

SETUP (PAGE 4 & 5) OBJECTIVE CARDS

If a player is dealt duplicate Objective Cards, they should redraw until they have three different objectives.

‘End with Unused Mana’ Objective Card: We recommend using this objective only when one micro expansion is in play — either ‘Mana Springs’ or ‘Arcane Adventurers’, but not both.

PHASE 1: FORAGING (PAGE 6 & 7) FORRIE CARDS

The value inside the **heart icon** indicates your Forrie’s **strength**, used to break ties when determining player turn order. (See Player Turn Order section on page 7.)

IRIDESCENT FORRIE

This card is a **one-time use**, unless the same situation occurs again in a future turn and you cannot forage a resource.

PHASE 2: ALCHEMY (PAGE 8 & 9)

While you have the option to play this round in the established turn-order, we recommend simultaneous alchemy for faster gameplay. If multiple players have to pull from the same bag, **turn order takes precedence**.

When processing a resource card with potency greater than 1, **pull each Elixir token from the bag one at a time**.

ELIXIR PROCESSING EXAMPLE:

Player One processes a Berry resource with a potency of 3, they draw 3 Berry elixirs from the Berry bag. However, they only have 2 open inventory slots. After pulling the tokens, they reveal 2 Pure elixirs and 1 Impure elixir. They choose to keep the 2 Pure elixirs, placing them into their inventory, and discard the Impure elixir.

Transmute & Potency Alchemy abilities must be activated **before** pulling from an elixir bag.

The **Rainbow** ability is only activated before pulling if you’re relying on elixirs from an immediate pull. If you’re processing two pre-existing elixirs from your inventory, you may activate this ability at any point during your Alchemy turn.

Purge only affects inventory and doesn’t involve pulling tokens, so you can activate it at any point during your Alchemy turn.

INVENTORY

Your alchemy station can hold a **maximum of 6 elixir bottles**. Place brewed elixirs into your inventory in any order you choose; you may rearrange your inventory at any time.

If you are running out of inventory space but process a resource that extracts more elixirs than you can hold, **draw all elixirs first**, then decide which to keep and which to discard.

Use the **‘Purge’** ability to remove **failed attempts, spectral vials** and any **unwanted elixirs**.

ALCHEMY ABILITIES EXAMPLE:

Player One uses their Alchemy Station to process two resource cards. First, they activate their Transmute ability for 1 Mana, converting a Berry resource (with a potency of 2) into 2 Water elixirs. They pull two tokens from the Water elixir bag and place both Pure elixirs into their inventory. Next, Player One decides to overcharge their Alchemy Station, spending 2 additional Mana to activate the Rainbow ability. They combine two pre-existing Pure elixirs already in their inventory into one Rainbow elixir. Player One ends their Alchemy turn.

ALCHEMY ABILITY ACTIVATION



Transmute: Convert one specific resource card to any elixir of your choice.

Example: Player One converts a Water resource card with a potency of 2 into Rock-based elixirs. This means the player can process 2 elixirs of the Rock type.



Rainbow: Combine any two **pure** elixirs from your inventory to create a Rainbow ‘wild’ elixir. Rainbow elixirs are a **substitute for any** required elixir.

Impure Elixirs, Failed Elixir or Spectral Vials cannot be converted into a Rainbow elixir.

OTHER ELIXIR TYPES



Spectral Vial: Perished adventurers may haunt your Alchemy Station, leaving behind a Spectral Vial that occupies inventory space, cannot be used for healing, and deducts 1 reputation point if remaining at game’s end.

Rainbow Elixir: A versatile elixir that can substitute for any elixir type when healing adventurers.

Failed Elixir: An unusable elixir that occupies inventory space and deducts 1 reputation point if remaining at game’s end.

PHASE 3: HEALING (PAGE 10 & 11)

IMPURE ELIXIR (SIDE EFFECT) EXAMPLE:

Player One attempts to heal an adventurer using one Impure Elixir. After administering the cure, Player One immediately rolls the Side Effect die. The die reveals a -1, meaning Player One must reduce their Reputation Dial by 1 point.

Side Effect die rolls are resolved individually, with all reputation effects applied immediately. If an adventurer dies during the process, any remaining Side Effect rolls are skipped.

DEATH CAUSED BY PASSING OF TIME

Another situation where **Ghost Vengeance** may occur is at the end of a round, when the Sun token advances and **time passes**. (See page 12 “Next Round Setup & End Game”)

Any adventurer who has not been healed during the round **loses 1 heart** (health). If an adventurer’s health reaches zero due to this loss, they perish. Immediately flip the Adventurer card to reveal the Ghost Vengeance event. **All players** must then resolve the Ghost Vengeance effect as described on the card.

‘POLTERGEIST ACTIVITY’ (GHOST VENGEANCE CLARIFICATION)

When resolving Poltergeist Activity, you must pass the specified Elixir (left-most or right-most in your inventory) to another player. If the receiving player’s inventory is already full, they must discard their corresponding Elixir (left-most or right-most) and replace it with the passed Elixir. Only Pure, Impure, and Rainbow Elixirs may be passed; Spectral Vials and Failed Elixirs cannot be passed.

SPELLS

Players can cast a Spell card at **any time**—including interrupting another player’s turn (provided the spell’s effect logically applies to that moment).

SPELL EXAMPLE:

Player Two is about to heal an adventurer with only 1 heart remaining, which would earn them +3 reputation points. However, Player One interrupts by casting the spell “Free Sample”, allowing them to add or subtract one heart from any adventurer. Player One chooses to add one heart to the adventurer about to be healed, increasing their health from 1 to 2 hearts. As a result, Player Two now receives +2 reputation points instead of +3 when healing this adventurer.

‘STASIS’ SPELL

The ‘Stasis’ spell allows the player to remove an adventurer (along with their Diagnosis & Cure cards) from the active game area and place them next to their Alchemy Station. While in stasis, the adventurer doesn’t lose health between rounds and can’t be healed by opponents, allowing you to reserve them until you’re ready. The rule limiting healing to one adventurer per turn still applies when healing the adventurer in stasis. The adventurer’s empty space in the play area remains unfilled until the next round. If the adventurer is still in stasis at game-end and hasn’t been healed, flip their card and resolve the Ghost Vengeance effect.

‘CLEANSE’ SPELL

The ‘Cleanse’ spell functions similarly as the Purge ability. When you cast Cleanse, choose an opponent and discard only their Failed Elixirs and Spectral Vials from their inventory. In doing so, you gain 4 reputation points.

‘FREE SAMPLE’ SPELL

The ‘Free Sample’ spell allows the player to add or subtract 1 heart to any adventurer in play. You can use it to interrupt an opponent healing an adventurer with 1 heart left, increasing their hearts to 2. This would reduce the opponent’s reputation bonus from +3 to +2, since the adventurer no longer meets the 1-heart bonus condition. If casting this spell causes an adventurer’s health to reach zero, triggering a Ghost Vengeance event, the player who cast the spell must resolve the Ghost Vengeance effect.

‘METAMORPHOSIS’ SPELL

The ‘Metamorphosis’ spell allows you to temporarily change your Forries’ species for your next Foraging turn. For example, if you’re playing with the Rock species deck, you can cast ‘Metamorphosis’ and declare your Forries as Water species for the upcoming Foraging phase, granting you the stamina discount on Water resources from the Wilderness board. This effect lasts for one Foraging turn only—your Forries return to their original species afterward.

‘HELPING HAND’ SPELL

The ‘Helping Hand’ spell allows you to give one unwanted Elixir (Pure, Impure, Failed or Rainbow) from your inventory to another player, provided they have available inventory space. If they do not have space, discard the Elixir instead. You cannot use this spell to discard Spectral Vials. After resolving this spell, attempt to draw two new Elixirs from a chosen Elixir bag.

‘FORRIE TAMER’ SPELL

The ‘Forrie Tamer’ spell allows you to exchange your complete Forrie deck with another player. If you swap Forrie decks with another player who has an Iridescent Forrie shuffled into their deck, the Iridescent Forrie stays with the swapped deck. However, the player who originally had an Iridescent Forrie immediately adds the new Iridescent Forrie onto the top of their new deck.

‘CLEAN SWEEP’ SPELL

The ‘Clean Sweep’ spell allows the player to clear all Wilderness cards currently on the board and immediately refill the board with new Wilderness cards drawn from the deck.

NEXT ROUND SETUP & END GAME (PAGE 12 & 13)

FINAL ROUND 'CLOSED'

Only activate a maximum of **2 Alchemy Abilities** for the final round. The Alchemy Abilities do **not** refresh between turns during this Final Round.

SCORING CARD BONUS

Rainbow Elixir: Only count Rainbow Elixirs specifically indicated on your collected Cure Cards and those remaining in your Inventory.

FINAL SCORE TIEBREAKER

If there is a tie for the highest Reputation score at the end of the game, the player with the **most** remaining **Mana** is the winner. If there's still a tie, the victory is shared—there's room for more than one Master Alchemist!

SOLO MODE (PAGE 16 & 17)

PHASE 1: FORAGING

If you draw with Corruption's stamina spend, determine Corruption's strength, comprising the value indicated by the heart on the card plus the number of collected souls by Corruption (Spectral Vial Tokens). **Compare Corruption's strength to your chosen Forrie's total strength value**, the higher value breaks the tie.

HEALING EXAMPLE (IN SOLO MODE):

You win the turn-order by playing a lower total Stamina than Corruption. During your Healing phase, you successfully heal the adventurer in position two. On Corruption's turn, a die roll of -2 would normally kill the adventurer in that position—but since you already healed and removed them, Corruption has no adventurer to harm!

SOLO MODE DIFFICULTY

Looking for ways to increase the challenge?

RULE ADJUSTMENT:

Modify the following rule on **page 18**:

Quote: "In the case of a **natural Ghost Vengeance event** (an Adventurer losing health between rounds), Corruption gains a **Spectral Vial** token but **does not** collect the **Diagnosis** (cake) Card, **Cure Card**, or **reputation points** associated with the Cure card or Adventurer's remaining health."

Instead, change the rule so that Corruption **does** gain the **Diagnosis** (cake) Card, **Cure Card**, and **reputation points** equal to the values on the **Cure Card** and the **Adventurer's remaining health (-3 points)** when an adventurer dies naturally from health loss between rounds. This accelerates Corruption's reputation gain, increasing the challenge.

ADDITIONAL TWEAKS:

- Add **one extra Failed Elixir** token to each Elixir bag in Setup, increasing the chance of failed attempts.
- **Reduce your starting Mana** from 12 to 8.

QUESTIONS & ANSWERS (PAGE 19)

Question: If I can't collect any resources during the Foraging phase, do I shuffle in the Iridescent Forrie? And what if I can't forage again next round?

Answer: Yes—if you're unable to collect any resources, you don't gain anything that round and immediately shuffle the Iridescent Forrie into your deck. If it happens again next round (which is rare), you simply keep drawing each turn until you pull the Iridescent Forrie to help you recover.

Question: In the final round, do players take turns healing one adventurer at a time, or can the first player keep healing and using their Alchemy Station before others act? And in Solo Mode, does the Corrupt Baker roll multiple times if healing continues?

Answer: In the final round, players heal one adventurer at a time in turn order. This cycle continues until no players can heal or all adventurers are healed—no player heals multiple times in a row.

In Solo Mode, you take one healing action, then Corruption rolls. If you continue healing, Corruption rolls again after each action. Once you can no longer heal, Corruption makes one final roll.

Question: Can you remove all Failed Elixirs, Spectral Vials, and unwanted elixirs with a single use of the Purge ability?

Answer: Yes, when you activate the Purge ability, you may remove all Failed Elixirs, Spectral Vials, and any unwanted elixirs from your inventory.

Question: During the Alchemy Phase, do I have to choose all my Alchemy Abilities before pulling elixirs from the bag?

Answer: No, you don't have to select all your Alchemy Abilities at once before starting. However, some abilities must be declared before pulling elixirs: *Potency* and *Transmute* must be announced before pulling elixir tokens from the bag, as they directly modify the draw. *Rainbow* only needs to be announced beforehand if you're relying on elixirs from the upcoming pull. If you're using elixirs already in your inventory, you can activate this ability at any point during your Alchemy turn. *Purge* affects only your inventory and can be used any time during the Alchemy Phase.

ADDITIONAL PLAY MODE TWO-PLAYER (DIFFICULT MODE)

Looking to add more tension to your two-player game? Introduce the **Corruption deck** to simulate a third player. Use the **Solo Rules** (see p.16) to control Corruption's actions. Be sure to use the 1–2 Player side of the Wilderness Board.