Between Light & Shadow Chapter 1 - Expansion Magistra Artium

Craft the cards: Folding method.

Only print this page. Cards: cut out each double card individually - the front and back remain together, you do not cut along the dotted line. Then fold them together along the dotted line and finally glue the front and back together on the inside.

CITY ENCOUNTER
Performe possible actions & cross out ⊠ at ⊠ actions.

Hillwick	Woodstead	Bloodcave	Stormhurst
A The Mixture. If **E** is crossed out: ✗✗ 🧪	**C** Root Potion. Loose 🧪: recieve 🧪	**E** Bloodstone ✗✗✗ **F** Bat blood ✗✗ 🧪	∞ *Trade* <-> **H** Working ✗✗

Start: Sandgate. 5❤ 3🍞 1⚪. Normal 🥾.
Place the card S0-Potions onto your equipment. The scrolls 📜 should be hidden and each potion should have 3 boxes.

Goal: Have at least 1 of each potion 🧪 & 1 🧪 & reach Sandgate

Each time you fulfil the "Brewing" condition of one of the potions 🧪 on the S0-potions card, you recieve one.

Special rules
- You have learned a lot in your studies, but you haven't really moved much. In this scenario, you may not use a dice on "Strength" in a fight. However, you can unlock any one ability at the start of the game.
- The creatures are not yet wild and have hardly attacked any other travelers. In this scenario, you do not roll for loot, but instead choose either ⚪ or 🍞 for each 👝.

Have at least 1 of each 🧪 and 1 🧪 & reach Sandgate.

| *Fellow student* You meet a fellow student, also in the final exam. You can help him or ask him for any assistance yourself. Choose: 🔥:✗✗✗ ☯:✗ 🧪 | *Profit* A strange merchant wants to buy your magic potions. You can lose as many 🧪 as you like. You recieve 2 ⚪ per sold potion. | *If 1 ☯ is crossed out:* ↦ **④** *Quid pro quo* Your fellow student needs your help again. But you can work together. ☯ Choose: 🔥:✗ 🧪 ☯:✗✗ 🟣 | *Don't cross out this event!* *Mind over matter* You are completely exhausted. But the prospect of graduating pushes you forward. ✗ ✊ |

Magistra Artium - Nervously, you tear open the envelope. Well, a difficult task indeed, one of the most complex potions of all, but you are ready to face the challenge......

You are a young alchemist from Sandgate. This morning, your teacher handed you the envelope with the task for your final exam. You are supposed to brew the potion of potions, a complicated mixture of five different tonics. Now you have to acquire these five all by yourself and return to Sandgate with the potion of potions. But your time is short.

- If goal achieved: <u>Delete</u> the white 1 in the loot table.
- If **C** is crossed out: Start S1 with a benefit of 1 👝.
- <u>Cross out</u> 1 👝 at the defeated creature with the highest number
- If 3 ✦ark the space in the 🏔 ➡ direction from Hillwick with this symbol: 🏺. If you end your movement here, you can buy anyone potion 🧪 for 1 ⚪ for the rest of the campaign here.

Movement phase: Turn all 🎲 to any value you want. Brewing: If you have defeat a creatur, instead of a 👝. (Potion of blood)

Fight: 🎲 +2. Brewing: If you enter a 💀 space and have crossed out at least 10 experience. (Black Lotus potion)

Fight: 🎲 +2 Brewing: In the movement phase place 4 dice with a value of 5+ from available to used. (Preservationpotion)

Movement phase: Gain 2 🧪. Brewing: You can't brew this potion. (Potion of willpower)

S0 - Potions

Craft the cards: Duplex method.

Print only this page and the next page in duplex mode. Cards: cut out each card individually.

CITY ENCOUNTER
Perform possible actions & cross out ⓧ at ⓧ actions.

| Hillwick	Woodstead	Bloodcave	Stormhurst
Ⓐ The Mixture If Ⓔ is crossed out: ✗ ✗	Ⓒ Root Potion Loose 🧴: recieve 🧪	Ⓔ Bloodstone ✗ ✗ Ⓕ Bat blood ✗ ✗ 🧪	∞ Trade 🪨🪨 <–> 🧴 Ⓗ Working ✗ ✗ 🪨

Have at least 1 of each 🥣 and 1 🧪 & reach Sandgate.

| Fellow student	Profit	If ❶ ◐ is crossed	Don't cross out
You meet a fellow student, also in the final exam. You can help him or ask him for any assistance yourself. Choose: 🔥: ✗ ✗ ✗ 🌙: ✗ 🧪	A strange merchant wants to buy your magic potions. You can lose as many 🥣 as you like. You recieve 2 🪙 per sold potion.	out: ➜ ❹ Quid pro quo Your fellow student needs your help again. But you can work together. ◐ Choose: 🔥: ✗ 🧪 🌙: ✗ 🧪	this event! Mind over matter You are completely exhausted. But the prospect of graduating pushes you forward. ✗ 👊

Movement phase: Turn all 🎲 to any value you want. Brewing: If you have defeat a creatur, instead of a 💀. (Potion of blood)
Fight: 🎲 +2. Brewing: If you enter a 💀 space and have crossed out at least 10 experience. (Black Lotus potion)
Fight: 🎲 +2 Brewing: In the movement phase place 4 dice with a value of 5+ from available to used. (Preservationpotion)
Movement phase: Gain 2 👊. Brewing: You can't brew this potion. (Potion of willpower)

S0

Start: Sandgate. 5 ❤ 3 🍞 1 ⚪. Normal 🔶.
Place the card S0-Potions onto your equipment. The scrolls
🗡 should be hidden and each potion should have 3 boxes.

Goal: Have at least 1 of each potion 🥄 & 1 🧪 & reach Sandgate

Each time you fulfil the "Brewing" condition of one of the
potions 🥄 on the S0-potions card, you recieve one.

Special rules
- You have learned a lot in your studies, but you haven't really
moved much. In this scenario, you may not use a dice on
"Strength" in a fight. However, you can unlock any one ability at
the start of the game.
- The creatures are not yet wild and have hardly attacked any
other travelers. In this scenario, you do not roll for loot, but
instead choose either ⚪ or 🍞 for each 👝.

S0

_Magistra Artium - Nervously, you tear open the envelope. Well,
a difficult task indeed, one of the most complex potions of all,
but you are ready to face the challenge......_

You are a young alchemist from Sandgate. This morning, your teacher
handed you the envelope with the task for your final exam. You are
supposed to brew the potion of potions, a complicated mixture of five
different tonics. Now you have to acquire these five all by yourself and
return to Sandgate with the potion of potions. But your time is short.

🔼 If goal achieved: <u>Delete</u> the white 1 in the loot table.
🔼 If 🅒 is crossed out: Start S1 with a benefit of 1 🍺.
🔼 <u>Cross out</u> 1 👝 at the defeated creature with the highest number
🔼 If ❸ 🅒 mark the space in the 🗺 ➡ direction from Hillwick
with this symbol: 🔵 . If you end your movement here, you can
buy anyone potion 🥄 for 1 ⚪ for the rest of the campaign here.

S0 - Potions