bustling with seekers of magic. You must brew potions to give to these wary Visitors or keep them and drink for yourself! Can you be the most prestigious potion master of them all?

COMPONENTS



Main Game Board



4 Player Boards



Round Tracker Board & Marker



4 Cauldrons



30 Priority Tiles



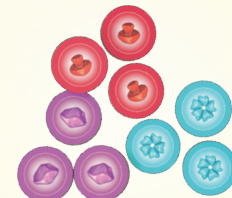
4 Priority Holders



43 Visitor Cards



44 Market Cards



75 Ingredient Tokens
25 Mushrooms, 25 Flowers,
25 Tree Sap



25 Apprentice Tokens



25 Gold Tokens



12 Study Track Disks



4 Hypnosis Tokens



12 Novice Ability Disks



4 Prestige Disks



30 Potion Tokens
10 Intelligence, 10 Love,
10 Speed



7 Round Bonus Tiles



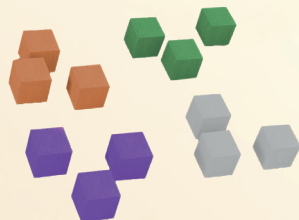
12 Ingredient Dice



1 Potion Die



4 50+ Prestige Tokens



12 Tracking Cubes



8 Player Aids



12 Solo Mode Cards



5 5x Tokens

SET UP

1. Place the Game Board in the center of the table.
2. Place the Round Tracker Board above the Game Board as shown, leaving space for Priority Holders.
3. Randomly place 5 Round Bonus tokens facedown on the numbered spaces 2 - 6 of the Round Tracker Board. Place the remaining tokens back in the box without looking at them. Place the Round Tracker Marker on the Forage space.
4. Shuffle and place the Market cards beside the Market section of the board. Flip over 2 Market cards per player and place them in the Market section of the board as shown.
5. Place the Ingredient dice, Ingredients, Gold, Apprentices, and Potion tokens on the Game Board as shown.
6. Place the Potion Dice to the side of the board, and leave all "0" Priority Tiles in the box.
7. Give each player a Player Board, a Priority Holder matching their player color, 5 numbered Priority Tiles (1-5), and the two Player Aids.
8. Each player receives 3 Novice ability disks (one of each potion type), 3 Tracking Cubes, and their Hypnosis Token. Each player should place these on their player board covering each matching icon (and the cubes on the *N* at the top of each potion track).
9. Each player receives 3 Study track disks (one of each potion type) and places them on the *N* space on the Study track as a stack on their Player Board.
10. Place each player's Prestige disk on the *Start* space of the Game Board, and their 50+ Prestige token at the end of the game board as shown below.
11. Use the Cauldrons based on player count and randomly give one to each player: For 2 players use the 1 and 2 Cauldron, for 3 players use the 1, 2, and 3 Cauldrons, and for 4 players use all of the Cauldrons.
12. Players receive starting resources based on the number on their Cauldrons. These starting resources are listed below and on the "1" Space of the Round Board.

STARTING RESOURCES



3 Player Setup





Setting up the Visitor Deck

Take all Visitor cards and sort them into three piles based on the number of potions they cost on the top left corner of each card. While doing this, pull out the *infinity* Visitors (∞) from the 2 cost group and place them in a separate pile.

1. Take all the 1 cost Visitors, shuffle them, and put 2 in town per player on the Game Board face-up.
2. Create the main deck by taking Visitors based on the chart below and shuffling them together without looking.

Card Type	1/1	2/2	3/3
2 Cost Visitor	6	10	14
3 Cost Visitor	2	3	4
Infinity Visitor	2	2	2

3. After the deck has been made and shuffled place it above the Round Tracker Board. Flip over 1 Visitor card per player as shown on the Round Tracker board.
4. Return all unused Visitor cards to the box without looking at them.

SEQUENCE OF PLAY

Gameplay takes place over a series of 6 rounds with each round broken up into 4 separate phases:

1. Refresh
2. Order Priority Tiles
3. Drink Potions
4. Execute Actions

Players will gain Prestige through Fulfilling the orders of Visitors who come to their town seeking potions. At the end of 6 rounds the game is over. Final points are tallied and the player with the most Prestige wins!

PHASE 1 – REFRESH

Each round will start by refreshing the Market, moving Visitors to town, readying any (once per round) Visitors a player has, and finally, revealing that round's objective/bonus.

Refreshing the Market

Past the first round, players will need to remove any leftover Market cards from the Market before refilling it. Refill the Market section with cards equal to 2 times the amount of players.

Moving Visitors to Town

The Visitor cards above the Round Tracker Board are *On the Road*, these are the Visitors that will come into play at the beginning of each new round. After moving the Visitor cards *On the Road* to the town, immediately reveal new Visitor cards equal to the number of players and place them *On the Road*.

On the last round of the game there won't be any Visitor cards to add to the road so just move the remaining Visitor cards *On the Road* to town.

Any Visitors left in town from previous rounds remain until they are Fulfilled. There is no limit to the number of Visitors that can be in town.

Readying Visitors

Some Visitors have *Once-Per-Round* abilities (See Visitor Effect Types pg. 10). If a player used these abilities in a previous round, the Visitor can be readied (turned vertically) and be activated again.

Round Bonuses/Objectives

Finally the Round Bonus Token is revealed either granting each player an immediate bonus or creating a goal for bonus Prestige in the round. On the first round of the game all players will receive starting Ingredients based on the Cauldron they were given, starting with Cauldron 1.



Each time a player Brews a potion of any type, they immediately gain a Prestige.



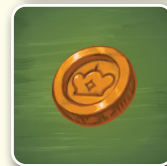
Each time a player purchases a Market card from the Market, they immediately gain a Prestige.



Each time a player Fulfills a Visitor, they immediately gain a Prestige.



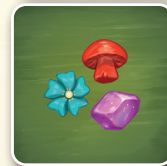
Each time a player Drinks a potion of any type, they immediately gain a Prestige.



All players immediately gain one Gold.



All players immediately gain one Apprentice.



All players gain one Ingredient of their choice.

PHASE 2 - ORDER PRIORITY TILES

Priority Holders and Priority Tiles

In this phase each player will simultaneously order their 5 Priority Tiles in their Priority Holders. Each Priority Tile is a combination of a number (1-5) and Gold. Priority Tiles determine what actions players want to get more benefits from or be first in. **Actions players want to prioritize should have lower numbers whereas actions players are less concerned about should have higher numbers.** Actions will always be completed in order from left to right, but lower numbers will give players a better reward for each action.

Doing Work Around Town

If there is an action a player does not wish to perform they can place their Priority Tile so that the Gold is showing in the window of their Priority Holder (see Tile 3 in adjacent example). This is called **Doing Work Around Town**. By doing so the player foregoes the action entirely and will gain the Gold amount showing at the beginning of Phase 4.

Once tiles are ordered, players place their Priority Holders on the center of the table face down between the main Game Board and the Round Tracker Board.

Actions

Phase 2 is the most important phase of the game because players choose which actions they are prioritizing for the round. The actions available are listed below:



Forage

Foraging gives players raw Ingredients (mushrooms, tree sap, flowers) that are required to Brew potions.



Study

Studying will make a player better at making certain potions. This will lead to more Prestige from Visitors and unlock new abilities when players Drink their potions.



Market

Market allows players to buy Market cards with Gold, but remember, first come first served!



Brew

Brewing is how players gain potions by using their Ingredients. Each potion requires a specific combination of Ingredients.



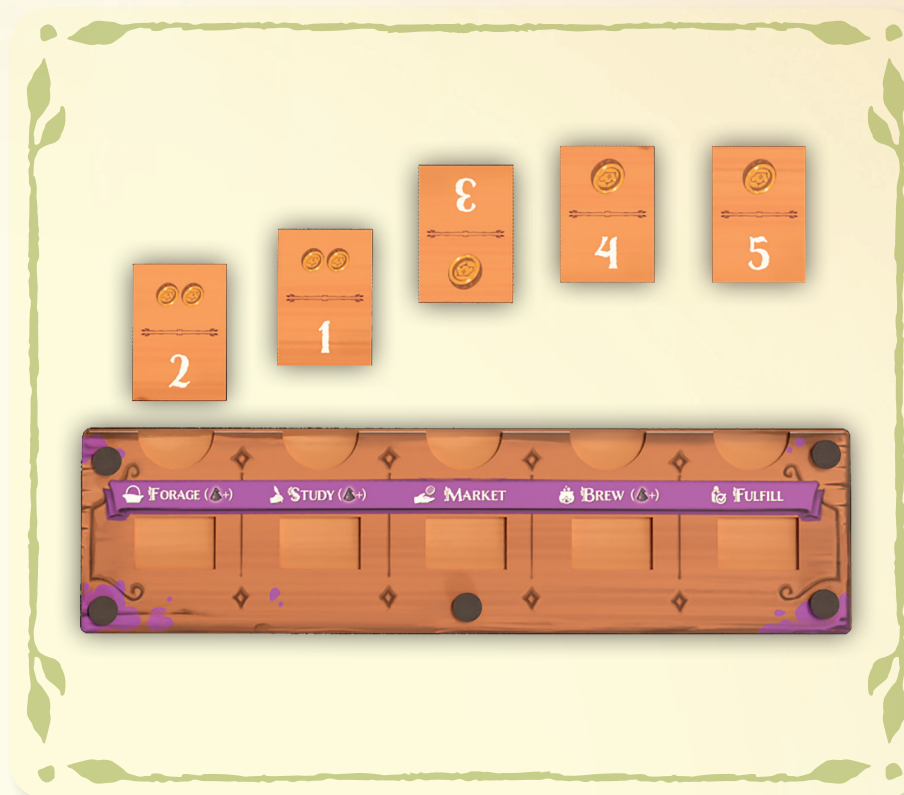
Fulfill

Fulfill is how players give potions to Visitors for Prestige! Similar to the Market, this is first come first served!



Doing Work Around Town

A player can choose to gain Gold by showing the Gold end of a Priority Tile. When choosing this option, the player forgoes the action entirely.



PHASE 3 - DRINK POTIONS

Players may Drink their own potions during this phase for their various effects. This is done in Cauldron order (the player with Cauldron 1 starts then 2, then 3, then 4). A player choosing to Drink potions will use ALL potions they want in any order they choose. After a player has drunk all the potions they wish the next player in Cauldron order may Drink potions. When a potion is used for its effect return it to the general supply.

A player may only use a potion's effect that is equal to or lower than their Study level at that time (see Phase 4.2: Study), and will only gain the benefit of one of the potion's abilities (e.g. If a player drinks a Love potion and is at the Expert level they choose to gain the Novice, Intermediate, or Expert effect, not all of them with a single potion). When a player drinks a potion they may use the newly gained Ingredients and abilities for subsequent potion drinking in the same round.

For more on Potion Abilities see page 14.



Purple player is at an Intermediate Intelligence Study level and drinks an Intelligence Potion gaining 6 Study. They move their blue Study tracker up 6 spaces putting them at an Expert level. They drink a second Intelligence Potion at an Expert level gaining the ability to roll the Expert Intelligence die once and gains a Love Potion and 2 Prestige. They then drink their newly gained Love Potion to gain the Persuasion ability and 2 Apprentice tokens.

PHASE 4 - EXECUTING ACTIONS

Players now flip over their Priority Holders revealing the priority they chose during phase 2 (NOTE: be careful not to flip over the Priority Holder in a way that makes the tiles slide out!). **Any player that chose Doing Work Around Town immediately gains Gold equal to the amount shown on their Priority Holder.** Players then execute each action in order from left to right beginning with the Forge action. Players gain benefits from their actions based on the Priority Tile they placed relative to the other players. To help follow what action players are on use the Round Tracker token on the Round Tracker Board.

Action Benefits and Apprentice Tokens

The number of benefits gained from the Forge, Study, and Brew actions are dependent on the number of players in the game:

- In a 2-player game, the player with the best priority gains 4 of the associated benefit and the second player gains 2.
- In a 3-player game, the player with the best priority gains 4 of the associated benefit, the second player gains 3, and the third player gains 2.
- In a 4-player game, the player with the best priority gains 4 of the associated benefit, the second and third player gain 3 benefits, and the fourth player gains 2.

Regardless of the number of players, when executing the Market and Fulfill action the player with the best priority will simply take that action first, executing it as **many times as they wish to or can afford.** Then the 2nd best priority may execute the action as many times as they wish to or can afford to and so on.

Additionally, players can gain Apprentice tokens in different ways throughout the game (Potion Abilities, Market cards, and Visitor rewards). Players can only use Apprentice tokens before taking the Forge, Study, or Brew actions by discarding any number of them and adding that many to their benefit for the action.

NOTE: Apprentices can only be used during the Execute Action phase. Apprentices must be used before executing the primary action for example Forge, Study, and Brew. They cannot be used for any triggered actions i.e. when foraging for one due to moving up the Study track.

Priority Tile Ties

If two or more players' Priority Tiles show the same number, the player with the Cauldron closest to 1 is considered to have the best priority and executes the action first (gaining the better benefit).

After all tied players have completed the action, they **must** swap Cauldrons.

- If two players tie, the two players **must** swap their Cauldrons.
- If three players tie, the first and last players in the tie **must** swap Cauldrons. The middle player keeps their Cauldron.
- In a four way tie, the first and last player **must** swap their Cauldrons. The two middle tied players **must** swap their Cauldrons.

For quick reference, this is noted on the back of all Cauldrons.

Number of players | Action Benefit Count

2	4/2
3	4/3/2
4	4/3/3/2

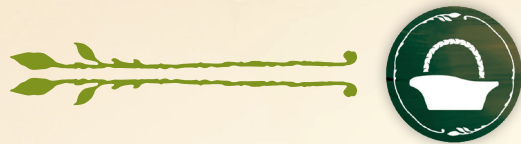


First come first served icon



All players chose their "1" Priority Tile for the Forge action. Purple player takes the action first, as they had the "1" Cauldron, and then Orange player, then Green and finally the White player.

Purple player exchanges Cauldrons with the White player, while the Orange and Green players exchange Cauldrons.



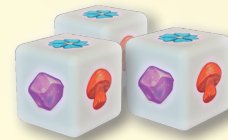
FORAGE ACTION



During the Forage action, players roll a number of Ingredient dice based on their priority. A better priority gives the player more dice to roll and therefore, more Ingredients. Once dice are rolled a player will gain the Ingredients listed on the dice.

This action can be done simultaneously by all players. Apprentice tokens must be used before taking the action.

Players can use Apprentice tokens during the Forage action. Doing this increases the number of Ingredient dice rolled equal to the number of Apprentice tokens used. Any Apprentice token used is returned to the general supply.



Purple player would normally roll 3 dice for the Forage action this round based on his priority. Purple decides to discard 2 Apprentice tokens to instead roll 5 dice.



STUDY ACTION



During the Study action players move their Study Track disks up on the Study track based on their priority. A player may choose to move up the Study track in a single potion type or split it among multiple potions as they see fit. When a player lands on or crosses a Forage space on the Study Track they immediately roll one Ingredient die and gain the Ingredient.

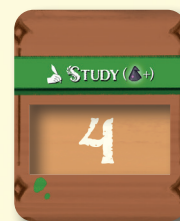
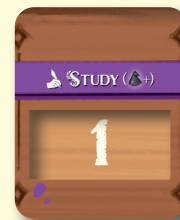
Eventually a player will reach the Intermediate and Expert spaces in a given potion type, giving the player 2 bonuses:

- Each time a player Fulfills a Visitor's request, they gain extra Prestige, 1 for Intermediate, 2 for Expert.
- Being at Intermediate or Expert level gives a player access to new Potion Abilities that can be used during Phase 3.

Whenever a player reaches or crosses into Intermediate or Expert levels on any potion, they move the respective Tracking Cube next to the scroll on their player board. This shows the new ability they have access to and increased Prestige when Fulfilling Visitors. The Study phase may be carried out simultaneously by all players.

Apprentice tokens must be used before taking the action.

Players can use Apprentice tokens during the Study action. Doing this increases the number of spaces a player can go up on their Study track equal to the amount of Apprentice tokens used. Any Apprentice token used is returned to the general supply.



Both Purple and Green player take the Study Action. Purple uses the "1" Priority Tile and Green uses the "4" Tile. Purple player gains the better priority and gains 4 Study, crossing a Forage space with two potion types. While Green only gets 3 Study and crosses a Forage space once.



MARKET ACTION

During the Market action players will have the option to purchase from the Market based on their priority. A better priority number means a player will get the chance to purchase Market cards first. A player may choose to buy any number of cards from the Market during this phase (and as a strategy, buy up cards to deny them to other players). When a player buys cards from the Market they pay the Gold amount listed on the bottom of the card and immediately gain the benefit listed on top, then that Market card is discarded.

After a Market card is purchased it is not replaced, the Market is refreshed at the beginning of every round.

Additionally, players have the ability to exchange Ingredients at a 2:1 ratio any number of times while at the Market. The Ingredients exchanged do not have to match. Players do not have to purchase a Market card to be able to exchange Ingredients, but they must take the Market action.

MARKET CARD



BREW ACTION

During the Brew action players have the option to Brew an amount of potions based on their priority. To Brew a potion players return the necessary Ingredients back to general supply and takes a potion to add to their personal supply. Potion costs are at the top of each Study section on the Player Board.

A player can Brew any number of potions UP TO their maximum for that round, or none at all. This action may be done by all players simultaneously or any player may request this is done in order of priority.

Apprentice tokens must be used before taking the action.

POTION RECIPES



Players can use Apprentice tokens during the Brew action. Doing this increases the number of potions a player can Brew based on the amount of Apprentice tokens used. Any Apprentice tokens used are returned to the general supply.





FULFILL ACTION

Players will have the option to Fulfill Visitor's order based on their priority (a player may also choose not to Fulfill any orders). A player may only Fulfill the orders of Visitors who are in town. When a player Fulfills a Visitor's order they return the potions listed on the Visitor card back to the general supply. The player gains the Prestige listed on the Fulfilled Visitor, plus any bonuses based on their Study level. Players also gain any benefits listed on the bottom banner of the Visitor card, then they add the card to the left of their Player Board.

IMPORTANT: If a player Fulfills a Visitor with multiple potions they gain their Prestige bonus based on the **LOWEST** Study level of the potions shown on the card.

Some Visitors have the *rainbow* potion icon on them. These Visitors will take any type of potion for that slot. If a Visitor only has a *rainbow* potion players do not get bonuses for Study levels. If a Visitor takes a specific kind of potion **AND** a *rainbow*, players gain bonus Prestige for the Study level of the specific potion listed on the Visitor card.

Players may Fulfill as many Visitors as they can and wish to before the next player in priority order goes (same as the Market action). Visitors with unfulfilled orders will remain in town between rounds until their order has been Fulfilled. There is no limit to how many Visitors may be in town at a time.

Visitor Effect Types

Each Visitor has a different symbol which depicts how and when their banner rewards are gained. These are as follows:



Instant

This card's effect triggers immediately after Fulfilling.



Once Per Round

This card's effect triggers once per round. The player gains the reward to the right of the → when they meet the conditions on the left.

If the effect is triggered, the Visitor card is turned horizontally as a reminder that its ability is spent.



End of Game

This card's effect triggers at the end of the game. Players gain the reward to the left of the ⚡ per each time they meet the conditions to the right of the colon.



Infinity

Infinite Visitors cannot be taken by players and instead are returned to the box at the end of a round in which they were Fulfilled at least once. This means multiple players may Fulfill this Visitor and gain the benefits (or the same player may Fulfill the order multiple times).

VISITOR CARD



The king requires a Speed, Love, and Intelligence potion. Fulfilling the king's needs rewards the player with 8 Prestige and it has an immediate effect of a Potion of the players choice.



Purple player is last in the Fulfill action. With only one Visitor left in town, they use their two Intelligence potion to complete that Visitors order. Purple gains 6 Prestige, plus an additional 2 Prestige because of their Expert Study level on the blue Intelligence track. At the end game scoring this Visitor will reward Purple with 1 Prestige per Fulfilled Visitor that required at least one blue potion.

Once Phase 4 has been completed the round is over and the board is refreshed. Play returns to Phase 1 and all phases are repeated. After the sixth round the game is over and moves to End Game Scoring.

Be sure to pay attention to round bonuses and gain any applicable Prestige during the round based on the actions taken!

END GAME SCORING

The game ends after all players have completed the Fulfill action of the sixth round. Players now score the end game bonuses based on the list below:

1. Visitor cards with end game bonuses
2. For every 2 Gold gain 1 Prestige
3. For every 2 Apprentice tokens gain 1 Prestige
4. For every potion gain 2 Prestige

Leftover Ingredients are not worth any Prestige so be sure to use them all up!

The player with the most Prestige wins! In the case of a tie the player with the Cauldron closest to 1 wins!





POTION ABILITIES

All Novice abilities give a player a permanent augmentation for the rest of the game in addition to the immediate benefits. To mark this ability players move the corresponding Novice Ability disk over to the description of the matching ability at the right side of their Player Board. If a Novice potion is consumed after the player already has the Novice ability the player only will gain the immediate benefits listed. A player only gains the augmentation when they drink a potion at the Novice level, not if is drunk for an Intermediate or Expert effect.



SPEED ABILITIES



Gain 2 Gold from the supply. Gain "Black Market" for the rest of the game, show this by moving your  over to the right side of your board where Black Market is listed.

Black Market: Take 2 cards from the top of the Market deck and place them to the side of your board where the highlighted  is shown. Whenever you take the Market action you may buy these cards in addition to the normal Market. Only you can buy these cards. During the refresh phase of each round you must refresh your black Market cards just as the normal Market is refreshed.



Reveal cards from the top of the Market deck one at a time. You may choose to stop revealing cards at any time or MUST stop if you reach 6 cards OR have revealed 3  icons. Gain 1 Ingredient for each card revealed, ignoring the rewards listed on the card itself. If 3  icons were revealed lose 2 Prestige, if you cannot lose 2 Prestige instead gain no resources at all. If the Market deck would run out of cards during this action, shuffle all cards in the discard and continue drawing.




Immediately pick up your Priority Holder and replace any tile of your choice with a "0" tile from the box (placing the tile you replaced in the box). You may orient the "0" tile with either the "0" showing or the Gold showing regardless of how the original tile was oriented.

You will keep the "0" tile for the remainder of the game. A player may have any number of 0 tiles (by drinking multiple Expert Speed Potions.)

LOVE ABILITIES



Gain 2 Apprentice tokens. Gain "Persuasion" for the rest of the game, show this by moving your  over to the right side of your board where persuasion is listed.

Persuasion: Whenever you would gain Gold from doing Work Around Town, you may instead gain Apprentices. You may split this however you would like gaining a mixture of Gold and Apprentices.



All other players must give you 1 Gold if able. If a player cannot give Gold one is taken from the general supply instead.

When playing with less than 4 players Gold is gained from the general supply to compensate for the missing players.

NOTE: You will always gain a total of exactly 3 Gold with this action.




Immediately take your hypnosis token from your board and place it on any Visitor in town (excluding infinity Visitors). This Visitor can only be Fulfilled by you. A Visitor may be hypnotized for any number of rounds but once Fulfilled the hypnosis token is placed back on your board (and can be used again in subsequent rounds). When a hypnotized Visitor is Fulfilled you may use ANY potions to Fulfill the Visitor regardless of what is listed on the card (you must still give the Visitor the correct quantity of potions). In addition, when Fulfilled the Visitor will give you the Prestige listed on their card +4 additional Prestige.

IMPORTANT: This replaces any Prestige bonuses from potions at intermediate or expert level

INTELLIGENCE ABILITIES



Gain 2 Ingredients from the supply. Gain “Proficiency” for the rest of the game, show this by moving your  over to the right side of your board where Proficiency is listed.

Proficiency: Whenever you take the Forage action, either from the action itself or the Study track, roll 2 additional dice. Then, before gaining Ingredients, discard 2 of the dice you have rolled.



Move up the Study track 6 spaces. You may split this between multiple potion types as usual.

If this would cause you to move to a new Study level on a potion type you are able to use any subsequently drank potions at the new potion ability level.



Roll the potion dice. Gain the potions and Prestige (if any) on the face showing. If you gain an intelligence potion this way you may drink that to use this effect again.



SOLO MODE

Setup


Set up the Main Board for a 2 player game with the following changes:

- The second player is the AI, therefore a Player Board or Priority Holder or related player tokens are not dealt out.
- Choose an AI sheet at random or based on difficulty preference (1 dot for easy, 2 for moderate, 3 for difficult.)
- Cover the chosen AI sheet with the back side of another AI sheet so that only the top portion (action icons) of the AI player is shown.
- Give the AI the Cauldron listed at the top left and take the other Cauldron (either 1 or 2).

Gameplay

The game follows the same structure of a 2 player game. However, a chosen AI Sheet will determine what the AI player drinks during Phase 3, and what Priority it has chosen during Phase 4. The player will compare their Priority Holder to that of the AI's gaining benefits as usual. The AI never gains benefits from actions.

Each round the player will slide down the covering to reveal what choices the AI has made.

1. During Phase 3, slide down the covering to show what potions the AI has drunk to better understand what strategy the AI is using. Any interactive potions (I.E. Intermediate love) take effect on the player.
2. During Phase 4, slide down the covering to reveal all the actions the AI took. If priority ties occur, switch Cauldrons as usual.
3. If the AI took the Market action, it purchases all cards marked with . If any of the cards that the AI would purchase are not available, ignore that card.
4. If the AI took the Fulfill action, it Fulfills all Visitors in town listed next to the priority number. If a listed Visitor is not in town, the AI fulfills the next closest number in ascending or descending order. If it is a tie between 2 you choose!

After 6 rounds if you scored 65 or more Prestige you are victorious!

NOTE: If playing Solo Mode with Expansions, you must reach 80 Prestige to win.

SOLO CARD

ROUND	AI Starting Items	Difficulty Value
1	 1   3   5 4 12	AI Potions AI Actions
2	 1 3   5 4 4	
3	 1 3 5  4  	
4	  	
5	 	
6	 	

In Round 3, the AI drinks an Expert Intelligence Potion during Phase 3. During Phase 4, the AI chose a priority number of 1 for the Forage action, a priority of 3 for Study, a priority 5 for Market, a priority of 4 for Brew and gains 2 total Gold.

VISITOR REFERENCE

VISITORS 1-6:

Each round if you Drink 1 or more potions in phase 3 gain the reward listed to the right of the →. This is not retroactive and only applies to Visitors in your tableau during phase 3. If you have multiple Visitors with this ability 1 potion will satisfy ALL of their abilities gaining all applicable benefits.

7. Each round if you Fulfill 2 or more Visitors gain 1 Prestige. This effect can trigger the round this card is Fulfilled.
8. Each round if you did NO Work Around Town gain 1 Prestige. This effect can trigger the round this card is Fulfilled.
9. Each round if you purchase 2 or more Market cards gain 1 Prestige. This effect is not retroactive and only applies after this Visitor is in your tableau. Visitor effects that cause you to gain cards DO NOT trigger this effect. Ex. Card #18
10. Immediately gain 3 Gold.
11. Immediately gain 3 Apprentices.
12. Immediately gain 3 Study, if this makes you a higher Study level gain the bonus point(s) from this or subsequent Fulfill actions.

13. Immediately gain any 1 Novice ability you do not already have. If you already have all 3 and cannot, gain nothing instead. You only gain the ability not the bonus as though you had drank the potion.



If you choose Black Market, move the token to the right side of your board and take 2 Market cards as usual placing them beside your player board. You do not however gain 2 Gold.

14. Immediately gain 2 Study and 1 Flower, if this would cause you to go to a new Study level gain the additional Prestige for that level.
15. Immediately gain 2 Gold and 1 Tree Sap.
16. Immediately gain 2 Apprentices and 1 Mushroom
17. Immediately Brew up to 2 potions, these may be brewed with 1 less Ingredient than the required Ingredients to brew any given potion. You may use these potions to continue Fulfilling if you can and wish to.
18. Immediately reveal 3 cards from the Market deck, you must choose 1 to gain the rewards for without paying the Gold cost, then place all of those cards into the Market discard. If this would cause you to go to a new Study Level gain the additional Prestige for that level.
19. Immediately reactivate another Lightning effect in your tableau gaining those bonuses.
20. Immediately gain 1 potion for every set of Visitors with at least 1 Speed potion in their cost, 1 Love potion in their cost, and 1 Intelligence potion in their cost. See card #30 reference for an example of counting sets.
21. Immediately gain 1 Gold for each Visitor in your tableau including this Visitor.
22. Immediately gain 1 Study per Visitor in your tableau including this one, if this would cause you to go to a new Study level gain the additional Prestige for that level.
23. Immediately gain 1 Apprentice for each Visitor in your tableau including this Visitor.
24. Immediately gain 1 Prestige per Visitor in your tableau including this one.
25. Immediately gain 1 Prestige per Gold in your supply.
26. Immediately gain 1 Prestige for every 2 Ingredients in your supply.
27. At the end of the game gain 1 Prestige for every Visitor in your tableau who has at least 1 Speed potion in their cost including this one.
28. At the end of the game gain 1 Prestige for every Visitor in your tableau who has at least 1 Love potion in their cost including this one.
29. At the end of the game gain 1 Prestige for every Visitor in your tableau who has at least 1 Intelligence potion in their cost including this one.

VISITOR REFERENCE





- 30.** At the end of the game gain 3 Prestige for every set of Visitors with at least 1 Speed potion in their cost and 1 Love potion in their cost. If a Visitor by itself costs at least 1 Love and 1 Speed potion they will count for this bonus 1 time (ex. The king costs 1 of each potion so you would score 3 bonus Prestige for having him in your tableau at the game end).



OR



Purple Player scored card #30 at the end of the game. In their tableau they have cards #10, #23, #1, #43, and #15. Cards #10 and #23 make the first set; while #1 and #43 combine to make a second set. The Speed and Wild potions from card #15 do not combine with any other cards to make a third set. The two sets award Purple Player 3 Prestige each for a total of 6 Prestige.

31. At the end of the game gain 3 Prestige for every set of Visitors with at least 1 Speed potion in their cost and 1 Intelligence potion in their cost. See card #30 reference for examples.
32. At the end of the game gain 3 Prestige for every set of Visitors with at least 1 Love potion in their cost and 1 Intelligence potion in their cost. See card #30 reference for examples.
33. Immediately gain 1 Gold and 1 Apprentice, do not remove this Visitor from the town until the end of the round. You may Fulfill this Visitor any number of times for their rewards.
34. Immediately gain 2 Apprentices, do not remove this Visitor from the town until the end of the round. You may Fulfill this Visitor any number of times for their rewards.
35. Immediately gain 2 Gold, do not remove this Visitor from the town until the end of the round. You may Fulfill this Visitor any number of times for their rewards.
36. Immediately gain 2 Gold. Then at the end of the game score 1 Prestige per Gold you have **instead of** the normal 1 Prestige per 2 Gold.
37. Immediately gain 2 Apprentices. Then at the end of the game gain 1 Prestige per Apprentice you have **instead of** the normal 1 Prestige per 2 Apprentices.
38. Immediately gain 2 of any Ingredients. Then at the end of the game gain 1 Prestige for every 2 Ingredients you have left over.
39. Immediately gain the benefits of all your  Visitors in your tableau even if you have already gained their benefit this round. Then at the end of the game, score 1 Prestige per  Visitor you have.
40. Immediately gain the Prestige for any 1  effect you have in your tableau (you may choose this card's effect). Then at the end of the game score 1 Prestige for each  Visitor you have.
41. Immediately reveal a number of Market cards from the deck equal to the number of Fulfilled Visitors in your tableau (including this one). Choose 2 of these cards and gain their rewards without paying their cost. If this would cause you to move up the Study track to a new level you do get the additional Prestige for this Visitor based on your new Study level. If this is your only Visitor in your tableau, only reveal and gain 1 card. Then at the end of the game score 1 Prestige per Visitor card in your tableau (including this one).

42. Immediately choose an action you took this round and reactivate it gaining the base effect you had during the round. Only you gain the benefits of the reactivated action, not your opponents. You may use Apprentices during this action. You may not choose an action where you did Work Around Town this round. If there is a Cauldron tie for the action you've chosen, treat it as though you have won the tie, ignoring players' Cauldrons. Ex. You decide to reactivate the Forage action. You have Priority tile 3 on forage. The orange player has Priority tile 1 and the Purple player has Priority tile 5. You will roll 3 dice for this action just as you did during the normal Forage action this round.
43. Immediately gain any one potion, you may use this potion to continue Fulfilling if you can and wish to.

Kickstarter Visitors

1a./38a. Immediately gain 2 of any Ingredients.

Special Conditions

When a Round Tile is active that gives bonus Prestige for brewing or purchasing Market cards, effects from Visitors that allow you to brew more or acquire extra cards from the Market count towards that bonus.

For Visitors with End of Game scoring abilities, any and all applicable Visitors are scored, regardless if they were already scored by other Visitors.



A big thank you to our playtesters without whom this game could not exist.

Zackary “Winni” Freeman, Clara Baker, Derek Chambers, Bryce Christiansen, Bailie Sorensen, Bryant Toole, John O’Bryan, Gabriel Viveros-Goldammer, Cameron Hee, Brant Baker, Jason “JJ” Jennings, and many more...

QUICK REFERENCE GUIDE

GAMEPLAY PHASES

Gameplay takes place over a series of 6 rounds with each round broken up into 4 separate phases.

Phase 1 - Refresh (pg. 4)

- All Market cards on the board and on Players' boards (from Black Market) are discarded and refilled.
- Visitors *On the Road* are placed into town available to be Fulfilled. Any Visitors still in town are left in place. There is no limit to Visitor cards in town. Reveal new Visitors equal to player count and place them *On the Road*.
- Players with Visitors who have Once Per Turn bonuses are readied (turned vertically.)
- Reveal a new Round Bonus/Objective for the round.

Phase 2 - Order Priority Tiles (pg. 5)

- Players choose the Actions they want to Prioritize for the current round, using their Priority Tiles and Priority Holders. **A lower number is a better priority.**
- A better priority for the Forage, Study, and Brew actions allow the player to trigger the action multiple times.
- A better priority for the Market and Fulfill actions, let the player take the action before other players.
- Players may forgo an action and gain Gold instead.
- Once a player is ready, they place their Priority Holder facedown in between the Round Tracker Board and Main Game Board.

Phase 3 - Drink Potions (pg. 6)

- In Cauldron order, players may drink any and all potions in order to get the accompanying benefits.
- Players choose ONE potion benefit that is equal to or less than their current Study level of that potion type.
- When a player drinks a potion they may use the newly gained Ingredients and abilities for subsequent potion drinking in the same round.

Phase 4 - Execute Actions (pg. 7)

- All players reveal their Priority Holders and execute all actions in order: Forage, Study, Market, Brew, and Fulfill.
- In case of ties with Priority, the player with the Cauldron closes to "1" executes the action first and/or get more benefits. Then, tied players trade Cauldrons.

ACTIONS

The number of action benefits players gain during the Forage, Study and Brew actions is determined by the amount of players in the game. The Market and Fulfill actions are on a "first come first served" basis.




 4/2

 4/3/2

 4/3/3/2



Forage (pg. 8)

Roll a number of dice to gain Ingredients (, , ) that are required to Brew potions.



Study (pg. 8)

Increases Study level for each potion type. Study gained may be split up between potion types.



Market (pg. 9)

Buy as many Market cards as possible and gain the rewards shown. Cards purchased are not refilled.



Brew (pg. 9)

Brew potions in exchange for Ingredients. Each potion type has its own required amount of Ingredients.



Fulfill (pg. 10)

Fulfill as many Visitor cards as possible in exchange for potions. Gain the rewards and the Prestige shown.



Instant Once Per Round End of Game Infinity



Doing Work Around Town

Forgo an action entirely and gain the Gold amount shown on the Priority Tile used for the action.



Apprentice Tokens (pg. 7)

Apprentice tokens are used to increase the amount of benefits gained during the Forage, Study, and Brew actions. Tokens **MUST** be discarded before taking the action.