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# Witch's Brew

*What witches brew can  
bring unexpected results!*

## Overview

The players take on the roles of wizards, witches, and druids and try to brew the most valuable potions to earn victory points. In addition, the players will try to get other things like wolf blood, snake venom, herb juice, and gold. Proper planning and a bit of luck will ensure a player victory!

The game is played over several sets of rounds. For each set of rounds, the players select 5 role cards from 12 available to use in the set. These cards are played, one at a time, with the players vying to be the one who gets to use the full action of the role or choosing to accept merely the favor of the role.

The favor is less valuable, but also less risky. A player trying to claim the full action could have it taken away by another player. So, players must decide when the risk is worth it and when to allow another the full action and to settle for the favor.

**The player with the most points at the end is the winner!**

## Contents

99 cards:

- 60 role cards (12 per player)
- 31 potion cards (3 ea of 7 cauldrons; 2 ea of 5 shelves)
- 8 spell books

60 ingredients (20 each of red, green, and white drops)

1 die-cut sheet with:

- 45 potion vials
- 24 gold nuggets

*When reading these rules for the first time, you can ignore the bold text in the borders. These serve as summaries for players familiar with the game who are searching for quick rules information.*

## OVERVIEW

By using of 12 different role cards, the players try to brew rich valuable potions and collect potion vials.

All role cards show a full action and a favor. The full action is always more valuable, but can be lost.

At the end, the player with the most victory points is the winner!



## Preparation

Each player picks a color and takes:

- the 12 role cards of his color (card back shows player color),
- 3 ingredients (1 red, 1 green, and 1 white drop), and
- 2 gold nuggets.

*The players place the ingredients and gold nuggets in their play areas (the areas before them on the table). These are visible to all throughout the game. They hold the role cards in their hands.*

Place the remaining drops, gold nuggets, and the 45 potion vials in separate supplies in the middle of the table.

Separate the 21 cauldrons into three groups each of 7 copper, silver, and iron cauldrons. Within each group, sort them by value (shown in the glass bulb in the lower right of the card) with the lowest on top and the highest on the bottom and place each stack face up in the middle of the table.

Also, separate the 10 potion shelves into two groups of 5 according to the symbols at the top of each card: ingredients or gold. As with the cauldrons, sort each group by value with lowest on the top and place them face up in the middle of the table.

Shuffle the 8 spell books and place them face up near the other sets in the middle of the table.

The players choose a **starting player** using any method they prefer.

## Playing the game

The game is played over several sets. In each set, each player first selects the five role cards he wants to use in the set. The players go through the different roles one at a time attempting to claim the full right to the role's ability, or its secondary favor. Once all the roles have been played (at least 5 or at most 12), the set ends and the next one begins.

### Select role cards

Each player, simultaneously, selects 5 of his 12 role cards to use in the set. He keeps the 5 selected cards in his hand (secretly) and places the other 7 face down in a stack in his play area. Each role card represents two possible actions: the upper part is the full action of the card and the lower part is the favor of the card.

## PREPARATION

Each player takes

- 12 role cards
- 1 green, 1 red, and 1 white drop
- 2 gold nuggets

*Setup for 4 players:*



Place remaining components as shown in the figure.

## PLAYING THE GAME

The game is played over several sets. Each set has 5 to 12 rounds.

First, all players simultaneously choose 5 of their 12 cards.

## *The potion contest begins!*

The starting player begins the set by selecting one of his five hand cards and placing it face up in his play area. He then announces what card he has chosen by reading out loud the title of the card, for example, "I am the witch!" Thus, the player indicates he plans to take the role of the witch this round, and the other players, in clockwise order, must each do one of the following:

1) If the player does not have the card played in his hand, he does nothing but simply says, "pass."

2) If the player has the card played in his hand, he must play it face up in his play area and then either:

> **2 a)** He announces that he will take over the action of the card from the previous player who has it by saying out loud the words at the top of the card, for example, "I am the witch!" The player who had the role card face up in his play area places his card face down on his stack of face down cards. He is done for this round.

*Taking the role may come with some risk as players playing later in the round might take it from you.*

> **2 b)** He says, "So be it!", accepting the previous player's claim to the role. Then he executes the favor described on the lower part of the card. If he is unable or unwilling to execute this action, he merely says so and does not do it. He then places his card face down on his stack of face down cards.

Several players may choose the favor.

*The favour is weaker than the full action, but it can be chosen by several players and not be lost to another player.*

After all players have taken their turns in the round, the player who still has the role card face up in his play area wins the right to the full action of the card and executes the action described on the upper part of the card.

*See specific descriptions of the actions starting on page 5.*

He then places his card face down on his face down stack and begins a new round by selecting a card from his hand, placing it face up in his play area and announcing, "I am the....!"

**When a player plays a role card, he reads aloud the words from the top, "I am...!"**

**In clockwise order, the other players must .....**

**if the player does not have the card, he says "Pass!"**

**... if he has the role card in his hand:**

**• either he chooses to go for the full action by saying, "I am...!"**

**• or he chooses the favor by saying, "So be it!" and immediately takes the favor action**

**After all players have taken a turn in the round, the player with the full action right can implement the action**

**Then, he starts a new round by playing a new role card and so on...**

**Example:** Anna begins the round and places her warlock card face up in her play area, saying, "I am the warlock!" The player who begins a round may not start with "So be it!" Barb has the warlock in her hand and must play it face up in her play area. With three more players to play in the round, she decides not to risk losing the role to one of them and says, "So be it!" and takes the favor described on the lower part of the card: she takes one gold nugget from the supply, adding it to her play area and places her warlock card face down on her face down stack of cards. Carl is next and also has the warlock card in his hand and, therefore, plays it face up in his play area. He decides to take the risk and says, "I am the warlock!" Anna immediately places her warlock card face down on her face down stack of cards and is done for the round, getting nothing. Next, Daniel plays his warlock card face up in his play area and also announces, "I am the warlock!" Now Carl must place his warlock card face down on his face down stack of cards and also gets nothing in the round. Emma is last to play and does not have the warlock card in her hand and passes. As all players have had a turn in the round, Daniel wins the right to the warlock and takes the action described on the upper part of the card: he uses the spell shown on the top-most spell book card. Subsequently, Daniel begins the next round by playing his alchemist card and announcing, "I am the Alchemist!"



### **Further important rules:**

- The player, who wins the right to the full action, *must* choose to execute the *upper* action described on the card. He may not select the lower action.
- A player may always choose to abstain from taking the action he is allowed, either because he cannot afford it or chooses not to do it for another reason.
- The player, who "won" the right to the full action of the role in the previous round, must begin the new round, even if he chose not to execute the action.
- If the player who is to begin the new round has no cards left in his hand, the task of beginning the round passes to his left neighbor (and so on around the table until a player with cards remaining in his hand is found).
- If a player plays a role card that was played previously in this set (meaning he "forgot" the play it earlier when required), he must immediately place it face down on his face down stack of cards and play another. There is no further penalty for failing to play a required card.
- Players must always hold their cards fanned so the other players will know how many cards they have left in their hands.
- The most important rule of all: before his turn in a round, a player is not allowed to suggest or hint whether or not he has a certain role card in his hand.

*He must always wait until it is his turn and, only then, take the appropriate action: "Pass", "I am the ...!", or "So be it!"*

**The player who starts a new round must always try for the full action (never the favor)!**

**Implementing an action or a favor is always voluntary.**

**The winner of the full action right starts the new round, unless he has no more cards. Then the player to his left must play a new role card.**

**You must play a role card if it matches the one already played.**

**Always fan cards to show how many you have.**

**Never talk out of turn.**

## The next set

A set ends when **all** players have played **all 5 cards** in their hands.

*It can happen that one player plays alone for several turns if he is the only player with cards left in his hand. When playing alone, the player always wins the full action of the card and may not choose the favor.*

The next set begins with each player again selecting 5 cards from his entire set of 12 role cards. He can choose the same 5 as before or different cards – the choice is completely his. The player who “won” the opportunity to take the full action of the last role card in the previous set begins the new set as described above.

## Game end

The game ends at the end of a set when the players have collected together at least four potion cards with ravens on them in their play areas (*there are two ravens in each of the five stacks*).

Each player adds the victory points in the glass bulbs of his potion cards to the number of potion vials he has to get his total victory points for the game. The player with the most victory points is the winner! If players tie with the most victory points, the player among them with the most ingredients and gold nuggets left is the winner. If there is still a tie, those tied rejoice in their shared victory.

## The Role cards

Players use the **3 green** role cards to get new ingredients.

• **Wolf keeper, Snake hunter, and Herb collector:** depending on the role card won, the player with the full action right, takes either three red (wolf blood), three white (snake venom), or three green (herb juice) drops from the supply in the middle of the table and places them in his play area.

The player(s) who choose the favor by saying, “So be it!”, can take either a red, white, or green drop from the supply, depending on the role card played. *General note: we intend for there to be sufficient red, white, and green drops and gold nuggets for the game. Should you run out, please use substitutes for the missing items. These components are not limited in their numbers for game purposes.*

Players use the **3 gold** role cards to take or use gold nuggets. Gold is used for the favor of the light blue role cards.

• **Alchemist:** the player with the full action right, can convert any **one** ingredient (represented on the card by a gray, neutral drop) into **five** gold nuggets. Thus, he places any one of the drops from his play area back into the supply and takes from the supply 5 gold nuggets, placing them in his play area. The player(s) who choose the favor of the Alchemist, can convert any one ingredient into two gold nuggets.

• **Fortune teller:** the player with the full action right, can trade **one** of his gold nuggets for **two** potion vials (which he may “hide” under his potion cards). Thus, he places a gold nugget from his play area back in the supply and takes 2 potion vials from the supply, which he places in his play area. The player(s) who choose the favor of the Fortune teller, can trade **one** gold nugget for **one** potion vial.



All further sets proceed in the same way: first select 5 of the 12 cards followed by the witching contest.

## GAME END

When there are four cards showing ravens in the players’ areas at the end of the set, the game ends.

The player with the most victory points wins!

## THE ROLE CARDS



3 or 1 red drops

3 or 1 green drops

3 or 1 white drops



convert any 1 ingredient into 5 or 2 gold nuggets



convert 1 gold nugget into 2 or 1 potion vial(s)

• **Assistant:** the player with the full action right, can trade **one** of his gold nuggets for *any three* ingredients. Thus, he places one gold nugget from his play area back in the supply and takes three drops from the supply, which he places in his play area (2 red and 1 green or 3 white, etc.).

The player(s) who choose the favor of the assistant, can trade **one** gold nugget for *any one* drop.

**Players use the 3 light blue role cards** to acquire cauldrons for brewing potions. Each of these three roles can acquire a specific cauldron, which can brew a specific potion:

the Wizard gets a copper cauldron to brew a charm potion

the Witch gets an iron cauldron to brew a witch potion

the Druid gets a silver cauldron to brew a healing potion

• **Druid, Witch, and Wizard:** the player with the full action right can acquire a cauldron of the indicated type by placing *all* ingredients shown at the top of the top-most cauldron card in the indicated stack from his play area back into the supply. He then takes the *top-most* cauldron from the indicated stack, which he places in his play area. If the cauldron taken has a raven pictured on it, he leaves it face up in his play area (so players will know when the game ends, see above). Otherwise, he places it face down in his play area.

The player(s), who choose the favor of the card, can acquire a cauldron of the indicated type by placing 2 gold nuggets plus all ingredients shown at the top of the top-most cauldron card in the indicated stack from his play area back into the supply. He then takes the top-most cauldron from the indicated stack, which he places in his play area. If the cauldron taken has a raven pictured on it, he leaves it face up in his play area (so players will know when the game ends, see above). Otherwise, he places it face down in his play area.

Whenever a player acquires a cauldron (regardless whether by full action or favor), he can place *any one* additional ingredient from his play area back into the supply to take **one** potion vial from the supply, which he places in his play area. *The player may use this ability only to covert one additional ingredient to one potion vial!*

*Note:* because the players who choose the favor acquire their cauldrons before the player who wins the full action, it can happen that the player with the full action does not have sufficient ingredients to acquire a cauldron (or, perhaps, there are none left of the indicated type). *This is intended!* For this reason, players may look at the cards in the cauldron stacks at any time (but not change their order).

**Players use the gray role cards** to cast the spells shown on the spell book cards (see last page: “spells”).

• **Warlock:** the player with the full action right, can cast the spell shown on the top-most spell book card.

The player(s), who choose the favor, can take **one** gold nugget from the supply, which they place in their play areas.

*Notes:*

- At the end of each set, place the top-most spell card face up at the bottom of the stack. This is done in every case, even if the spell book was not used in this set.

- When a warlock uses a spell book to acquire a cauldron, he may not pay an additional ingredient to take a potion vial.



for 1 gold take  
3 or 1 ingredients



required  
ingredients  
cauldron

victory points



with the  
indicated  
ingredients (and  
0 or 2 gold  
nuggets) brew  
a witch potion (in  
the iron cauldron)



with the  
indicated  
ingredients (and  
0 or 2 gold  
nuggets) brew  
a healing potion (in  
the silver cauldron)



with the  
indicated  
ingredients (and  
0 or 2 gold  
nuggets) brew  
a charm potion (in  
the copper cauldron)

For one additional ingredient  
take one potion vial



use current spell  
book or take  
1 gold nugget

Players use the 2 red role cards to acquire potion shelves predominately at the expense of their fellow players.

• **Cutpurse:** the player with the full action right “relieves” each fellow player of one third of his gold nuggets (rounded down). However, the cutpurse does not place these gold nuggets in his play area, but places them on the top-most gold potion shelf card. After all his fellow players have been relieved of their gold nuggets, the cutpurse may choose to place one or more gold nuggets from his play area onto the top-most gold potion shelf card. If there are now at least as many gold nuggets on the top-most gold potion shelf card as are pictured at the top of the card, the cutpurse places all the gold nuggets on the card in the supply and takes the card, placing it in his play area. If the potion shelf taken has a raven pictured on it, he leaves it face up in his play area (so players will know when the game ends, see above). Otherwise, he places it face down in his play area.

If there are not as many gold nuggets on the top-most gold potion shelf card as are pictured at the top of the card, the card and the nuggets remain for the next cutpurse to come along.

The player(s), who choose the favor of the cutpurse, lose one less gold nugget to the cutpurse than they otherwise would have.

**Example:** Carl (with 2 gold nuggets) plays the cutpurse, saying, “I am the cutpurse!” Daniel (with 5 gold nuggets) does not have this card in his hand and says, “Pass.” Emma (with 6 gold nuggets) has the card and chooses the favor, “So be it!” Anna (with 3 gold nugget) plays the map and is courageous, “I am the cutpurse!” But, unfortunately for Anna, Barb also has the card and says, “I am the cutpurse!”, ending the round and winning the full action right. Now, the cutpurse relieves her fellow players of 1/3 of their gold nuggets each: Carl loses nothing as  $1/3$  of 2 rounded down is 0; Daniel loses 1 gold ( $5/3=1$ ); Emma loses 1 gold ( $6/3=2$ , but she chose the favor and loses 1 less gold nugget for that); and Anna pays 1 gold nugget ( $3/3=1$ ). There are now 3 gold nuggets lying on the top-most gold potion shelf card. Since, however, 5 gold nuggets are pictured on the card, Barb decides to place 2 gold nuggets from her play area on the card so she can take it. As there are now 5 gold nuggets on the card and 5 pictured on the card, Barb places the 5 gold nuggets in the supply and takes the card, which she places in her play area. If Barb did not have or did not want to place 2 gold nuggets on the card, it would have remained with 3 gold nuggets on it for the next cutpurse.

• **Begging monk:** this role works exactly the same as the cutpurse, except that ingredients instead of gold are used to satisfy the begging monk and the fellow players only give up 1/4 of their ingredients (rounded down) to the cause. Each player chooses which ingredients he loses when he must lose some.

*Note:* unlike the cauldrons, when a player takes a potion shelf, he does not have the option of placing an ingredient in the supply to take a potion vial.

## Variant (for 3 or 4 players)

Take a set of role cards, which is not used by any player, shuffle them and place them face down in the middle of the table. At the beginning of each set, turn over the top 2 cards (with 3 players) or the top card (with 4 players), placing them face up on the table. For this set, the players are not allowed to choose these card(s) for the 5 hand cards. For the next set, 2 (or 1) more cards are turned over and so on. When all 12 cards have been used, shuffle all 12 and continue.



Acquire a potion shelf with 1/3 of the gold of your fellow players (+ your own) or lose 1 gold less



number of gold nuggets required to be able to take the potion shelf



Acquire a potion shelf with 1/4 of the ingredients of your fellow player (+ your own) or lose 1 less ingredient

## VARIANT

with 3 or 4 players, draw 2 or 1 role cards from an extra stack to be excluded from use in this set

# The Spells

The spells from the spell book cards are described in detail in this section.



**COPIA:** The warlock, who uses this spell, takes any three drops from the supply, which he places in his play area. For example, 1 of each color or 2 red plus 1 white drop.



**MAGUS:** The warlock, who uses this spell, can acquire the top-most copper cauldron. To do so, the warlock pays the number of ingredients shown on the card, but need not match the types shown. He may not pay an extra ingredient to also take a potion vial.

*Example: the top-most cauldron requires 2 snake venom drops and 2 wolf blood drops. The player gives instead 3 herb juice drops and 1 snake venom drops to acquire the cauldron*



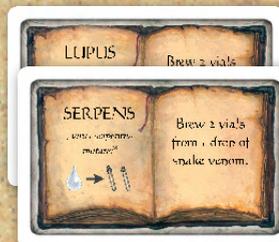
**OPTIO:** The warlock, who uses this spell, can acquire any one of the three top-most cauldrons (copper, iron, or silver). To do so, the warlock pays the indicated amount of ingredients to the supply from his play area. He may not pay an extra ingredient to also take a potion vial.



**SANATIO** and **STRIX** work exactly the same as **MAGUS**, except that and iron or a silver cauldron is acquired.



**HERBA:** The warlock, who uses this spell, places one green drop back into the supply and takes for it from the supply two potion vials, which he places in his play area.



**LUPUS** and **SERPENS** work exactly the same as **HERBA**, except that here one red or one white drop must be used.

If you should have comments, questions or suggestions for this game, please write us at

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You can also visit our web site at [www.riograndegames.com](http://www.riograndegames.com).



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