

# Cauldron

∞∞∞∞∞∞∞∞ A board game of competitive alchemy ∞∞∞∞∞∞∞∞

## PRINT AND PLAY

Hello! Welcome to the print and play version of **Cauldron**, a board game of competitive alchemy. The following pages contain all you need to play **Cauldron**:



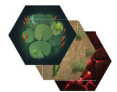
### PAGES 2 - 24

202 cards (57 Potions, 89 Spells, 49 Omens, 12 Cellars)



### PAGES 25-28

7 Character Cards, 7 Character Tokens, 10 Used Tokens, 3 Reference Cards



### PAGES 29-32

44 Field Tiles



### PAGES 33-35

132 Ingredient Tokens



### PAGE 35

Magik Track

Print out all the all the sheets and cut along the dotted lines. Sorry, it's a fair bit of cutting.

We want to make the creation of this print and play as easy and painless as possible, so there is no double-sided printing involved. Just mark the backs of the following types of cards in accordance with notes on the sheets:

- Basic (Easy ) Potions / Basic Potions / Advanced Potions / Basic Spells / Advanced Spells
- Omens / Cellars

The original Cauldron prototype used descriptive labels like “P-“, “P”, “P+”, “S”, “S+”, “O” and “C” to tell these apart in a concise way. The symbols on the back of the actual cards are used in the game to refer to specific cards – a reference sheet on page 25 will let you know which symbol is for which card.

You may also wish to substitute the ingredient tokens for other means of representing ingredients (such as coloured cubes stolen from one of the many euros in your collection). It would significantly reduce the amount of cutting you need to do – just make sure you keep track of which improvised token corresponds to which of **Cauldron**'s seven ingredients.

[The rulebook can be downloaded here.](#)

The character tokens can also be easily replaced with multi-coloured meeples – put a meeple of corresponding colour next to your character sheet to keep track. The meeple next to your character can even serve as a “used” marker for your once per season abilities.

You will need to provide a few six-sided dice from your own supplies to play the game as well.

We hope you have fun playing **Cauldron**. Please visit us at [www.altemagames.com](http://www.altemagames.com) if you require assistance or want to share your opinion.



## BIRTHSTONE RITUAL



Player whose birthday is closest (either direction) gets



## BRIGHT MOON



There is no stealing this season.



## CARNIVAL



Player who goes first this season also scores



## CAVE IN



HSP with a cellar loses one cellar, but not the ingredient inside.



## CELLAR CLEANING SEASON



All players with at least one empty cellar get



## CIRCUS IN TOWN!



Player who rolled lowest on turn order roll, gains



they rolled.



## CURIOUS DISCOVERY



LSP adds a new field to the board. Does not receive free ingredient.



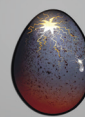
## DARK SKIES



No die roll is required to steal this season.



## DRAGON MATING SEASON

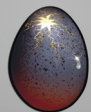


fields produce two ingredients this season.





## DRAGON RIGHTS ACTIVISTS



fields do not produce ingredients this season.



## DRINKING SEASON



Each player simultaneously gives a potion of their choice to player on their left.



## EARTHQUAKE



Two adjacent fields are removed. Selected by LSP.



## EXTRA BUBBLY POTIONS



Non-quick potions yield



this season.



## FERTILE SOIL



fields produce two ingredients this season.



## FLASH



All players gain



LSP gains



## FOREST FLOOD



fields do not produce ingredients this season.



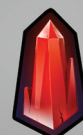
## FUNGUS FERTILITY



fields produce two ingredients this season.



## GEOLOGIST EXPEDITION



fields do not produce ingredients this season.



## HALLOWED GROUND



Cellars can store  
two ingredients  
until the next  
Harvest Season.



## IDENTITY SWAP



HSP and LSP  
exchange characters  
for the rest of  
the game.



## INQUISITORS INVESTIGATION



No spells can be  
cast this season.



## MAGIK-INFUSED ORE VEINS



Players receive



for every cellar  
they own.



## MAGIK IN THE AIR



Get



every time you cast  
a spell this season.



## MAGIK SUPPLY



Players get



for every spell  
they currently have.



## MAGMA ERUPTION



fields produce  
two ingredients  
this season.



## MASQUERADE



No character  
abilities can be  
used this season.



## MOLE INFESTATION



fields do not  
produce ingredients  
this season.



## MUTATION



LSP changes  
a field of choice  
to desired type.



## PLENTIFUL STORAGE



For each ingredient  
you have in a cellar  
receive an extra  
ingredient of  
the same type.



## RAIN OF FROGS



fields produce  
two ingredients  
this season.



## RATTLESNAKE MIGRATION



fields produce  
two ingredients  
this season.



## SCRIPTORIUM



All players  
receive a free



## SEASON OF BAD LUCK



All rolls of 6  
this season have  
to be re-rolled.



## SEASON OF CHARITY



All players but LSP lose



LSP gains the sum  
of what others lost.



## SEASON OF PLENTY



All fields produce  
two ingredients  
this season.



## SEASON OF SHARING



All players with  
ingredients in cellars  
must give one of these  
ingredients to player  
on the right.



## SEASON OF SIMPLICITY



All



count as Quick  
this season.



## SEASON OF SLOTH



No potion  
is considered  
to be Quick  
this season.



## SNAKESKIN POACHERS



fields do not  
produce ingredients  
this season.



## SPIDER-EATING FLIES



fields do not  
produce ingredients  
this season.



## SPIDER INFESTATION



fields produce  
two ingredients  
this season.



## SWAMP DRAUGHT



fields do not  
produce ingredients  
this season.



## SWEET SPOT



LSP selects a field.  
That field and all  
adjacent to it produce  
two ingredients  
this season.



## THE VORTEX



All players  
lose one  
random spell.



## UNEARTHED RECORDS



All players  
receive a free





## UNRELIABLE MAGIK



If you cast a spell this season – roll a die. On a roll of 3 or lower, the spell does not take effect, goes back into your hand and cannot be played this turn.



## VANITY SEASON



HSP misses their first turn this season.



## VERMIN



Discard all ingredients stored in cellars.



## PIMPLE REMOVAL POTION



QUICK



## BAD BREATH CURE



QUICK



## COMMON COLD CURE



QUICK



## HICCUP CURE



QUICK



## TOOTHACHE CURE



QUICK





## SUNBURN CURE



QUICK



## BREW OF GHOST FORM



## DROPS OF SADNESS



## ELASTIC BONES ELIXIR



## ELIXIR OF PETRIFICATION



## ANDROMAHA'S ENERGY BREW



## FLAME BURST VIAL



## LOVE ELIXIR OF ZEBISLA



## MIXTURE OF MIGHT



### OIL OF BLAZING SPEED



### OIL OF FEATHER GROWTH

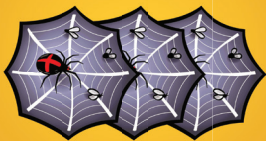


QUICK

### HESINDA'S OIL OF UGLINESS



### OIL OF ULTIMATE ADHESION



### POISON CLOUD VIAL



### POTION OF CLAIRVOYANCE

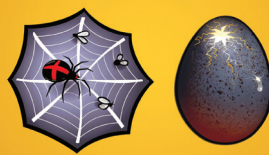


### POTION OF FUR GROWTH



QUICK

### POTION OF HAPPINESS





## POTION OF HYSTERIA



## POTION OF ILL-ADVISED BRAVERY



QUICK



## CANDIDE'S POTION OF ILL FORTUNE



## POTION OF INSANITY



## POTION OF INTELLIGENCE



## POTION OF MEMORY LOSS



QUICK



## POTION OF WATER BREATHING



## PROGOR'S RAGE OINTMENT



## SALVE OF STUPIDITY





 **SALVE OF WATER WALKING**

∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞

∞ ∞  ∞ ∞

 **KATARINA'S SLEEP MIXTURE**

∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞

∞ ∞  ∞ ∞

 **VIAL OF ENFEEBLEMENT**

∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞


∞ ∞  ∞ ∞

 **DEVYN'S BREW OF DARK SACRIFICE**




∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞


   

∞ ∞  ∞ ∞

 **ARNDUR'S ELIXIR OF ARCAN E ARTS**

∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞


∞ ∞  ∞ ∞

 **ELIXIR OF CRYSTAL SKIN**




∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞


  


∞ ∞  ∞ ∞

 **ELIXIR OF DRAGON TAMING**





∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞


    

∞ ∞  ∞ ∞

 **CHRISTOFORO'S ELIXIR OF ETERNAL YOUTH**

∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞

∞ ∞  ∞ ∞

**QUICK**

 **MAGUS COLE'S ELIXIR OF OMNIPRESENCE**

∞ ∞ ∞ ∞ ∞ ∞ ∞ ∞

∞ ∞  ∞ ∞

**SPELL**



## OIL OF DEMON SUMMONING



## MAREN'S OIL OF EARTHQUAKES



QUICK



## NAKAGAWA'S OIL OF INVULNERABILITY



## OIL OF SHAPESHIFTING



SPELL



## APPOLINARIA'S OINTMENT OF INVISIBILITY



## POTION OF ABSOLUTE POWER



QUICK



## POTION OF FIERY EXPLOSIONS



QUICK



## POTION OF MAGIK MASTERY



## POTION OF PIERCING SIGHT



SPELL





## POTION OF PLANT MUTATION



QUICK



## MISTIGEA'S POTION OF TELEKINESIS



## PLAISIER'S POTION OF TELEPORTATION



## POTION OF THE TERRIBLE CURSE



## TABATA'S SALVE OF FUTURE VISIONS



SPELL



## SOLUTION OF ELDRITCH ENERGY



## CAROLINIA'S VIAL OF SWIRLING MANA



## AMNESIA



Target player cannot use their character abilities until next Harvest season.

INSTANT



## AMNESIA



Target player cannot use their character abilities until next Harvest season.

INSTANT


## AMPHIBIAN EXPERTISE OF GEKIS



Harvest a



as a quick action.

Others cannot harvest  
 until your next turn.


## ARACHNID EXPERTISE OF ANGELIA



Harvest a



as a quick action.

Others cannot harvest  
 until your next turn.

## TREVYN'S ARCANE RITUAL



Discard a  
random potion.

Take two new potions  
(of discarded type)  
from supply.

## BENIGN SIGN



All potions requiring  
an ingredient of your  
choice yield



this season.

## BENIGN SIGN



All potions requiring  
an ingredient of your  
choice yield



this season.

## BLIGHT



Remove up to  
three ingredients  
of a single type  
from the board.

## BLIGHT



Remove up to  
three ingredients  
of a single type  
from the board.


## CRYSTAL EXPERTISE



Harvest a



as a quick action.

Others cannot harvest  
 until your next turn.

## DISORIENTING CURSE



Target player skips  
their next turn.

## DISORIENTING CURSE



Target player skips their next turn.


## DRAGON EXPERTISE



Harvest a



as a quick action.

Others cannot harvest  until your next turn.



## ERASE



Select an opponent with two or more potions. That opponent discards a random potion.

## ERASE



Select an opponent with two or more potions. That opponent discards a random potion.

## FIZZLE



Negate one spell effect.

INSTANT

## FIZZLE



Negate one spell effect.

INSTANT

## FIZZLE



Negate one spell effect.

INSTANT

## FIZZLE



Negate one spell effect.

INSTANT

## FORGERY



Take a



of your choice from another player. Give one of your potions in return.

## FORGERY



Take a



of your choice from another player. Give one of your potions in return.


## FUNGUS EXPERTISE



Harvest a



as a quick action.

Others cannot harvest  until your next turn.

## GUARDIAN SPIRIT



Negate an attempt to steal from you.  
The thief loses



INSTANT

## GUARDIAN SPIRIT



Negate an attempt to steal from you.  
The thief loses



INSTANT

## GUARDIAN SPIRIT



Negate an attempt to steal from you.  
The thief loses



INSTANT

## INVIGORATE



Remove any



from your character abilities.

## LUCK



Change any one die roll to any result you want.

INSTANT

## LUCK



Change any one die roll to any result you want.

INSTANT

## LUCK



Change any one die roll to any result you want.

INSTANT

## MAGIK SERVANTS OF ETT'EZUS



Build a cellar for free.

Maximum cellars limit applies.

## MAGIK SURGE



Roll



Get that much



You cannot brew potions this turn.

## MAGIK SURGE



Roll



Get that much



You cannot brew potions this turn.

## MAGIK SURGE



Roll



Get that much



You cannot brew potions this turn.


## MANDRAKE EXPERTISE



Harvest a



as a quick action.

Others cannot harvest  until your next turn.

## JO ANTOINETTE'S MYSTERIOUS COMPLICATIONS



Add a



requirement to another player's potion for this season.

INSTANT

## MYSTERIOUS COMPLICATIONS



Add a



requirement to another player's potion for this season.

INSTANT

## MYSTERIOUS COMPLICATIONS



Add a



requirement to another player's potion for this season.

INSTANT




## RATTLESNAKE EXPERTISE



Harvest a



as a quick action.

Others cannot harvest  
 until your next turn.

## REJUVENATE



Add an ingredient  
to all empty fields  
of one type.

## RUSH



You can take  
two actions  
this turn.

## RUSH



You can take  
two actions  
this turn.

## SCATTER



Target player loses  
two ingredients  
of your choice.  
(including cellars)

INSTANT

## SCATTER



Target player loses  
two ingredients  
of your choice.  
(including cellars)

INSTANT

## SHADOW MIST OF MYGHAL



Others cannot see your  
potions this season.

Next potion you  
brew is treated  
as Quick.

## SPELL OF CREATION



Add one empty  
field of any type  
to the board.

## SPELL OF CREATION



Add one empty  
field of any type  
to the board.

## SKYLETO'S SPLIT



Pick an ingredient  
you currently have.  
Receive one free  
ingredient of that  
type from supply.

## TRANSFORM



Turn one of the  
ingredients you  
possess into any  
other type.

## TRANSFORM



Turn one of the  
ingredients you  
possess into any  
other type.

## TRANSFORM



Turn one of the  
ingredients you  
possess into any  
other type.

## JAMAVAR'S TREMORS



Target player loses  
an empty cellar.

## AMPHIBIAN MASTERY



Harvest



as a quick action.

Others cannot harvest  
this season. Season  
ends when only  
are left on the board.

## ARACHNID MASTERY



Harvest



as a quick action.

Others cannot harvest  
this season. Season  
ends when only  
are left on the board.

## AURA OF PESTILENCE



Remove all  
ingredients from  
target field and  
adjacent fields.

## AURA OF PESTILENCE



Remove all  
ingredients from  
target field and  
adjacent fields.



## CRUEL CURSE



Instead of gaining



from a potion just brewed,  
another player loses



INSTANT



## CRUEL CURSE



Instead of gaining



from a potion just brewed,  
another player loses



INSTANT



## CRYSTAL MASTERY



Harvest



as a quick action.

Others cannot harvest  
this season. Season  
ends when only  
are left on the board.



## DESOLATION OF SUNILU



Remove up to  
five ingredients  
of choice from  
the board.

INSTANT



## BENTON'S DOMINATION



Select an ingredient.  
Take all ingredients  
of that type from  
other players.  
(including cellars)



## DRAGON MASTERY



Harvest



as a quick action.

Others cannot harvest  
this season. Season  
ends when only  
are left on the board.



## ELASTIC LIMBS



In addition to  
the ingredient you  
harvest, get three  
ingredients from  
adjacent fields.



## ELASTIC LIMBS



In addition to  
the ingredient you  
harvest, get three  
ingredients from  
adjacent fields.



## ELASTIC LIMBS



In addition to  
the ingredient you  
harvest, get three  
ingredients from  
adjacent fields.



## ROBALEN'S ETHEREAL FORM



This season you  
do not need  
to roll to steal.

Take two ingredients  
on your next steal.



## FISBA'S FERTILITY

Receive three of a  
chosen ingredient  
from supply.

All fields of that  
type get an extra  
ingredient.



## HASTE



All potions you  
brew this season  
are treated as  
Quick.



## HAVOC



Instantly end  
the current  
Harvest season.



## HAVOC



Instantly end  
the current  
Harvest season.



## MAGIK DOME



Negate one  
spell effect.

No spells can be  
cast this season.



## MAGIK DOME



Negate one  
spell effect.

No spells can be  
cast this season.



## MAGIK DOME



Negate one  
spell effect.

No spells can be  
cast this season.

INSTANT

INSTANT

INSTANT



## MAGIK MAGNET OF AMIZH



Other players lose



each,  
you gain the sum  
of points others lost.



## MANA SYPHON OF MARTINUS



Other players must  
discard one random  
spell. You get



for each discarded spell.  
No other spells can  
be played this turn.



## REPTILE MASTERY



Harvest



as a quick action.

Others cannot harvest  
this season. Season  
ends when only  
are left on the board.



## SHAPESHIFTING OF DAVITUS



Twice this season,  
you can use  
character abilities  
of other players.  
This does not count as a  
use of the ability for the  
purpose of once per  
season limit.



## TELEPATHY



Select an opponent  
with two or more  
potions. Take one  
of their potions -  
it is now yours.



## TELEPATHY



Select an opponent  
with two or more  
potions. Take one  
of their potions -  
it is now yours.



## THIEF'S CURSE



Negate an attempt  
to steal from you.

Take two ingredients  
of your choice from  
the thief.  
(excluding cellars)



## THIEF'S CURSE



Negate an attempt  
to steal from you.

Take two ingredients  
of your choice from  
the thief.  
(excluding cellars)



## HUCKDORFER'S TIME WARP



You can take  
three actions  
this turn.

INSTANT

INSTANT

INSTANT





## TOADSTOOL MASTERY



Harvest



as a quick action.

Others cannot harvest  
this season. Season  
ends when only  
are left on the board.



## TRANSLLOCATION OF QUO'SHA



Take another player's  
cellar with any  
resources it contains.

If you already have  
maximum number of cellars,  
the cellar vanishes but you  
still get the ingredient.



## TRANSMUTE



Change existing field  
to an empty field  
of your choice.

Receive one ingredient  
corresponding to  
the new field.



## TRANSMUTE



Change existing field  
to an empty field  
of your choice.

Receive one ingredient  
corresponding to  
the new field.











**Druid**

**Replenish**

Once per season harvest from an empty field. Roll a die: 1-3 = one ingredient, 4-6 = two ingredients.

**Astrology**

Spend 1 to draw a new at the start of Harvest Season.



**Alchemist**

**Improved Construction**

All cellars cost -1

You can have three cellars (3rd costs 4)

**Efficient Dosage**

Once per season when brewing a potion do not discard one of the ingredients.



**Occultist**

**Mind Control**

Once per season interrupt another player's harvest. Player collects ingredient of your choice. You get the original ingredient.

**Sacrifice**

Once per season spend 3 to negate a spell cast by another player.





**Shaman**

**Joint Spirits**

Once per season brew a potion that belongs to another player.

**Ancestor Guidance**

Costs of new fields and potions during Market Season reduced by 1



**Trickster**

**Sneaky**

You need to roll 3-6 to steal a resource.

**Sleight of Hand**

Once per season steal an ingredient as a Quick action.

**Lockpicking**

You can steal ingredients from cellars, but it requires a roll of 5-6.



**Witch**

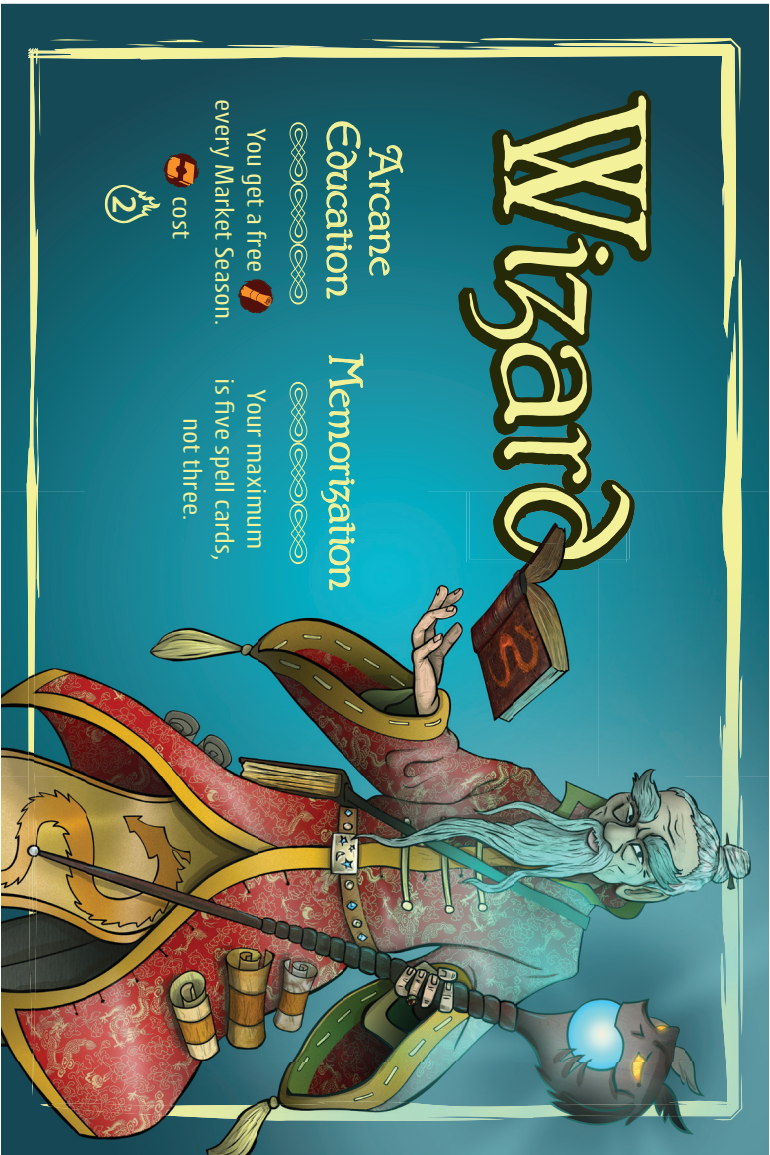
**Expert Brewer**

Brew two potions as a single non-quick action. Receive extra 1

**Little Helpers**

Once per season harvest two available ingredients instead of one.





## MARKET SEASON REFERENCE

 **NEW FIELD**  
(take 1 ingredient)

 **CELLARS**  
(1<sup>st</sup>/2<sup>nd</sup>)

 **BASIC SPELL**

 **ADVANCED SPELL**

 **BASIC POTION**  
(N = number of basic potions you own)

 **ADVANCED POTION**  
(N = number of all potions you own)

All purchases have a minimum cost of 1

3  
3 / 4


1  
3  
N  
N+2

## HARVEST SEASON REFERENCE

One regular action per turn:

**HARVEST**  
Take 1 ingredient from a field

**STEAL**  
Roll a die. If you rolled 4-6 - take a specified ingredient from a player

**BREW**  
If you have all ingredients required to make a potion - discard these. Score the potion's  yield.

Any number of Quick actions:

**CAST A SPELL**  
**BREW A QUICK POTION**  
**MOVE INGREDIENTS IN AND OUT OF CELLARS**

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3  
3 / 4


1  
3  
N  
N+2

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3

3 / 4

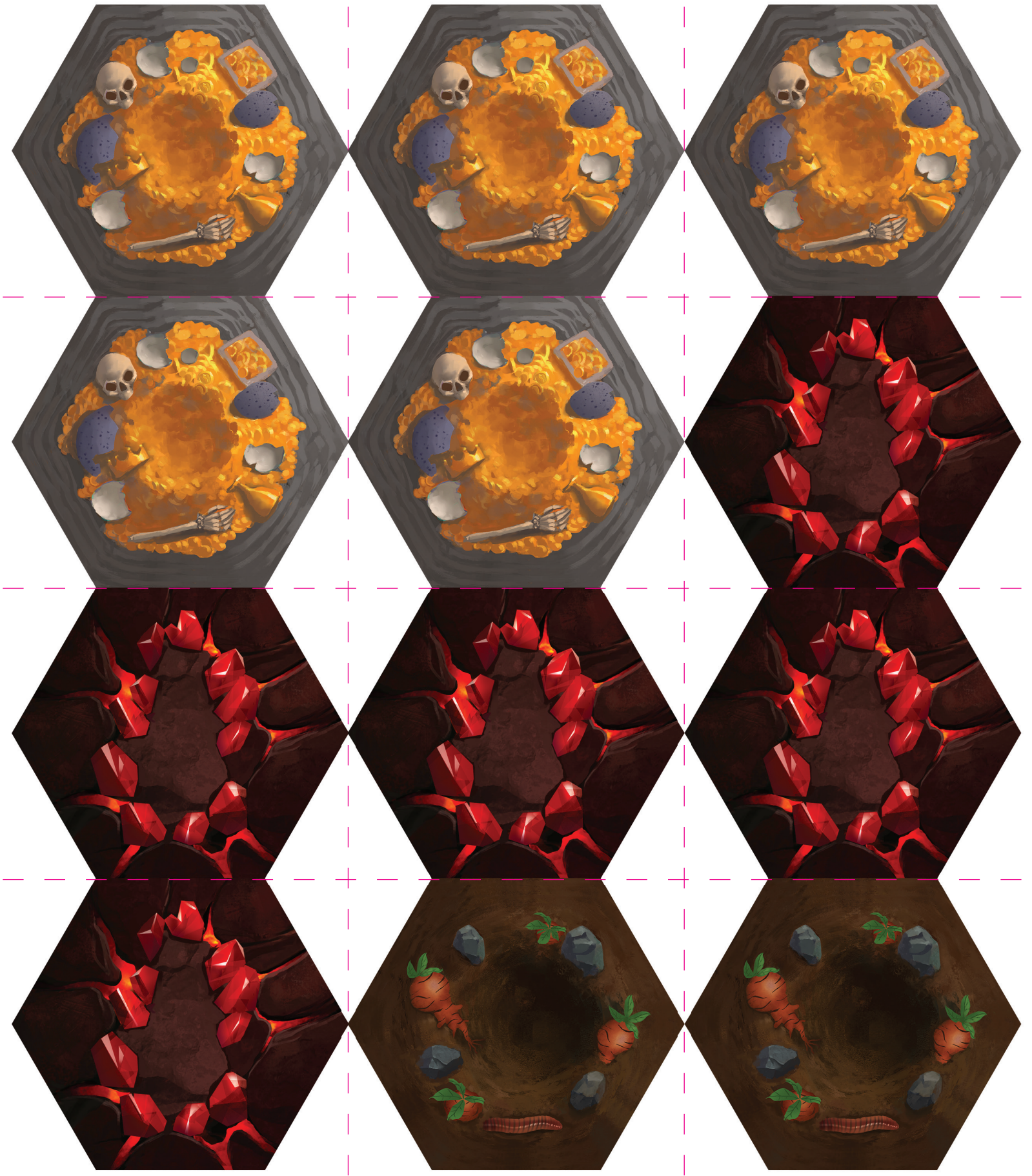
1

3

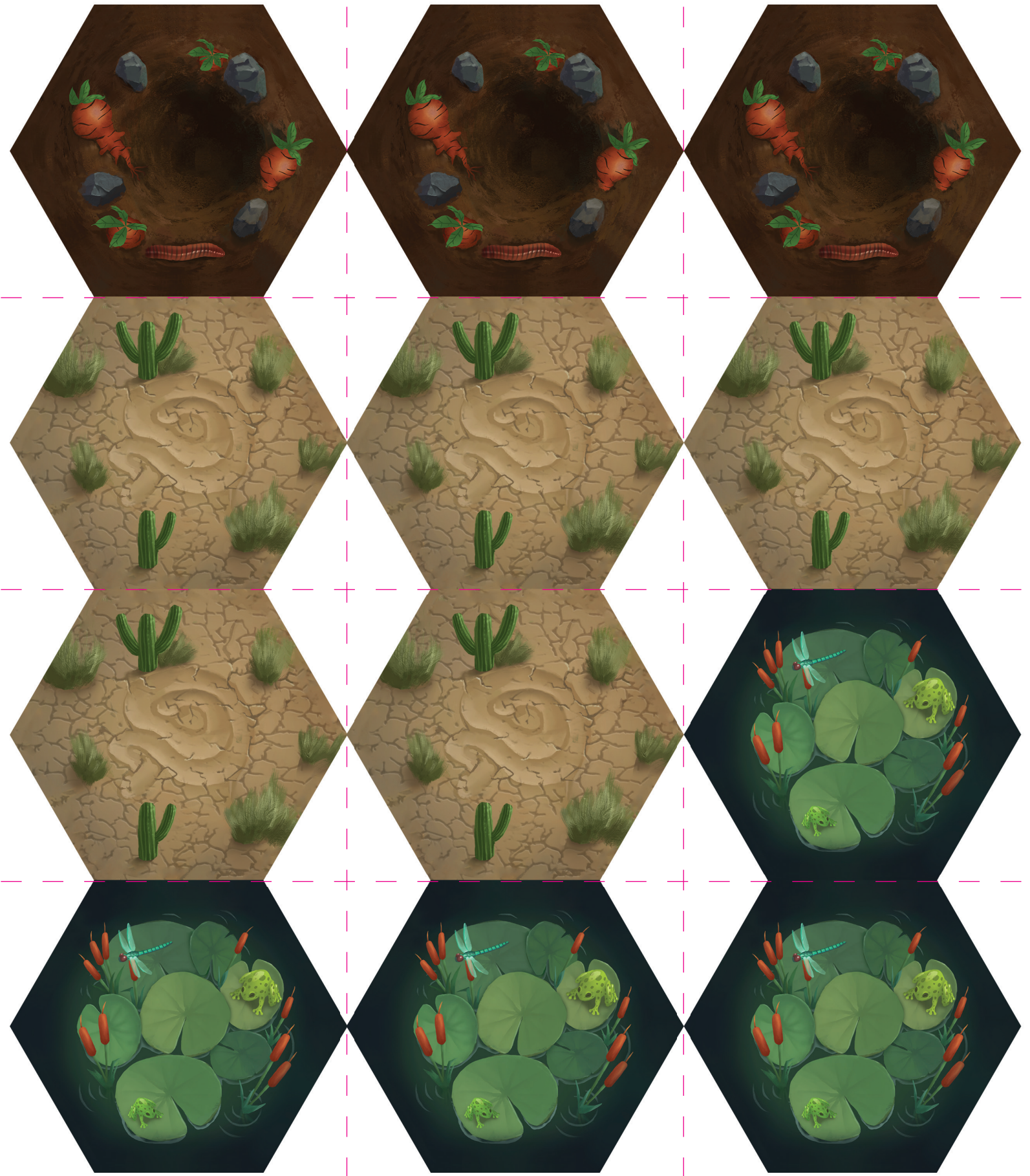
N

N+2

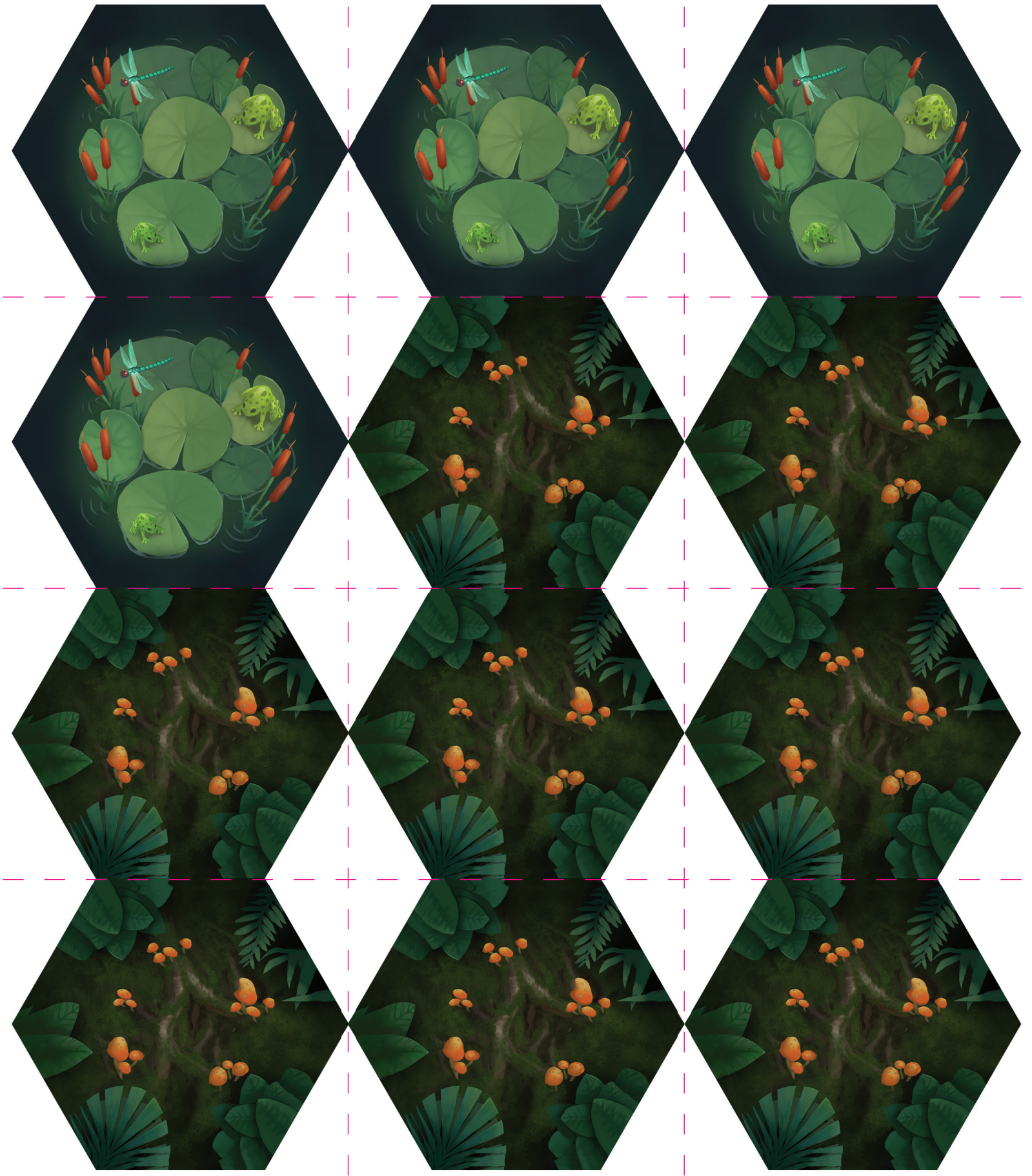




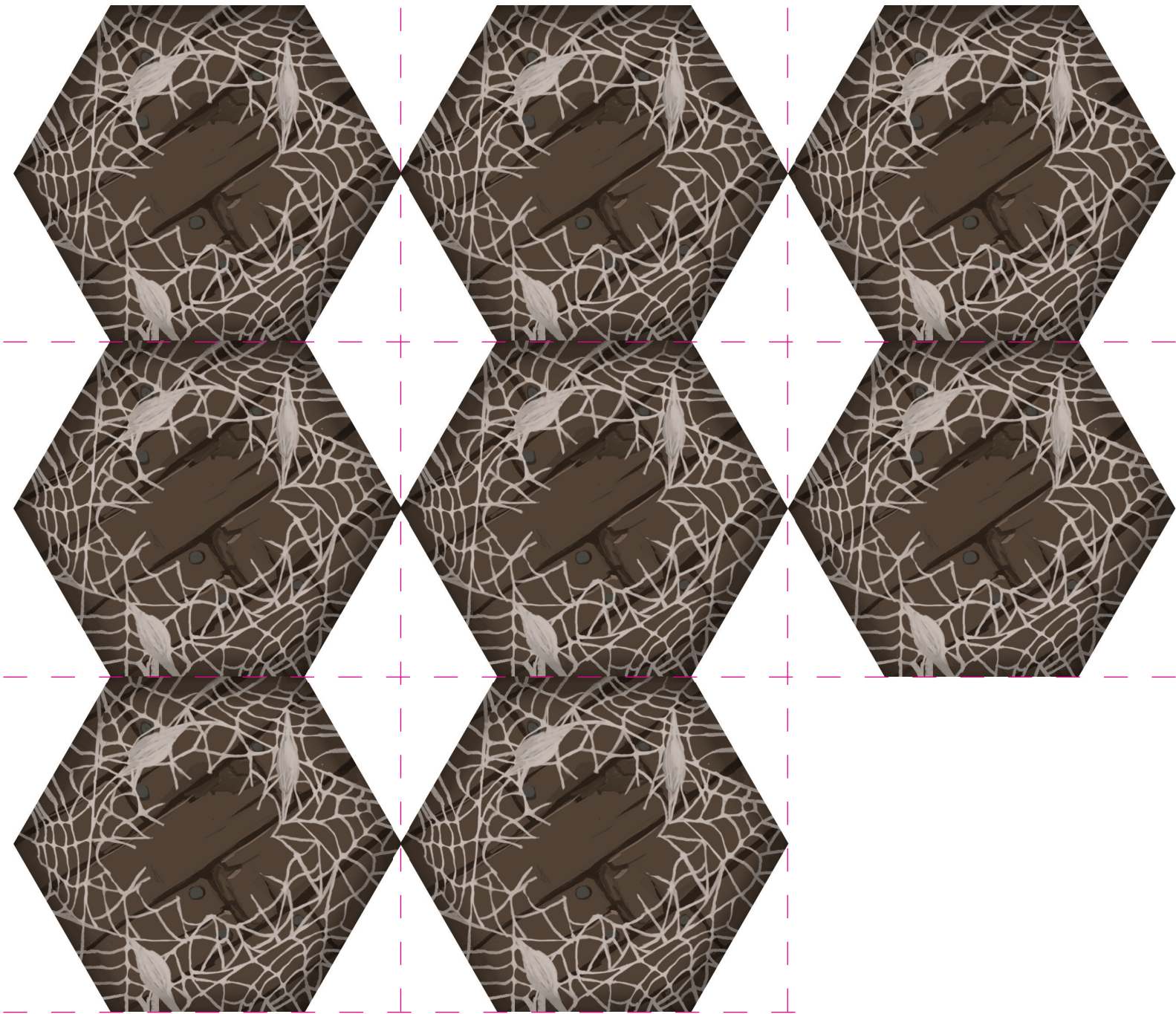




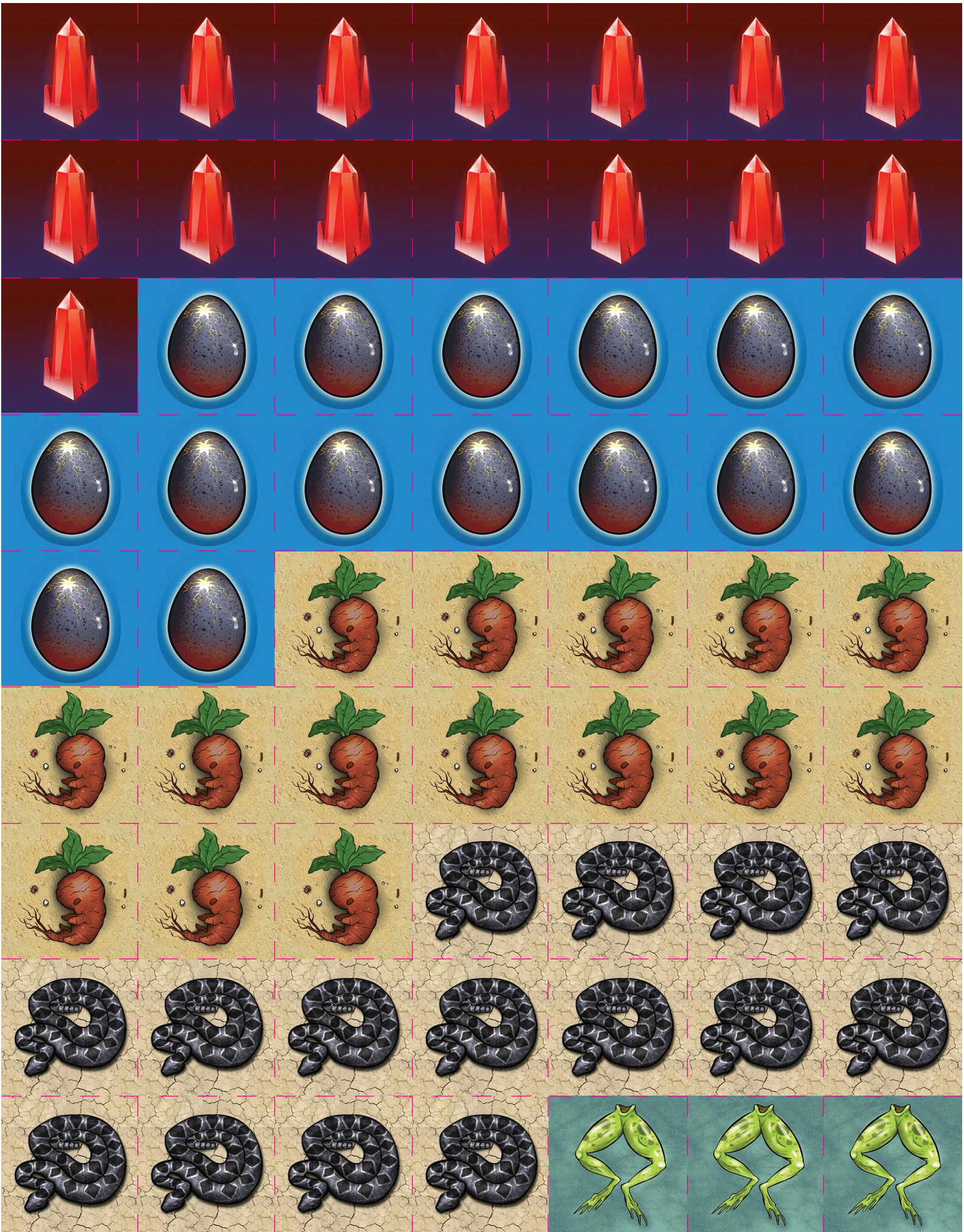


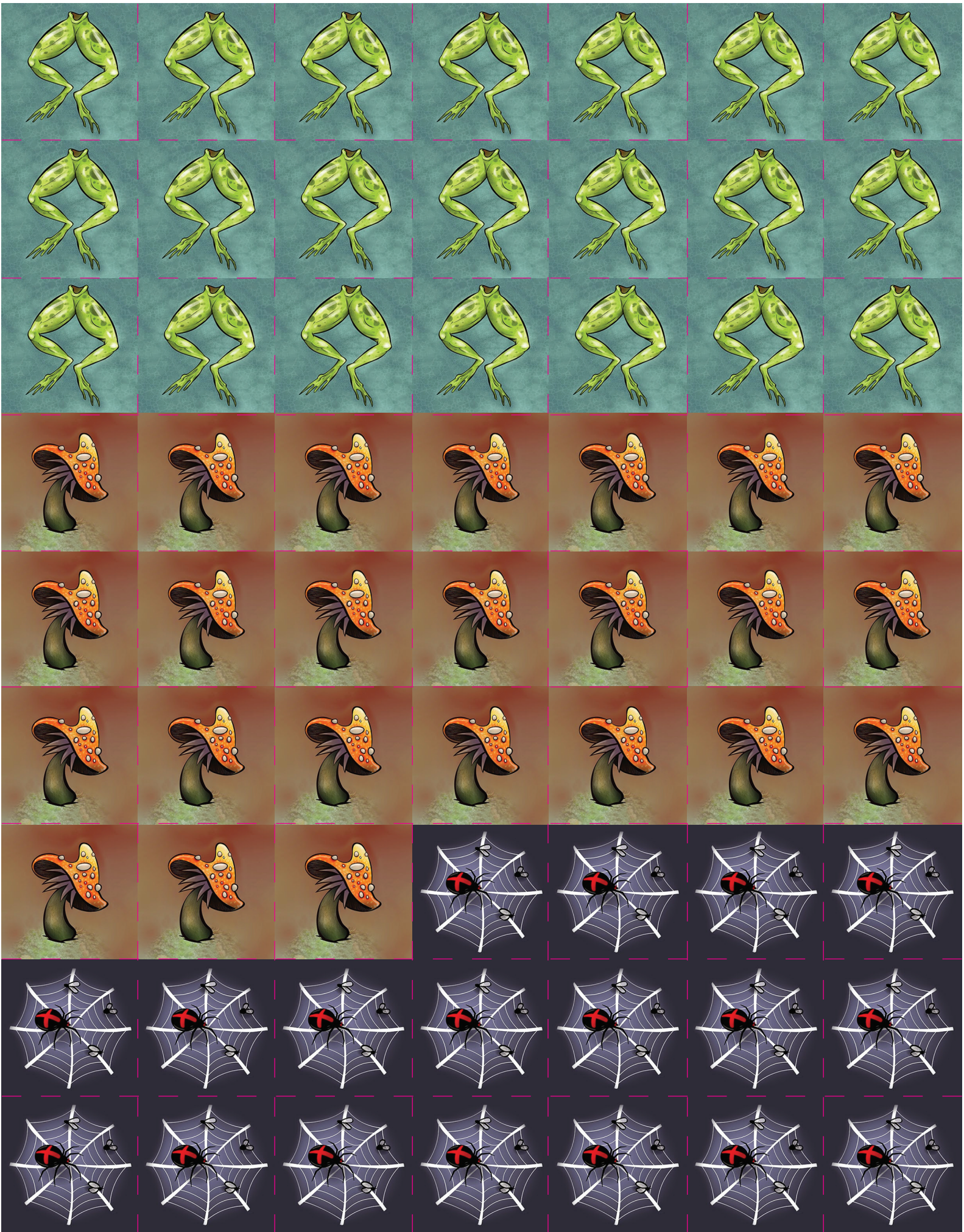




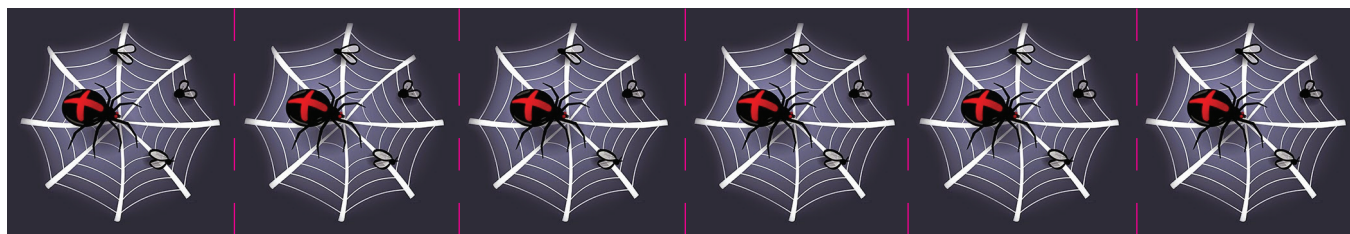












**Enthusiasm** ∞ Up to **10** every  yields  +1

0 1 **2** 3 4 5 6 7 8 9 **10**  
Start

**Magik Overflow** ∞ All players but the first through receive a 

11 12 13 14 **15** 16 17 18 19 **20**

**Rituals of Power** ∞  and  now available for purchase. Every player gets a 

**The Breaking** ∞

21 22 23 24

All players but the first through **25** add or remove a field from the board and receive a 

**Advanced Alchemy** ∞ Upon reaching **25** 2-ingredient potions no longer work. No free ingredients with field purchase.

25 26 27 28 29 30 31 32 33 34 **35**

You can only reach 35 and win by brewing a potion.