

Materials:

10 Cauldrons (pouches)

~100 Target notecards & writing utensils

10 Cauldron markers

Ingredients of 7 varieties

- Ghosts
- Dragonflies
- Bones
- Grass
- Flowers
- Berries
- Eyeballs

7 microgames

- Cup Pong
- Ring Toss
- Darts
- Flick Football
- Table Basketball
- Table Billiards
- Penny Hockey

1 Game Master recipe card

8 Apprentice recipe cards

10 Necromancer recipe cards, 2 each of 5 different versions

7 Frog costumes

1 Scoreboard

1 Bell or noisemaker

Potion effect tokens (3x each)

- Influence tokens
- Tongue tokens
- Polymorphed tokens
- Beloved & Infatuated tokens
- Obvious tokens
- Stinky tokens
- Madness tokens

Game Overview

Game Setup:

Distribute Cauldrons and minigames throughout play space (a decently-sized home or apartment). Give each player a Cauldron marker and a recipe card. Two players should receive a necromancer recipe card, the rest should receive an apprentice card. Have each player write their name on their Cauldron marker. Have all players close their eyes and have necromancers open, then close their eyes so they know each other's role, then have everyone open their eyes.

The Game Master should consult the following table for how many potions need to be brewed according to player count. The Game Master chooses which potions from the Apprentice Recipe card need to be brewed every game.

Players	Assignments
5	4
6	5
7	7
8	9
9	11
10	12

Game Flow:

The game begins in the Brewing Phase. During this phase, players move about the playspace without speaking. They play microgames to receive ingredients, place these ingredients in their Cauldrons, and then turn in these Cauldrons to the Game Master to complete their potions.

Apprentices brew potions to complete their group assignment, while Necromancers attempt to turn all the Apprentices into frogs. When a player has been turned into a Frog, players are called to the Discussion Phase to discuss the current state of the game, and are given the opportunity to turn another player into a Frog. After the Discussion Phase, the game returns to the Brewing Phase, and continues as such until game end.

Game End:

Play continues until Apprentices or Necromancers have met their win condition.

Apprentices: Complete all potion assignments OR turn all Necromancers into Frogs.

Necromancers: Have Necromancers equal the number of (non-frog) Apprentices.

Roles

Apprentices:

Most players at the start of the game will be Apprentices. Their primary goal is to complete their potion assignments and figure out who the Necromancers are. Potion assignment progress is tracked publicly by the Game Master on the Scoreboard. Apprentices gather items, brew potions, Sabotage & Collaborate with other players, and vote on who should be turned into a Frog during the Discussion Phase.

Necromancers:

2 players at the start of the game will be Necromancers. They know who each other are, and work together to build trust while turning all the Apprentices into Frogs. Necromancers are the only players in the game that have the ability to brew Frog Potions, which turn other players into Frogs. Necromancers can also Sabotage, Collaborate, and Vote like the Apprentices. If they wish, they may even progress the Apprentice win condition to gain trust.

Frogs:

Necromancers' Frog Potions and group votes can turn players of either alignment into Frogs. Frogs may not vote or brew potions, but they may still gather ingredients, Collaborate & Sabotage. Frogs still participate in group discussions during the Discussion Phase even though they can't vote.

A player turned into a Frog dons a Frog costume for the remainder of the game.

Game Master:

The Game Master keeps the game flowing smoothly, obscures which players brewed which potions, and randomizes which potion effects occur as a result of improper brewing. Experienced Game Masters may choose potion effects as a result of Sabotage rather than using a random effect. The Game Master should move around throughout the game, so that players have the opportunity to pass off their Cauldrons without being spotted.

Brewing Phase

Overview:

During the Brewing Phase, players are free to move about the play space as they collect ingredients to brew potions and gather information about their fellow players. **Players may not speak or**

pass notes during the Brewing Phase. However, players may use any non-language means of communication, such as pointing, nudging, facial expressions, hand gestures, etc.

Ingredients:

Players collect ingredients by playing the associated game. Once the game's goal has been met (such as landing a ball in a cup or hitting a bullseye) the player may take one ingredient. These ingredients must be kept visible for anyone to see. **Players may only carry one ingredient at a time.**

Cauldrons:

Players may brew potions by placing ingredients, one at a time, into any Cauldron in the play space. If the Cauldron has no marker next to it, it is empty, and any player may place their ingredient inside. Then, they leave their marker next to it to indicate that it contains at least one ingredient.

At any point after putting an ingredient into their Cauldron, the player who marked a Cauldron may write any player's name on a target notecard and place it in their Cauldron to choose their target. Once this is done, they retrieve their marker and bring their Cauldron to the Game Master. The Game Master will then open the Cauldron in secret, and activate the potion's effect. Players may attempt to pass their Cauldron to the Game Master secretly, but may not modify the contents of their Cauldron after choosing a target.

Once a player has turned their Cauldron into the Game Master, they may begin brewing another potion. **After the start of every following Brewing Phase, the Game Master will reset all Cauldrons that had been turned in.**

Cauldrons may not be moved until the Brewing player has decided their potion is complete. In-progress Cauldrons are never emptied. Players may begin a potion during a Brewing Phase and complete it during a following Brewing Phase.

Sabotage & Collaboration:

In addition to their own Cauldron, players may also place their ingredients in another player's Cauldron, for the purpose of **Collaboration** or **Sabotage**.

Collaboration and Sabotage happen in the same way- by placing an ingredient in another player's Cauldron, a player either helps them brew their planned recipe safely, or invalidates their planned recipe. An invalid recipe does not count for assignment completion, and will have a random effect.

Sleuthing:

While not explicitly a game system, players will be able to observe each other's actions and present any information gained to the group during the Discussion Phase.

Potions:

If the ingredients in the Cauldron match one of the game's recipes, the potion will take its effect. Game Masters may choose to delay a potion's effect to obscure which players brewed which potions. If this potion was one of the Apprentices' assignments, the Game Master will update the scoreboard and ring the bell to alert all players of the update.

If there are fewer than 3 ingredients in the Cauldron, the potion comes out an unfinished mess. The player who turned in their Cauldron is affected with a random potion effect as a result of their mistake, instead of the target.

If ingredients in the Cauldron do not match one of the game's recipes, the potion has been **Sabotaged!** The potion will have a random effect on whomever was targeted by the brewer.

Potion Effects:

Frog Potion: The Frog Potion may **only** be brewed by Necromancers. A player targeted by a Frog Potion turns into a Frog. **If a Necromancer's Cauldron has been sabotaged, but has the valid ingredients for Frog Potion present, the potion brewing succeeds.**

When a Frog Potion is activated, the targeted player should turn in their active Cauldron (if they had one) to the Game Master. This potion is discarded without effect.

Revival Potion: The Revival Potion turns a Frog player back into their original alignment. The Game Master announces this and retrieves this player's Frog costume.

Invisibility Potion: As soon as this potion is activated, every player is called to the central meeting place. They are all instructed to close their eyes. One player is tapped silently by the Game Master, and is given one minute to do whatever they wish while the remaining players keep their eyes closed. The "invisible" character should take care to move quietly so as to avoid outing themselves.

Influence Potion: The drinker's vote counts double in the vote. The Game Master should give the Influence token to a player targeted by this potion effect, and collect it after voting.

Frog Tongue Potion: This potion can only be used on a Frog. That frog may speak during the current Brewing Phase. There is a 50% chance for that Frog to join the Necromancer's team. The Game Master should give the Tongue token to the targeted Frog, and then randomly decide if the Frog joins the Necromancer team. The Game Master should then whisper to the targeted Frog their new alignment, and note it for themselves. If the targeted Frog was already on the Necromancer team, the Game Master should still randomly decide and whisper, but their alignment cannot change to the Apprentice team.

Polymorph Potion: The drinker may only communicate using animal noises during the next Discussion Phase. The Game Master should give the Polymorphed token to the targeted player, and collect it at the end of the following Discussion Phase. If the targeted player uses any language to communicate (other than rules clarification) then the Game Master should turn them into a Frog.

Love Potion: The drinker must choose a player and publicly declare their love for them. (They may speak during the Brewing Phase to do this.) They must follow that player around for the remainder of that Brewing Phase (they must be in the same room and be able to see them), and their vote is counted for the same person as their beloved. The Game Master should give the Beloved token and the Infatuated token to the target and their beloved, and collect them after voting.

Obvious Potion: For the remainder of the current Brewing Phase, The drinker must loudly announce what ingredient they put in a Cauldron, whenever they would do so. When this potion is activated, the Game Master should give the Obvious token to the targeted player, and collect it when the Discussion Phase begins. Game Masters are welcome to keep a close eye on targets of this potion, lest they forget their duty. If the targeted player does not announce their ingredient, the Game Master should turn them into a Frog.

Random Potion Effects:

1	The potion takes the effect of a Polymorph Potion .
2	Eepy: The potion makes the drinker fall asleep. They must close their eyes and stay in place for one minute. If suitable accommodations are present, they should attempt to lie down. The player may choose to make the noise “honk-shoo”, “mimimimimi”, or to pretend to snore, but they must choose one. The Game Master should keep time and stay present with the sleeping player.
3	False Frog: The potion transforms the drinker into a Frog. However, the following Brewing Phase, the drinker is revived. If this Frog is the last remaining Necromancer, the game

	continues (as opposed to the Apprentices winning.)
4	Stinky: The drinker's vote counts as a -1 in the following Discussion Phase. The Game Master should give the Stinky token to the affected player and collect it at the end of the Discussion Phase.
5	Madness: The drinker must lie during the following Discussion Phase, and attempt to convince other players of their lie. If they don't try hard enough, they are turned into a Frog. If they reveal they're mad, they are turned into a Frog. The Game Master should secretly give the drinker the Madness token, and retrieve it at the start of the following Brewing Phase. The following Discussion Phase, the previously Mad player may reveal they were affected by this potion.
6	The potion takes the effect of an Invisibility Potion .

Discussion Phase

Overview:

The Discussion Phase is triggered immediately when a Frog Potion is activated. During the Discussion Phase, players are called to a central meeting place and may finally speak with each other. This phase is not intended to be a structured conversation, but there are a few things for players and Game Masters alike to keep in mind:

- **Everyone's voice deserved to be heard.** Even if a player is considered "suspect" by a majority of the group, they must still be allowed to speak. In *Potion Problems*, you can never be sure that a player is who others say they are. Especially if playing with groups of mixed demographics, such as age, race, and gender identity, or with a mix of experienced and newer players, players should take extra care to respect each other.
- **Players are allowed (and encouraged!) to lie.** This is a social deduction game, and the Necromancers must deceive the Apprentices to win. Playing *Potion Problems* means accepting that players will lie to each other.

- **Frogs are critical to discussion.** Just because a player cannot vote, does not mean their input into discussion isn't valid. In fact, Frog players are often much more observant than non-Frog players!

Voting:

Once players have had a chance to discuss, the Game Master will call for a vote. After a count of 3, all players simultaneously point at who they wish to turn into a Frog. The player with the most votes turns into a Frog. If there is a tie, no player is turned into a Frog.

If players wish, they may vote for no player to be turned into a Frog. To indicate this, players should point at the ceiling. If a majority of players vote for no player to be turned into a Frog, the transformation will not occur.

Winning:






















If no Necromancers remain, the Apprentices win!

If the Necromancers equal in number to the remaining Apprentices, the Necromancers win!

Otherwise, after the vote, the game returns to the Brewing Phase.

Apprentice Recipe Card


You are an Apprentice!




	+		+		=	Revival Potion
	+		+		=	Invisibility Potion
	+		+		=	Influence
	+		+		=	Frog Tongue
	+		+		=	Polymorph
	+		+		=	Obvious
	+		+		=	Love

Necromancer Recipe Card




You are a Necromancer!




 +  +  = **Frog Potion**

 +  +  = **Revival Potion**

 +  +  = **Invisibility Potion**

 +  +  = **Influence Potion**

 +  +  = **Frog Tongue Potion**

 +  +  = **Polymorph Potion**

 +  +  = **Obvious Potion**

 +  +  = **Love Potion**

Game Master Recipe Card

Frog Potion Recipes (only one of which is active for this round)

 +  +  = **Frog Potion**




 +  +  = **Frog Potion**

 +  +  = **Frog Potion**




 +  +  = **Frog Potion**




 +  +  = **Frog Potion**

 +  +  = **Revival Potion**

 +  +  = **Invisibility Potion**

 +  +  = **Influence Potion**

 +  +  = **Frog Tongue Potion**

 +  +  = **Polymorph Potion**

 +  +  = **Obvious Potion**

 +  +  = **Love Potion**