



# MERCHANTS COVE

## The Alchemist

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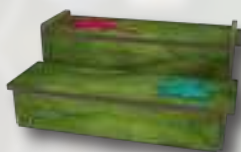
As Phoenestra Orwyn, the Alchemist, you gather mysterious ingredients from your decanter, mix them in your cauldrons, and brew them into Merchants Cove's finest potions and elixirs. Your shop has a good

supply of magical ichor—a slightly toxic filler ingredient. It's great when used in moderation, but too much can stir up trouble! Will you let it corrupt your practice?



## COMPONENTS

- This Rulebook
- 1 Alchemist figure
- 1 Alchemist Shop board
- 1 Alchemist Staff board
- 1 Alchemy bag
- 26 plastic marbles – “Ingredients”
- 4 plastic tokens – “Ichor Extracts”
- 1 3D cardboard Sale Shelf
- 1 3D cardboard Decanter
- 20 Alchemist Goods
  - ▶ 12 small (3 each in 4 colors)
  - ▶ 8 large (2 each in 4 colors)
- 20 plastic standees

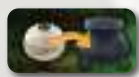


## SETUP

1. Place the Alchemist Shop board, Staff board, and Sale Shelf on the table in front of you.
2. Place all 26 Ingredient marbles into the Alchemy bag and mix them.
3. Fold and insert the 3D Decanter into its slot on the Shop board. Then draw 8 Ingredients at random from the Alchemy bag and fill them into the Decanter.
4. Cover each Sponsorship icon on the Alchemist's Rack with one Ichor Extract.
5. Keep the Potions (small Goods) and Elixirs (large Goods) nearby, ready for use.
6. Place the Alchemist figure onto the Activate Staff action space.



## ALCHEMIST ACTIONS



### Take Ingredients (Cost Varies)

Take **Ingredients** from your **Decanter** and add them to your **Brewing Cauldrons**. There are three action spaces; each has a different cost and corresponds to a different row of the Decanter. To take this action:

1. Place your figure in one of the associated action spaces.
  2. Declare a color of Ingredient (red, green, blue, or yellow).
  3. You must take any Ingredients that match the color you declared *and* any black **Ichor** Ingredients currently in your chosen row—*and* any matching-colored and Ichor Ingredients that fall into your chosen row.
- Ingredients may be taken in any order. In some cases, this order will matter as it will influence how the Ingredients fall (see example).







4. Place all collected Ingredients into vacant Brewing Cauldron spaces of your choice.

- You can distribute Ingredients between one or more Brewing Cauldrons.
- If you can place an Ingredient or Ichor, you must.
- If you cannot place a colored Ingredient, return it to the **Alchemy bag**.
- If you cannot place Ichor, place it into the **Toxic Waste Cauldron**.

5. Completely refill the Decanter from the Alchemy bag.

If a Brewing Cauldron is ever completely filled with Ichor—any combination of Ichor Ingredients or Ichor Extract—it explodes! Immediately place all Ichor Ingredients from the exploded Brewing Cauldron into the Toxic Waste Cauldron—Ichor Extract is never removed.

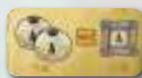


### Brew (1 Hour)



This action allows you to **Brew** Potions, Elixirs, and Ichor Extracts in bulk. You may Brew in each of the four Brewing Cauldrons, one Recipe per Cauldron.

To Brew in a Brewing Cauldron, choose one of the following **Recipes**:



- Spend 2 matching Ingredients to gain a Potion (small Good) of the same color.



- Spend 2 matching Ingredients and any third Ingredient to gain an Elixir (large Good) of the same color as the matching Ingredients.



- Spend any 3 Ingredients to gain an Ichor Extract. Take the Ichor Extract directly above the Brew-

ing Cauldron you used and place it over one Ingredient space in that Brewing Cauldron. This reveals a Market Phase Sponsorship icon.

### Example:

You place your figure in the top row's action space and declare "yellow." You choose to take the yellow Ingredient from your row, which makes a green Ingredient fall into its place. Then you take the Ichor Ingredient, which makes the yellow Ingredient fall into its place. Since it is now in your row, you collect it too.

On a later turn, you can place your figure in the bottom row's action space to take all 3 green Ingredients!





**Example:** You spend 2 green Ingredients from the leftmost Brewing Cauldron to gain a green Potion. In the next Cauldron you spend 2 red Ingredients and 1 blue Ingredient to gain a red Elixir. Then in the third Cauldron you have many options: either a yellow or blue Potion—or even an Elixir if you use the Ichor to copy one of the colors. But instead of Brewing a Potion or Elixir, you decide to spend all 3 Ingredients to produce an Ichor Extract.

You move the Ichor Extract down from the Alchemist's Rack into the third Brewing Cauldron, where it will remain for the rest of the game!



### When Brewing Ingredients:

- All Ingredients spent to complete a Recipe must come from the same Brewing Cauldron.
- Spent colored Ingredients are returned to the Alchemy bag.
- Spent Ichor Ingredients are moved to the Toxic Waste Cauldron.
- Ichor Extracts are never removed from their Brewing Cauldron.
- Unspent Ingredients remain where they are.

Ichor placed in the Toxic Waste Cauldron is always placed in the bottom-most space available. Each time you fill a top row space—marked with a Corruption icon—draw 1 Corruption card.

**Note:** You may produce Goods at multiple Brewing Cauldrons with a single Brew action following the chosen Recipes.



### Cleanse Ichor (1 Hour)

Return all Ichor from the Toxic Waste Cauldron to the Alchemy bag.



### Recruit/Replace Townsfolk (Cost Varies)

**Recruit Townsfolk** from the Town Square, gaining their ability. Then, slide the card behind your Staff board to assign them to a Staff Ability. Most Townsfolk have Faction icons which give you Gold during Final Scoring.



### Activate Staff (2 Hours)

You may activate each **Staff Ability** that has a Townsfolk assigned to it—in any order you wish.



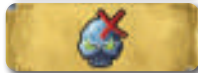
**Scrubber:** Return up to 2 Ingredients from any Cauldron(s) to the Alchemy bag.



**Forager:** Take 1 Ingredient, either from the Decanter or any Cauldron, and place it in any vacant Brewing Cauldron space.



**Understudy:** Take the Brew action in up to 2 Brewing Cauldrons.



**Security:** Choose and discard 1 Corruption card from your supply.

### Note:

When using Staff Abilities, only refill the Decanter once, afterwards.



Declare a color. Take all Ingredients that match that color (and Ichor Ingredients) in your row—including those that fall into your row.



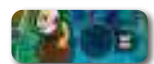
You may Brew one Recipe in each Brewing Cauldron. Spent colored Ingredients are returned to the Alchemy bag; Spent Ichor Ingredients are moved to the Toxic Waste Cauldron.



An Ichor (Ingredient or Extract) can copy the color of an Ingredient in the same Brewing Cauldron. Market Phase Sponsorship icons are revealed by creating Ichor Extracts.



Draw 1 Corruption card each time you fill one of the top three spaces of the Toxic Waste Cauldron.



Return all Ichor Ingredients from the Toxic Waste Cauldron to the Alchemy bag.

