Magic Potion Rule Book

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1. Introduction

1.1. Brief back story

Two kings, who wanted to live forever, send their men to find the entire magic potion of elixir of life. They know that recipe has separated into 3 pieces. Both of the kings doubt each other having one of pieces and request their men to take it from the other king's men.

1.2. Game description

In this game, **2 players** move their characters to find and collect items in the field and duel by using **dice** to defeat opponent's characters and collect the entire recipe of the magic potion from the dead characters.

1.3. Goal (How to win)

The two players compete against each other for **getting the whole recipe first**.
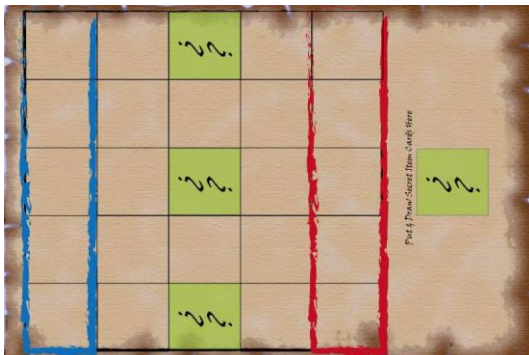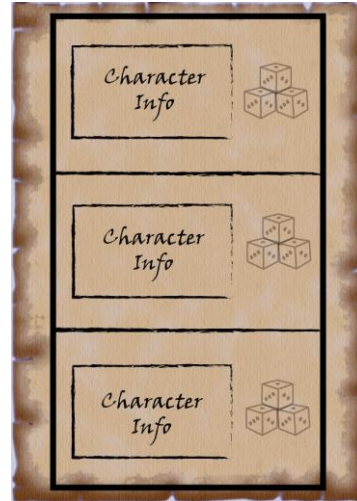
2. Game Components

2.1. Included Components

- Dice: Two bags of red and blue D6s, six D20s.
- Cards: 8 Character info cards, 8 character representative cards, 18 secret item cards.
- Layout: 1 Battle Field map, 2 Info Decks.

2.2. Board or map illustration

Battle Field:

Info Deck:

2.3. Card illustration with callouts

Character Info Cards Example:
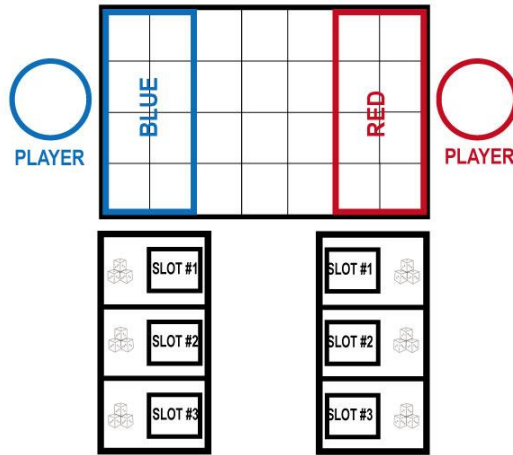

Character Representative Cards:

Secret Item Cards:

3. Setting up the game

3.1. Laying out the game components

STEP 1: Decide who is on the RED side and who is on the BLUE side. Put the Battle field map and Info decks between the 2 players.

STEP 2: Each player take turns to pick character info cards from the pile until both of players has choose 3 characters.

STEP 3: Red side gets the red dice, and the blue side gets blue dice. *Each player gets 5 dice* at the beginning of the game. The player can distribute the dice freely. For example, the player can give priest 1 die, 3 dice for the swordsman and 1 for magician. But player cannot give the dice to other characters once distributed.

STEP 4: Place your 3 character info cards and the dice on the Info Deck.

STEP 5: Each player gets 3 D20 and sets all of them to the HP of the three characters on the Info Deck.

STEP 6: Place your 3 character info cards in the three of slots in your TERRITORY. *One slot can only have one character.*

STEP 7: Each player gets one secret item cards that represents the partial magic potion of elixir of life and two secret item cards of none. The player can decide which character should **carry** the secret item cards. *Place each secret info card on different character's info deck slot, facing down.*

STEP 8: Place the rest of the secret item cards besides the BATTLE FIELD *randomly* and *facing down*. There's a slot for putting unused secret item cards.

3.2. Who plays first

The **character** that has the **first turn order (initiative)** goes first. The number in the top right circle represents the turn order for each character.

4. Turn Order

The order is based on the initiative of each character. Turn order 1 character goes first, turn order 2 character goes second, and so on. The round ends when all 6 characters finish their turn.

(1) First Phase: Recovery

(2) Second Phase:

   Both players do both in opposite order:
   Attack Side: Move, pick up, reveal and then attack in sequence.
   Defense Side: Reveal and then defense.

(3) Check for victory

(4) End of turn

5. Recovery Phase

5.1. Explanation

Get **5 ENERGY** dice to gain attack or defense opportunities. The player can distribute freely. However, once the dice are placed on Info Deck, the dice belongs

to that character. ***The unused dice are back to the dice bags once that character is dead.***

5.2. Example

For example, the player can give 4 dice to the magician, 1 die to the hunter, and 0 dice to the thief.

6. Moving Phase

6.1. Explanation

The **character** based on turn order to move and do actions. The speed value is the furthest distance the character can travel per turn. ***The character cannot pass or stay on the slot that is occupied by other characters.*** The only exception is assassin can pass through the character when the assassin is using his special ability.
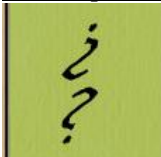
6.2. Details

Distant Calculation:
The distance equals to the number of slots needed to get to the destination.

4	3	2	3	4
3	2	1	2	3
2	1	◎	1	2
3	2	1	2	3
4	3	2	3	4

The character is at the center of the graph (shown as ◎).

On Surprise Slot:

If a character was on a surprise slot at previous round this character ***must move*** away this round.

6.3. Example

If the character's speed is 2 slots, the highlighted slots are the options the character can move to and stay on.

4	3	2	3	4
3	2	1	2	3
2	1	◎	1	2
3	2	1	2	3
4	3	2	3	4

7. Pick Up Phase

7.1. Explanation

The character needs to travel to the surprise slot to draw one secret item card from the pile. A character can carry more than one secret item card if the player decides not to reveal and use them.

7.2. Example

If a character died, remove character representative card and put the secret item cards that the character carried at that slot. The player needs to move any of the characters to that slot in order to pick the secret item card up.

8. Reveal Phase

8.1 Explanation

The player can also reveal and use the carried secret item cards to add dice for the character before attack or defend.

8.2. Example

If the character carried a "+2 Energy" secret item card, the player can use the secret item cards and add 2 dice for that character.

9. Attack Phase

9.1. Explanation

The character can use either **normal attack** or **special ability** if fulfilled the using conditions. The player needs to **tell** the opponent how much dice they are rolling before attack. When both players are ready, they rolled attack dice and defend dice at the **same time**.

9.2. Details

The player can **roll as many dice** the character has to **attack ONE enemy**. (Exception is the magician's special ability) If none of the dice is rolled, the character cannot attack. After **using** the dice, put the dice back to the dice bag as discard.

Attack Points: Additional dice added for attack.

Attack Distance:
The extra ATK points depend on distance of attacking.

Near: 1 slot away.
Far: 2 slots away.
Too Far: More than 2 slots. Can't attack.

Special Ability:
Each character has its own special ability. The conditions and effects are written at the character info card. See Section 10 for further details.

9.3. Example

Normal Attack:
If a magician attacks a swordsman who is 2 slots away. The magician used 3 dice, and rolled 1, 2 and 4. Since the distance is far, the magician has ATK value of +3, therefore the ATK = 1 + 2 + 4 + 3 = 10. But it does not mean swordsman HP should minus 10. The swordsman can defend the attack too.

10. Special Ability

10.1. Explanation

Each character has its own special ability. Pay attention to the conditions and effects. Some special abilities cannot use with normal attacks , while some special abilities add bonus to normal attacks.

10.2. Examples

Assassin:

Assassin has the ability to pass through a target character when the assassin is doing **Back Stab**.

	P	
	A	

For example, A represents assassin and P represents priest. Assassin has the speed of two, therefore the assassin can pass the priest and get 1 more attack die for back stabbing attack. The assassin then stay on grey slot after perform this action. Since the attack value in near distance for assassin is +3 dice, and plus 1die for back stab, the minimal attack dice for assassin is 4 de.

Hunter:

Hound's Thwart: The hunter has a hound for biting and thwart the enemy to move. That bitten enemy needs to roll 5 or 6 in order to get rid of the hound.
The hound's speed is 2 and moves at hunter's turn.

	S	
	🐺	

For example, S represents swordsman. The hound can jump on S to keep stopping the swordsman from moving away until the hunter escape.
Also, the hound dies if the master dies. The hound cannot pick up secret item cards but can stay on that slot purposely for one round.

Thief:
Steal: For example, if the thief damage a priest for more than 3 HP, the thief can randomly take 1 secret item card or 2 die from the priest.

Swordsman:
Bonus Attack: For example, if at round 3 the swordsman damage the magician for 1 HP, and while at round 4 the swordsman can get 2 more dice for attacking the magician.

Priest:
Healing: The priest cannot do any attack when healing. The priest can heal one of his teammates or himself, but can only use 1 die to determine the recover amount of HP.
For example, if the priest has 13HP, and rolled 6 to heal himself. The priest's HP becomes 18 because healing amount cannot exceed Full HP amount.

Magician:
The magician cannot do normal attack when using **Fire Blast**. When using fire blast, every enemy within attack distant and is same row or column as the magician gets 2 damage instantly.

		S	
		M	P

For example, S represents as swordsman, and P represents as priest. Both swordsman and priest got 2 HP damage instantly because they are in the grey cross area.

Necromancer:
The necromancer cannot do normal attack when **summoning dead friend.**
The necromancer sacrifice 2 die to choose 1 dead teammate back to the territory. The undead has 3 HP, 1 slot speed, moves at necromancer's round and can only use default dice. The player cannot add dice to the undead. Also, the undead are gone after the necromancer dies.

For example, if necromancer summons his dead teammate magician. The magician has 5 HP, and can use normal attack or special ability when it's necromancer's turn for attack.

Merchant:
Bribe: The merchant pays 1 die to a character to forced the character to reveal all items and then pick 1 of them. The merchant needs to be near to the target character.

		M	P

For example, M represents as merchant and P represents as priest. The merchant pays the priest 1 die to make the priest show all his secret item cards and then take away one of them.

11. Defense Phase

11.1. Explanation

The player can **roll as many dice** the character has to defend the attacks from the enemy.
Defense Points: Additional dice added for defense.
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11.2. Example

Continue the example of 9.3:
The magician ATK = 10. The swordsman rolled 2 dice to defend and get 3and 3. Since the DEF value of the swordsman is 2, the DEF = 3 + 3 + 2 = 8.
The attack from the magician is higher than the swordsman, therefore the swordsman get ATK-DEF = 2 damage. The swordsman's HP loses 2 points.

Another example:

The magician ATK = 4. The swordsman does not roll a die. Since the DEF value of the swordsman is 2, the DEF = 2.
The attack from the magician is higher than the swordsman, therefore the swordsman get ATK-DEF = 2 damage. The swordsman's HP loses 2 points.

12. Check for Victory

12.1.   Goal condition

Check if you get the whole recipe of the magic potion.

13. End of turn

13.1. End of turn actions

When a character died, the **secret item card** the character carried is **dropped and revealed** at that slot. Take the dead character's character card out of the Battle Field. And place the unused dice of the dead character back to the dice bag.

14. Glossary

14.1.   Game terms

USE DICE: roll the dice and is then discarded.
TERRITORY: refers to slots within red or blue rectangles.
BATTLE FIELD: refers to the map the characters fight on.
ENERGY: The dice see as the energy or the character to perform actions.
1 Energy = 1 die
ITEM: refers to secret item card.

15. Characters

The following order is based on turn order: Assassin > Hunter > Thief > Swordsman > Priest > Magician > Necromancer > Merchant.

Assassin

Turn Order:1
Speed: 2 slots
HP: 15
ATK:

NEAR	FAR
+3	-

DEF: = +1
Special Ability: Back Stab

- The assassin can pass the target character and get 1 more attack die for back stabbing attack

Hunter

Turn Order: 2
Speed: 1 slot
HP: 18
ATK:

NEAR	FAR
+1	+3

DEF: =1
Special Ability: Hound's Thwart

- The hunter has a hound for biting and thwart the enemy to move.
- That bitten enemy needs to roll 5 or 6 in order to get rid of the hound.
- The hound's speed is 2 and moves at hunter's turn.

Thief

Turn Order:3
peed: 2 slots
HP: 18
ATK:

NEAR	FAR
+2	-

DEF: = +1
Special Ability: Steal

- If successfully damage the enemy more than 3 HP, randomly take 1 item or 2 dice from that characters

Swordsman

Turn Order:4
Speed: 1 slot
HP: 20
ATK:

NEAR	FAR
+4	-

DEF: = +2
Special Ability: Bonus Attack

- If the swordsman successfully hit the same enemy in 2 continuous turns, the swordsman get 2 more dice to attack this enemy immediately.

Priest

Turn Order:5
Speed: 1 slot
HP: 18
ATK:

NEAR	FAR
+2	+1

DEF: = +3
Special Ability: Healing

- Can't use normal attack this round if use this ability.
- Use 1 die to determine the recovered HP amount.
- Can only heal 1 person per round.

Necromancer

Turn Order:7
Speed: 1slot
HP: 15
ATK:

NEAR	FAR
+1	+1

DEF: = +2
Special Ability: Summon Dead Friend

- Can't use normal attack this round if use this ability.
- Sacrifice 2 die, to choose 1 dead teammate character back to territory with 3 HP.
- The undead only use default dice.
- The undead is gone once the necromancer died.

Magician

Turn Order:6
Speed: 2 slots
HP: 20
ATK:

NEAR	FAR
+1	+3

DEF: = +2
Special Ability: Fire Blast

- The magician cannot do normal attack when using *Fire Blast*.
- When using fire blast, every enemy within attack distant and is same row or column as the magician gets 2 damage instantly.

Merchant

Turn Order:8
Speed: 2 slot
HP: 18
ATK:

NEAR	FAR
+2	-

DEF: = +3
Special Ability: Bribe

- Pay 1 dice a character to forced reveal all carried items and then take 1 item.
- The merchant needs to be near (distance = 1) to the character to do so.