THE UGA POTIONS TOURNAMENT RULES



Article I : Vos Quêtes

Over the course of their travels, each team of adventurers must gather ancient knowledge, powerful artifacts, and mysterious ingredients in order to brew potions and, above all, complete quests.

These quests will be numerous, and they will let you gather precious 1 in order to win the fabulous Potions Tournament.

At the start of the Tournament, you will receive Quest Cards : each one will reward you with 1 if you're able to complete it!

You'll be able to buy new ones from the Tournament Organizer for 2 .

Use all of your resources so that, at the equipment drop-off, you'll have as many 1 as possible.

Article II: The Purse Handover

At the end of the Tournament, remember to return to the Potions Workshop with your , your equipment, and your Codex, in order to proceed with the Purse Handover. We will count your 1 between 11:40am and 12:00pm sharp. This means your quests and your potions must be finished before then! Keep this in mind so you don't arrive late and miss out on quests.

Bonus :

7 for the first team to hand in their codex
4 for the second
2 for the third

Disqualified if you arrive late.

At the end of the Purse Handover, the team with the greatest number of 1 wins the Tournament!

In the event of a tie, the troupe with the most beans wins. In the event of a second tie, each team will choose its champion, and a ritual duel will determine the winning team, according to the sacred laws of "Parchment - Dagger - Crystal."

Article III: Your Equipment

A satchel containing :

- 5 🫘, your Codex, your starting quest 📕
- a Toad, companion of sincere harmony: Detects the truth, shies away from false notes
- the Vial of Powdered Ent: repels water
- the Arm Guard: a survival cheat-sheet for hostile environments
- the Trickster's Loaded Die: victory is in the bag
- your Pocket Companions...



Article IV: , , and Interactions

The exchange of Quest Cards, Bonus Cards, and  between teams is allowed and even strongly encouraged.
You may also bribe, challenge, and negotiate as much as you like! However, stealing or equipment, and abuse toward the Villagers, are forbidden.

Only count toward winning the Tournament.


Article V: The Village

The Tournament takes place across the eight locations of the charming town. Three of them are home to illustrious Villagers (NPCs). In each of these locations, you car :

- Win Bonus Cards
- Show off your talents
- and of course... Collect 

First come, first served. Rumor has it that Bonus Cards are hidden all over the village....

Article VI: Other Rules

Any blatant cheating, low blows outside the game, or disrespect toward the Villagers will result in immediate exclusion from the Tournament.
If in doubt: speak to a Villager. The Villagers have authority to settle disputes.

<u>Appearance Bonus:</u>

3 Fully costumed team
2 One or more costumed member(s)
1 Presence of an accessory within the team

Secret Bonus: to prove you've read the Rules all the way through, say "May the beans be fair, and may the potion still be foaming tomorrow!" to the Tournament Organizer... who knows what they have in store for you?

May the best team win the title of Grand Champions of the Potions Tournament, and its necklaces of eternal glory, in powder form!