

EN THE MAGIC POTIONS

You can only brew magic potions if you perform the “Take mistletoe” action.
All potion(s) brewed will cost mistletoe. Depending on the action field, you can brew one or two magic potions immediately. Discard the used mistletoe to the general supply. Any unused mistletoe can be saved for future use actions.

A brewed potion must be used immediately for its effect. It cannot be saved for later.

If you brewed more than one potion, both must be used in order at this time.
Once used, place the potion counter in front of you. You may still need them at the end of the game for the stone tablet scoring.



Do exactly the same as if you were performing the “Erect a standing stone” action where you brew the potion..

Don't forget to check respective medicinal herbs for improved effects.



Turn over one of the medicinal herbs that is currently turned face down on your small player panel. It is now active.



Turn any of the dice already on a shrine to six. If there are other dice on this shrine, the 3 two prestige points are awarded again (see "How to play" step 3).



Place *any* one of your medicinal herbs from the large player panel face up on the appropriate field on your small player panel. This activates it. If you reach this single herb with your sickle, you may also place it *face up* next to your small player panel.



Take one of your dice from the overview board and six provisions from the general supply.



Move your sickle forward three fields.

Don't forget to check respective medicinal herbs for improved effects.



Move your prestige marker forward ten fields.



Do exactly the same as for the “Erect a runestone” action with a dice value of three.

Don't forget to check respective medicinal herbs for improved effects.



Do exactly the same as for the “Take a stone tablet” action.

Don't forget to check respective medicinal herbs for improved effects.



Move your knowledge marker forward three fields.

Don't forget to check respective medicinal herbs for improved effects.



Take two of your dice from the overview board and six provisions from the general supply. Move your prestige marker forward five fields.



Same procedure as for the double potion, except that you can activate any two medicinal herbs.



Do exactly the same as for the “Add an amulet” action, with a x5 multiplier and any one of the three graphic characters.

Don't forget to check respective medicinal herbs for improved effects.

Example:

You just brewed this potion and place the gemstone with the “3 3 prestige points” bonus on any free field on your amulet. Your red (+ x1) and orange (3 → 5) medicinal herbs are also active. So you receive 30 prestige points (= 6x5).



+1x 3→5



Do exactly the same as for the “Erect a runestone” action with a dice value of six.

Don't forget to check respective medicinal herbs for improved effects.

THE MAGIC POTIONS



Same procedure as for the single potion, except that you erect two standing stones where you brew the potion – first one (with all its effects), then a second (with all its effects).



Same procedure as for the single potion, except that you can turn up to three of your dice to the six and redistribute the 2 prestige points up to three times for a new competition.



Same procedure as for the triple potion, except that you take two stone tablets – first one (with all its effects), then – after refilling – a second (with all its effects).

Don't forget to check respective medicinal herbs for improved effects.



Move your prestige marker forward 25 fields.

THE STONE TABLETS

You must meet a certain requirement for each stone tablet to be worth 10 prestige points at the end of the game.

There are two of each stone tablet, if you have both and have completed that objective at the end of the game, you will score for each, for a total of 20 prestige points.



You've erected at least four of your six standing stones.



You own at least four stone tablets (completed or not).



You have dice on at least three of the four shrines with the starting fields.



You have at least six *active* medicinal herbs.



You've placed four dice in a straight line (regardless of paths!).



You've placed dice on *all* of the shrines in at least three clearings.



At least three adjacent dice with *the same* value along a path.



You have at least five gemstones on your amulet.



You own at least five of the 15 dolmens.



You have dice on shrines in at least six clearings.



You've erected at least four of your six runestones.



You have dice on at least four shrines in the clearing with the portal.



You've moved your knowledge marker at least six fields.



You have at least four magic potions.



You have the dice with the highest number on at least five shrines.