

Witch's Brew

4 player competitive spell casting game

Two six-sided dice and custom game cards required to play

Game Setup

1. Each stack of Ingredient cards is placed in order on the table. 2-12, including the Tarot Deck which is to be placed face down in position 7.
2. Place the Cauldron (discard pile) within reach of the players and place the skull tokens inside.
3. Each player rolls both dice, and the highest roller starts the game.
4. Players are to keep their hands hidden from the other players during play.

Objective

Players roll the dice to collect ingredients, cast powerful spells, and earn skull tokens by challenging opponents, casting a counterspell, or surviving magical attacks.

The first witch to earn 3 skull tokens wins the game.

If an Ingredient runs out, a player may initiate a trade for that ingredient, or wait until that ingredient is discarded by another player.

Ingredients by Dice Roll

Sum	Ingredient	
2	Poison Apple	Draw card (+1 ingredient card 3-11)
3	Garlic	Draw card and roll again
4	Bat Wings	
5	Snake Venom	
6	Werewolves Blood	
7	Tarot Card	
8	Bone Dust	
9	Spider's Web	
10	Graveyard Fog	
11	Cat's Claw	Draw card and roll again
12	Zombie's Eye	(Wild Card)

Doubles roll again and keep both resulting cards

Spellbook

Spell	Ingredients	Impact
Curse <i>Caster earns 1ST</i>	Graveyard Fog Spider's Web	-Force discard of one ingredient -Can not cast spells until healed
Healing Potion	Bone Dust Werewolves Blood	-Negates an existing curse
Protection <i>Caster earns 1ST</i>	Bat Wings Cat's Claw	-Negates an existing curse -A counter that negates a banishment during play
Banishment Spell <i>Caster earns 2ST</i>	Poison Apple Snake Venom Garlic	-Target must discard half of their ingredients
Mirror Spell	2 Zombie Eyes	-Use to reflect a spell onto the caster

During a player's turn:

1. **Roll the Dice**

Roll two six-sided dice simultaneously and calculate the sum of both rolls.

2. **Draw Ingredients**

Draw the corresponding Ingredient Card(s) based on your roll result. Refer to the Ingredient Table to determine which ingredient you pick up.

3. **Casting a Spell**

If you have collected all required ingredients for a spell listed within the Spellbook, you may cast that spell on a player of your choosing before play continues.

To cast a spell, reveal the required Ingredient Cards to the table, announce the target, and then discard into the Cauldron.

Winning the Game:

The first witch to earn 3 skulls tokens wins