THIS POTIONS EXPANSION CONTAINS 20 NEW SPELL CARDS, (5 IN EACH COLOR) AND 12 POTIONS.

SETUP

Each player/team starts the game with 2 potions. A team's potions can be used by either teammate on their turn. Remove 5 cards of each color from the basic deck and then shuffle in all 20 cards from the Potions Expansion. Feel free to try other combinations, but we suggest that you maintain the same number of cards in each color. All cards in the Potions expansion involve potions in some way.

RULES FOR PLAYING WITH POTIONS

- Instead of taking your free card draw, you may choose to take a potion.
- · You may not use one of your 2 actions to take a potion.
- · Anytime on your turn, you may spend 2 potions to take an extra action.
- Sapping/Draining means remove energy from an opponent.
 Place it back into the supply.

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PU BOX 130190, TAMPA, PL 33581

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