

Toil and Trouble Rulebook

Quick-Start Rules

Introduction

You are magical beings attending Professor Hexalot's school of witchcraft. In order to pass potions class, you need to brew **3** potions. You'll do this by gathering ingredients, mana, and taking chances on the mystery cards to cast spells and unlock new trade opportunities, but hopefully not get cursed!

Setup

There are **5** characters, each with their own ability. Decide amongst yourself which player should be which character, and place the cards in front of each player. If you can't agree on who is which character, the most magical sounding word (as determined by the rest of the group) wins.

Now you've decided what character to be, introduce yourselves and your special power. Once you're done, continue setting up the game:

- Shuffle together the **spell**, **trade** and **curse** cards to form the **mystery** pile.

- Shuffle the **potion** cards and deal **3** to each player. The remaining cards form the potion pile.
- Shuffle the **ingredient** cards. Deal **3** to each player, placing them face up in front of the player.
- Turn over the top **3** ingredient cards, and place the rest face down to the side.

You are now ready to begin!

How to Play

The objective of the game is to brew **3** potions. You start off with **3** potion cards, but you'll have chances to swap these out later if you wish to. Potions require different ingredients and different amounts of mana to brew. But don't take too long - after a potion is brewed, all players discard down to **5** ingredients!

On your turn, you may take any **two** normal actions. In each normal action, you may:

- Take an ingredient
- Take a mystery card
- Cast a spell

Alternatively, you can do **one** high-energy action.

High-energy actions involve mana, and take up your whole turn. In a high-energy action, you can:

- Collect mana
- Swap a potion card
- Brew a potion

Normal Actions (two per turn)

Take an Ingredient

You may either take one of the **3** face up cards, or take a chance with a face down card from the pile. Replenish the face up cards at the end of your turn (do not replenish them straight away).

Take a Mystery Card

Take a card from the mystery pile. Will you get lucky?

Mystery cards come in 3 varieties:

- **Spells** give you one-time use abilities that you can use later. If you draw a spell card, keep it in your hand.
- **Trades** can be used as many times as you like when brewing potions. Trades are normally

very specific, but if you build up lots of them throughout the game you'll be able to convert ingredients with ease! If you draw a trade card, place it in front of you.

- **Curses** are bad. If you draw a curse card, reveal it to the group and do what it says. After doing the curse, your turn ends immediately.

Cast a Spell

You may cast spells from your hand by placing the card on the table and doing what it says.

High-Energy Actions (one per turn)

Collect Mana

Roll the green mana die to determine how much mana you get! The mana die has 4 sides.

You can't have more than **8** mana. If you ever have more than **8** mana, discard the excess.

Swap a Potion Card

Pay **1** mana and discard **one** potion card from your hand. Draw a new potion card from the deck.

Brew a Potion

To brew a potion, place a potion card from your hand out in front of you. Put the ingredients and mana into the cauldron and say the incantation at the bottom of the card to brew the potion. Once the potion is brewed, place it in front of you - once you get to **3**, you win! All players (including you) now discard down to **5** ingredients.

Character Abilities

Character abilities do **not** use up any of your actions, so you can use these at any time! Once your ability is used, turn the card over.

Ingredients

Eye of Newt - 11

Pixie Dust - 10

Lapis Lazuli - 10

Frog's Breath - 8

Phoenix Tears - 7

Maggot - 6

Crow Feather - 6

Hyena Laughter - 5

Unicorn Blood - 5

Troll Bogies - 4

Worms - 4

Giant's Fingernail - 4