

POTIONS & PERILS



MINI-EXPANSION BY **SCOTT ALMES**

Legend says that before the evil took root, the abandoned dungeon was home to a brilliant alchemist. Working in peaceful darkness, she created magical elixirs that heightened body and mind... until the overlord invaded. She stashed her creations away in the far reaches of the dungeon. Her final hope was that intrepid explorers would discover her potions and use them to vanquish the foe. But beware! She imbued perilous curses on her hidden hoards to keep those weak-of-will away from her powerful gifts.



8 Potion Cards



2 Goblin Cards



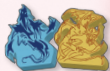
2 Minion Cards



1 Alchemy Lab
Dungeon Card



2 Boss Mats



2 Minion Tokens

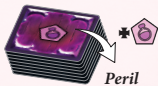
MINI-EXPANSION SETUP

1. Shuffle the **Potion Cards** into a facedown deck placed near the Loot and Spell Decks.
2. When forming the Dungeon Deck, cut **Deck B** into 2 halves and shuffle the *Alchemy Lab* **Dungeon Card** into the top part.
3. Shuffle the 2 new **Goblin Cards**, the 2 new **Minion Cards**, and the 2 new **Boss Mats** into the their respective decks.



GAMEPLAY

Potions can be found in the **Alchemy Lab** or as a reward for killing a **Mixy Goblin** (♣️🍷). As soon as a Potion is gained, **flip and reveal** the top Potion Card, and then decide whether to equip it or give it to another hero (see next page). However, the **Peril** (the alchemist's curse) listed at the top of the card must first be immediately resolved.



PERILS

At the top of each Potion Card is a negative effect that is resolved **as soon as** the card is revealed:



All Heroes take damage/lose focus.



Add a Goblin to active Hero's room.



Trigger Enemy Actions.



Move all Heroes to the Entrance.



*Drink this
Potion to gain
one additional
movement and
heroic action.*



FREE ACTION: DRINK A POTION

As a Free Action on their turn, heroes can drink a potion and receive its **benefit immediately**. This includes gaining health/focus, modifying a skill/stat (lasting only for that turn), or even performing an additional action/movement. Discard the potion from the game after use.

GAIN/EQUIP POTIONS

Potions are **treated like Spells** when equipped (can only have a maximum of 2 Potions). When gaining a Potion, decide whether to equip it or to give it to another hero to equip. The hero that receives the Potion can be anywhere in the Dungeon and can be either conscious or unconscious. **Potions cannot be exchanged between heroes.** A Potion may be discarded instead of used but will be discarded from the game.



Once the facedown Potion Deck is exhausted, there is no effect for the "Gain Potion" icon (♣️🧪). Instead ignore that effect.



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