



Candorberry Blend



When this Ingredient is activated, Reveal the Cards in your hand to each other Player.

The Candorberry is a simple plant with a large green leaf and a small white flower. It is found in the undergrowth of the Candor Forest, and is known for its powerful effect when consumed. The effect is a powerful effect that reveals the truth! This effect is used by the Candorberry to reveal the truth to those who consume it. The Candorberry is a powerful plant that is found in the Candor Forest, and is known for its powerful effect when consumed. The effect is a powerful effect that reveals the truth! This effect is used by the Candorberry to reveal the truth to those who consume it.

Pearl of Knowledge



When this Ingredient is activated, Look at the top 7 Cards of the Deck. Put them back on top of the Deck in any order. **Draw** 1 Card.

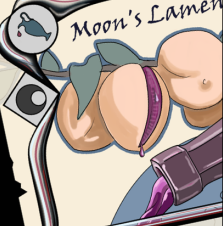
At the highest point of the Ko'lin Range rests the Eternal Library, where the God of Comprehension hears a vault of vast wisdom. Outside the temple is the Spectator Spring, an unusual fountain that spouts both the gleaming River and the River of Leather. Within the surrounding pools is an aquatic plant known as the Blooming Time. Named for the flower that sits atop the water's calm surface, many would say that the eye markings on the large leaves are the most striking part of this plant's appearance. While this flower's root is edible, the contents of the blossom are much more valuable. The brown petals conceal a single concentrated bead of potion, which regrows each season. This mind altering substance is coveted by scholars for its cognition enhancing effect.

Grated Littan Root



This plant is medicinal practice across Dymora. Besides its root, Littan can grow in many moderate climates, and around the small coastal region of Tythe. It is found in the northernmost ridge of the Ko'lin Range, and is used for most of central Remora. Much of the trade in the Remora Empire passes through Tythe's two trade routes, which greatly benefits local traders, allowing them to make their way across the ocean and into far

Moon's Lament



When this Drink is activated, **Draw** 3 Cards for each DARK Ingredient in the Deck.

Hidden beneath the pale moonlight, the Moon's Lament is a small, round, purple object. It is found in the undergrowth of the Candor Forest, and is known for its powerful effect when consumed. The effect is a powerful effect that reveals the truth! This effect is used by the Moon's Lament to reveal the truth to those who consume it.

Silver Goblet



1 Potion

"Silver is rare around these parts. Rare enough to build a second Tydehall if the crown is an investment. You're sure to use it, and not know about it until it's a shiny." - Edesian Warehouse Merchant

Test Kit



Play this Card face up in front of you. Use before deciding to drink a Potion. Look at the face down Cards inside the the Potion.

"Constructing a potion is easy. As the alchemist responsible you should be aware of its effects. But potions can be complex. Potions can be deadly. Dealing with an unfamiliar potion can be risky. While it is said that the greatest alchemists can discern the full composition of a potion by tasting a single drop, the contents of this kit are for those of us not blessed with such intuition." - Professor Rotbribe, Solis Academy of the Mundane Arts

An Alchemist's Compendium of Materials



Alchemist Banquet - Compendium of Materials

Alchemist Banquet is played with four types of cards:



The main objective of Alchemist Banquet is to claim cups that are worth at least 3 points total. (page 3)



Drinks can be added to the cup when it is Served. Each adds a unique effect to a potion. (pages 5-7)



Ingredients are added to the cup during the Boasting round to create a potion. Ingredients add effects to the potion, and may make the potion more delicious... or more deadly. (pages 8-20)



Items played are kept in reserve to be used with the Toast. They can be your ace in the hole - checking, neutralizing, or enhancing the potion. (page 4)

remoragames.com/alchemist-banquet

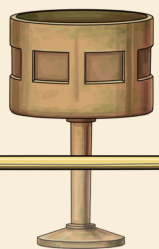
Cups

Banquet Cups

Claiming valuable cups is the key to success at the banquet.

- * Copper Cups are added to each player's hand at the start of game.
- * Silver Goblets and Gold Chalices are dealt or drawn during game play.
- * At the start of each round, the current toastmaster must serve a cup - or leave the table
- * To win the game, Claim cups with total value of 3 points or more.


Copper Cup

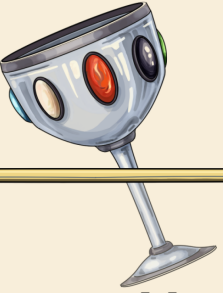


0 Point(s)

Card: Copper Cup Number of cards: 30
Cup Value: 0 Points

General Interest
"Let your sorrows be none / Like the shade 'fore the sun."
- Archaic Remoran Toast


Silver Goblet



1 Point(s)

Card: Silver Goblet Number of cards: 13
Cup Value: 2 Points

General Interest
"Silver's rare around these parts. Raw silver, that is. We've got enough coin to build a seconde Tydewall if the council wanted. Heh. Guess you might call this an investment. You're sure to use at least a handful of these around the ship, no? How about we call it at a shiny golden tri per cup?"
- Edesian warehouse merchant, circa 2800


Gold Chalice



2 Point(s)

Card: Gold Chalice Number of cards: 3
Cup Value: 2 Points

General Interest
"The Lords of Curbia may serve as your advisors, but it's each of you with us today who keep this domain safe and peaceful. For this, I gladly raise my drink in celebration."
- Faith, Lady of Mercy and Founder of Curbia

Items

Items

Item Cards can help you test, neutralize, or enhance potions when you win the right to toast with them.

Before you can use an item, you must have first played it in play.

Item Cards are displayed in the Items In-play area once they have been played from an alchemist's hand.

Each item has a different effect. Refer to the individual item card to see when it can be used, and how.



Play this Card face up in front of you.

Use before deciding to drink a Potion.

Look at the face down Cards inside the the Potion.

Item Card: Test Kit

Number of cards: 3

Usage:

Play this Card face up in front of you.

Use before deciding to drink a Potion.

Look at the face down Cards inside the Potion.

General Interest:

"Concocting a potion is easy. As the alchemist responsible you should be aware of its effects. But potions can be complex. Potions can be deadly. Dealing with an unfamiliar potion can be risky. While it is said that the greatest alchemists can discern the full composition of a potion by tasting a single drop, the contents of this kit are for those of us not blessed with such intuition."

- Professor Rorbwid, Sodi's Academy of the Mundane Arts



Play this Card face up in front of you.

Use while resolving a Potion.

Cleanse one DEATH (💀)

element Ingredient from the Potion.

Item Card: Antipoison Vial

Number of cards: 3

Usage:

Play face up in front of you.

Use while resolving a potion.

Cleanse one Death element Ingredient from the Potion.

General Interest:

"Be it fair or foul, an expert drop into the right drink can make nations rise or fall. It is imperative you understand which of your subjects is capable or willing to take such actions. You must then encourage them to act in ways that benefit Septeth and its partners, Shale. This is how we ensure a successful future."

- King Marble IV



Play face up with a face down Ingredient.

Use before resolving a Potion.

Move the face down Ingredient to the Potion as if it was Played.

Item Card: Trusty Flask

Number of cards: 3

Usage:

Play face up with a face down Ingredient.

Use before resolving a Potion you own.

Move the face down Ingredient to the Potion as if it was played.

General Interest:

"Experienced travelers will keep three flasks for braving the wastes. The first and largest is filled with water for quenching thirst. The second, as much as one can get, is green potion for healing of the flesh. The last is a spirit of choice for chasing off the unnatural chills that sweep across the barren land."

- Grenote Traveler's Guide to Curbia

Drinks (1 of 3)



When this Drink is activated,
Pick 1 Card in the Discard Pile and add
it to your Hand.

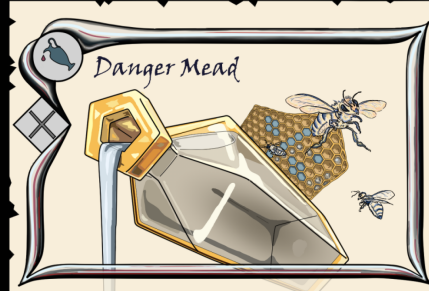
Creation Drink: Starlight Ichor Number of cards: 1

Usage:

When this Drink is activated,
Pick 1 Card in the Discard Pile and add it to your hand.

General Interest

A flavor whose true recipe has long since been lost to the ages, the only modern method of creating this potent tincture is through creation magic. Only high ranking clerics of Maximum are taught how to materialize this holy beverage, and its distribution is strictly regulated. Very concentrated, it is fed to those at confession to lower inhibitions and encourage openness. Those who abuse this right are punished harshly by militant oligarchy, but there are some who are able to disguise addiction as devotion. Smuggling this beverage is very dangerous, making it almost impossible to obtain outside of New Araia.



When this Drink is activated,
Cleanse all Ingredients from the
Potion.

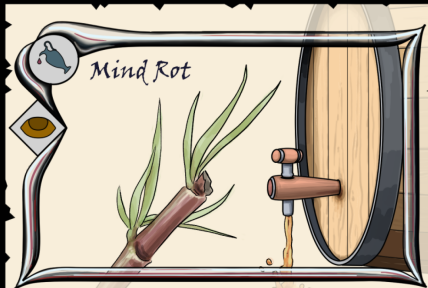
Destruction Drink: Danger Mead Number of cards: 1

Usage:

When this Drink is activated,
Cleanse all Ingredients from the Potion.

General Interest

No'Rath is a port city on the north central coast of the Sea of Sky. As a seaside trading hub, No'Rath sees many travelers. Some question why, as the country has very few exports of its own. One of these rare few is an alcohol produced in the northern region. Made from the honey of carnage bees, this mead is a hazard only to those who collect the ingredients. The finished product won't abide by any alterations, dissolving any attempted additions. Despite this strange behavior the drink is not harmful to living creatures. Unfortunately, the slow production of this drink makes it quite expensive, even in No'Rath.



When this Drink is activated,
Discard 13 Cards from your
Hand, then **Draw** 7 Cards.

Comprehension Drink: Mind Rot Number of cards: 1

Usage:

When this Drink is activated,
Discard 13 Cards from your Hand, then Draw 7 Cards.

General Interest

With the aggressive Darset empire to the south and their hated enemy Fortzenn to the north, the island chain nation of Edesia was, for a long while, in a position of frailty. With little natural resources of their own, they found it difficult to fend off invaders and raiders alike. While they eventually gained support and protection as the established neutral trade outpost between fortzenn and Darset, the route to achieve that protection was long and arduous. Made from the cane sugar that grows inland on the main Edesian Isle, the locally brewed Mind Rot was an early export that made their invaders think twice about destroying the small country's meager livelihood while occupying their port towns in times of war with the north.



When this Drink is activated,
Cleanse all DEATH (☠)
element Ingredients from the Potion.
First

Life Drink: Greenhaven Physic Number of cards: 1

Usage:

When this Drink is activated,
Cleanse all DEATH element Ingredients from the Potion.
FIRST

General Interest

Hidden in the green sands of the Wabi desert, Talan is a small sanctuary for sun baked travelers. Permanent residents who live in the monastery directly on the waters of the palm ringed oasis are exclusively monks who study the teachings of the Goddess of Life. Outside of this lush haven, however, is a town built to shelter those who would pass through the harsh Wabi dunes. The green waters of the oasis are said to be blessed with healing and growth properties by Tal. This effect carries over into some of the surrounding vegetation, including the doctor palm. Named for its healing properties, doc palm sap has a mild curative effect when ingested. This benefit is magnified when fermented, and is often distributed as a sweet alcoholic tonic.

Drinks (2 of 3)



When this Drink is activated,
Draw 3 Cards. **Perish** if there
 is at least one **DEATH** (☠) element
 Ingredient in the Potion.

Death Drink: Jack Cider

Number of cards: 1

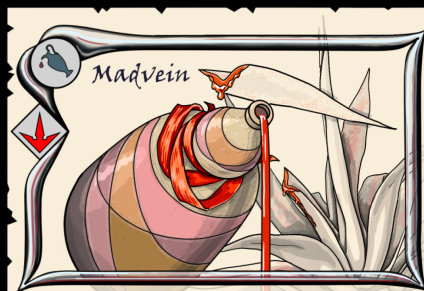
Usage:

When this Drink is activated,

Draw 3 Cards, Perish if there is at least one DEATH element
 ingredient in the potion

General Interest

If you travel the rugged wastes of Perilux, you will likely see local scavengers high in the thick lofty branbles of the twisted jackal trees. Natives know how to brave the prickly trees for their putrid fruit, but hungry wanderers should stay far away. The jack apples that this tree produces are difficult to obtain when they are ripe, hiding high in the spiky foliage, but they quickly fall from their thorny nest and rot on the surrounding ground. These freshly fallen apples are gathered and fermented to make a thick and disgusting alcohol. Given out to travelers as a gag, it will certainly make anyone unused to the flavor do just that. Anyone unfortunate enough to live in Perilux, however, is likely used to consuming much less savory things to survive.



When this Drink is activated,
Draw 3 Cards from the Deck
 for each **FIRE** (🔥) element
 Ingredient in the Potion.

Fire Drink: Madvein

Number of cards: 1

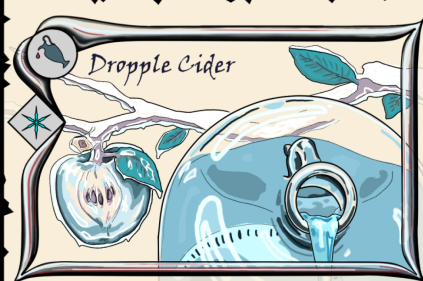
Usage:

When this Drink is activated,

Draw 3 Cards from the Deck for each FIRE element
 Ingredient in the Potion.

General Interest

The crimson agave is a plant native to the Midnight Sands, a desert that spans most of southern Darset. The white plant stands out against the black landscape, making the treacherous journey to harvest it just a bit easier. While the plant has mild medicinal properties, most who harvest this plant do so to brew a local liquor known as Madvein. It is said that the Goddess of Fire taught the people of Darset how to make this bright red drink, though if this is true any record of such an event has been lost to the ages. Still, residents of the golden city frequently raise their goblets in her name when drinking this potent drink.



When this Drink is activated,
Draw 3 Cards from the Deck
 for each **ICE** (❄) element
 Ingredient in the Potion.

Ice Drink: Dropple Cider

Number of cards: 1

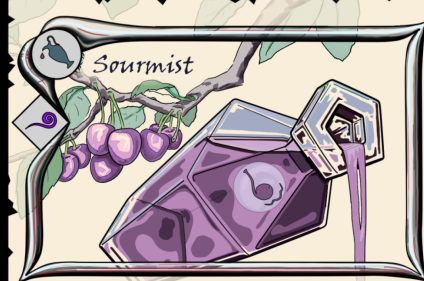
Usage:

When this Drink is activated,

Draw 3 Cards from the Deck for each ICE element
 Ingredient in the Potion.

General Interest

While most might assume the frozen fields of Northern Fortzenn are as barren as the Long Freeze, there is actually an abundance of native plants that thrive in the snow and ice. One such plant is a fruit that most would find somewhat familiar. The dropples appears to be a variation of a common tree fruit found in most of the temperate world, but its physiology looks almost alien. In practice however, the dropples stays true to its name and serves most of the same uses as its mundane counterpart. As the fruit does not travel well, the main use foreign folk would be familiar with is as an ingredient in the cool and sweet cider that can be produced from it. Especially popular in hotter climates, this refreshing alcohol has become a staple beverage overseas.



When this Drink is activated,
Draw 3 Cards from the Deck
 for each **WIND** (🌀) element
 Ingredient in the Potion.

Wind Drink: Sourmist

Number of cards: 1

Usage:

When this Drink is activated,

Draw 3 Cards from the Deck for each ICE element Ingredient
 in the Potion.

General Interest

Deep within the Valley of Clouds sits a misty purple orchard. Cultivated by the people of the city above, this plant has long grown, this plant has long grown deep in the crevice between the two mountain peaks of the island of Wuush. While the fruit of this tree is sometimes eaten raw, the intense sour flavor makes it more suited for cooking and fermenting. Due to the unique location of this tree's growth, locals believe this tree to be a blessing from the God of Wind. The ethereal wine they make from the fruit is a special beverage that flows freely at their many festivals. Visitors are encouraged to partake, as the end of these festivals are prime recruitment time for the usually carefree clerics.

Drinks (3 of 3)



When this Drink is activated,
Draw 3 Cards from the Deck
for each **STONE** (🔨) element
Ingredient in the Potion.

Stone Drink: Rock Snaps

Number of cards: 1

Usage:

When this Drink is activated,

Draw 3 Cards from the Deck for each **STONE** element
Ingredient in the Potion.

General Interest

While the rocky foothills of Eth's Range are a bit more lush than the region further to the west, they are still sparse in vegetation compared to the eastern face of the mountain range. The rocklette tree, which is celebrated by many of Septeth's locals as a blessing for the masses, is a hardy fruit bearing tree. The sweet but dry pears it produces have been gathered by the lower class for processing and consumption since before the country was founded. Regarded as the choice liquor of the working class, Rock Snaps is cheerfully served at affordable prices in almost all taverns across the country.



When this Drink is activated,
Draw 3 Cards from the Deck
for each **LIGHT** (☉) element
Ingredient in the Potion.

Light Drink: Noon's Elixir

Number of cards: 1

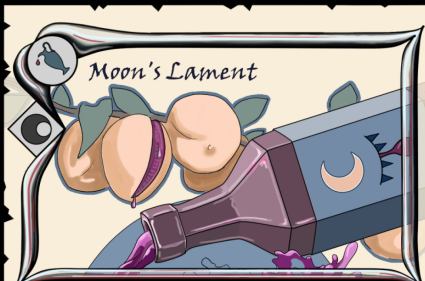
Usage:

When this Drink is activated,

Draw 3 Cards from the Deck for each **LIGHT** element
Ingredient in the Potion.

General Interest

While traversing in the lowlands of Central Remora during the day it is easy to go without noticing the abundance of constellation bushes scattered across the open plain. At night, however, the glow of small tangy brightberries is impossible to miss. Enticing to man and animal alike, the former makes excellent use of the berry in many delicious ways. Fresh or cooked, you'll find an abundance of recipes all across Central Remora that include this tasty ingredient. One such recipe is a regional specialty found in taverns across the Grand Remoran Empire; a sweet luminous mead crafted originally as a tribute for the Goddess of Light. While ordering a Noon's Elixir at a pub is usually not done with the intention of invoking Sol, most residents are reminded of her warm benevolence with each sip.



When this Drink is activated,
Draw 3 Cards from the Deck
for each **DARK** (☾) element
Ingredient in the Potion.

Dark Drink: Moon's Lament

Number of cards: 1

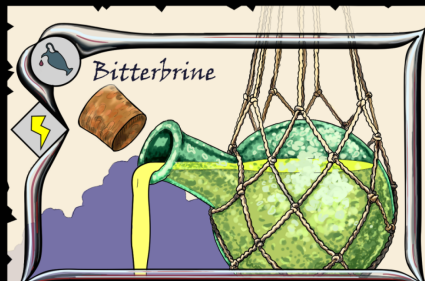
Usage:

When this Drink is activated,

Draw 3 Cards from the Deck for each **DARK** element
Ingredient in the Potion.

General Interest

Hidden beneath the pale skin of the Lunar Plum is a deep violet flesh. Sweeter than any other plant in the Crescent Forest, it is considered a sacred delicacy. The sugary wine that the people of Scy'Osh create from this fruit is saved for only the most special of events. Great national victories or tragedies are among the few opportunities one might have to taste this heavenly wine. Those outside the borders of Scy'Osh must settle for imitation wine, made from illegally cultivated Lunar Plums. While the trees grow best near their land of origin, those who farm this plant against Lun's wishes tend to do so far away from her domain. They do this at high risk to themselves, as most will inevitably vanish overnight if their saccharine mockery gains the attention of her people.



When this Drink is activated,
Draw 3 Cards from the Deck
for each **THUNDER** (⚡) element
Ingredient in the Potion.

Thunder Drink: Bitterbrine

Number of cards: 1

Usage:

When this Drink is activated,

Draw 3 Cards from the Deck for each **THUNDER** element
Ingredient in the Potion.

General Interest

Made popular across the Tempest Archipelago, Bitterbrine is an unpleasant draught with an overwhelming citrus flavor. Perhaps palatable in smaller doses, the seafaring brigands mix this potent alcohol with water to help it stay potable on their long voyages. This beverage is derived from one of the tropical fruits native to the region. Also cultivated and traded across the world for its culinary merit, the Volt Lemon delivers a shocking tartness that is captured too perfectly in this powerful elixir.

Ingredients: Life and Death (1 of 2)

LIFE Ingredients

LIFE Element Ingredients provide succour when present in a Potion. They may give an advantage when consumed, or even save your life!

- Vileshed (Cleanse up to 3 Ingredients)
- Gorefruit (Cleanse one ingredient)
- Tal's Kiss (draw one material)



When this Ingredient is activated,
Cleanse up to 3 Ingredients of
your choice from the Potion.

First

Death Ingredient : Vileshed Extract Number of cards: 1

Usage:

When this Ingredient is activated,
Cleanse up to 3 Ingredients of your choice from the Potion.
First (before any other Ingredient)

General Interest

The Tempest Archipelago is comprised of many islands of differing composition and size. The second largest of these is Immortal Island, named after the original occupants; a group of demons with an unkillable leader. The Vileshed onion's appearance would fool most into thinking it comparable to a more mundane relative, but if a traveler under this misconception ate a bulb they would quickly realize their mistake. This plant earns its name from the intensely foul taste the bulb has when consumed. While spicy and bitter, this strong flavored bulb helps to restore the body and can cleanse toxins when ingested. Those who can stomach the vileshed will find themselves better off in the long run.



When this Ingredient is activated,
Cleanse 1 Ingredient of your
choice from the Potion.

First

Life Ingredient: Gorefruit Extract Number of cards: 3

Usage:

When this ingredient is activated,
Cleanse 1 Ingredient of your choice from the Potion.
FIRST

General Interest

The Gorefruit is a very unappealing piece of produce. From its thick fleshy meat to its blood like juices, most everything about the fruit of this tree seems to be purpose made to deter humans from consuming it. This protection only lasts until the properties of the fruit are discovered, as the boons this fruit confers are powerful and life saving. Inflicting a weakness to life may sound at first like a detriment to avoid at all costs, but this effect actually strengthens healing properties! An incredible boon to those who know how to utilize it, and an especially powerful property to add to a healing potion.



When this Ingredient is activated,
Draw 1 Card from the Deck.

Life Ingredient: Tal's Kiss Number of cards: 7

Usage:

When this Ingredient is activated,
Draw 1 Card from the Deck.

General Interest

Growing primarily in lush forests, this flower is found in abundance only in the forest surrounding Talach, where the Tower of the Goddess of Life stands tall among the mighty trees. Tal's Kiss, named after the Goddess herself, has powerful healing properties. Because of this, many that flock to Talach for the Goddess's healing are able to more quickly receive an effective, if less divine, treatment.

DEATH Ingredients

Beware of DEATH Element Ingredients when considering whether to Toast a Potion. DEATH Element Ingredients can cause you to Perish, lose consciousness (turns), or lose materials (cards). In addition, there are other Elemental Ingredients that can cause a negative outcome if there are DEATH Elements in the potion.

- Miasmap (Perish)
- Bloodshelf (lose turn)
- Creeping Dread (lose card)



When this Ingredient is activated,
Perish.

Death Ingredient: Miasmap Extract Number of cards: 1

Usage:

When this ingredient is activated,
Perish.

General Interest
While the Miasmap is associated with death and decay, this tree's reputation of being a harbinger of bloodshed is born of superstition. Instead of preceding large bloody scenes, the bone-like Miasmap tree thrives after the events. This occurs due to the Miasmap's grim nature of feeding on decay, making locations such as battlefields and graveyards the ideal place for them to grow. Once the tree reaches maturity it begins to grow the toxic fruit that it is known for. The fruit of the Miasmap tree has a sweet smell, but is poisonous to most animals. It is rumored to taste like rotting flesh, and though none who have eaten the Miasmap live to speak of the flavor, it is no coincidence that carrion birds are known to be the only creatures both able and willing to consume it.



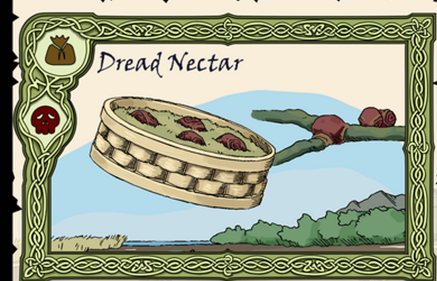
When this Ingredient is activated,
Skip 1 Turn.

Death Ingredient : Bloodshelf Paste Number of cards: 3

Usage:

When this Ingredient is activated,
Skip 1 Turn.

General Interest
While the Bloodshelf is indeed slightly poisonous, the true danger it poses comes from the surrounding area. Growing mainly in treacherous forest regions, this mushroom induces drowsiness on contact. Because the areas that the Bloodshelf grows in are so dangerous, it's able to rely on other nearby threats to finish off its victims. Ingesting the mushroom causes a prolonged sleep, making it useful to alchemists who know its value. Cultivation is difficult due to its peculiar nutritional requirement of blood. Most consider natural harvesting to be the most ethical means of production, but the most effective place to gather them naturally is in the dead forest surrounding Death's Tower. Those too scared or too distant may instead attempt to use illegal methods to cultivate their own.



When this Ingredient is activated,
Discard 1 Card from your Hand.

Death Ingredient: Dread Nectar Number of cards: 7

Usage:

When this ingredient is activated,
Discard 1 Card from your hand.

General Interest
The creeping dread is an unpleasant plant. Growing only in rich damp soil, this huge flower lives up to its name by spreading roots that will sprawl across a large zone over a long period of time. The area these surface roots occupy is very dependant on the flower's surroundings. Prioritizing the growth of the flower over the growth of the roots, the creeping dread will only grow and split its tendrils when receiving an abnormal rush of nutrition, often in the form of a deceased animal. The root that finds this bounty is rewarded with a portion of the energy, which swells up near the end of the root and eventually splits into two branching paths. If this gooey energy node is harvested before it is fully drained, it can be a powerful fuel source or a dangerous alchemical ingredient.

Special Ingredients (1 of 3)

Special Ingredients

Each Element has an Ingredient that is considered "Special". Pay special attention to these Ingredients, they often make the difference between success and failure at the Banquet.

Non-Element (Philosopher Pill)

- shuffle discard pile into deck

Creation (Stellar Nectar)

- Move card from discard pile to hand

Destruction (Acrid Cluster)

- Discard the Cup and Potion

Comprehension (Pearl of Knowledge)

- manipulate the top of the deck and take card

Fire (Fierce Valor)

- Discard 13 cards from hand

Ice (Pondfloe)

- Skip 2 Turns

Wind (Cumuflower)

- Reverse direction of play

Stone (Dealorb)

- Exchange hands with another player

Light (Candorberr)

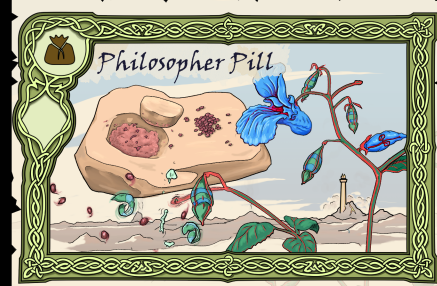
- Reveal your hand

Dark (Gloomgourd)

- Play a cup from your hand as Claimed

Thunder (Dupliclover)

- Duplicate the effect of an Ingredient in the potion



When this Ingredient is activated,
Move all Cards from the Discard Pile
to the bottom of the Deck. Then, shuffle
the Deck.

Non-Element Ingredient: Philosopher Pill Number of cards: 1

Usage:

When this ingredient is activated,
Move all Cards from the Discard Pile to the Bottom of the
Deck. Then shuffle the Deck.

General Interest

Named after the Goddess of Alchemy, the seeds from the Waterdraught Balsam are known to have strange and inconsistent effects when consumed. Known as one of the great mysteries of alchemy, it is ill advised for any but a master of the craft to work with the Philosopher Pill. For better or worse, collection and cultivation of this plant is difficult. The Waterdraught is only found in the barren wastes of the Northern Ashes of the Scorched South, where the only ones who survive are those who the Goddess of Fire cannot or will not burn. This favor seems to extend to the Waterdraught, no doubt helped by the Northern Ashes' extended distance from the Tower of Fire itself.



When this Ingredient is activated,
Move 1 Card from the Discard Pile to
your Hand.

Creation Ingredient: Stellar Nectar Number of cards: 1

Usage:

When this ingredient is activated,
Move 1 Card from the Discard Pile to your Hand.

General Interest

It is said that the God of Creation himself created the first Stellar Tree orchard by planting space dust he gathered before creating Ornera. Whether or not one chooses to believe this, it is a proven fact that the tree has been shown to grow only on ground considered sacred by the God of Creation himself. Most of these locations are small and far between. The one known orchard of these trees is in the ruins of the Golden Crucible. A dedicated team of Starfarmers lives in the ruins year round to harvest the God's Fruit, and to tap the trees for their nigh endless supply of golden sap. While the fruit is considered a delicacy, the tree's sap is made into a powerful nectar that fetches an even higher price.



When this Ingredient is activated,
Move the Active Cup and all Cards
in the Potion to the Discard Pile.

First

Wind Ingredient: Pioneer Paintbrush Number of cards: 1

Usage:

When this ingredient is activated,
Move the Active Cup and all Cards in the Potion to the
Discard Pile. **FIRST**

General Interest

The island country of Krosus has never been mistaken for a rich land. Both its economy and production struggle to keep up with even its smallest neighbor, almost entirely due to the naturally barren landscape. Dreary as it is, this unusually hostile environment has caused some rather unique flora to develop. Among those is the domesticated Acrid Cluster, a fragile fruit that thrives in the acidic soil. Generally this fruit is grown to be carefully processed into a special Krosan wine. Concentrated, this fruit can produce a powerful natural acid that will melt through most nonmagical materials. One can only wonder how many careless alchemists have lost fingers, or worse, to this potent juice.

Special Ingredients (2 of 3)



When this Ingredient is activated,
Look at the top 7 Cards of the Deck.
Put them back on top of the Deck in any
order. **Draw** 1 Card.

Comprehension Ingredient: Pearl of Knowledge Number of cards: 1
Usage:
When this ingredient is activated,
Look at the top 7 Cards of the Deck.
Put them back on top of the Deck in any order.
Draw 1 Card.

General Interest

At the highest point of the Ko'Um Range rests the Eternal Library, where the God of Comprehension hoards a vault of vast wisdom. Outside the temple is the Spectator Spring, an unusual fountain that spawns both the Gleaming River and the River of Leather. Within the surrounding pools is an aquatic plant known as the Blooming Tome. Named for the flower that sits atop the water's calm surface, many would say that the eye markings on the large leaves are the most striking part of this plant's appearance. While this flower's root is edible, the contents of the blossom are much more valuable. The brown petals conceal a single concentrated bead of pollen, which regrows each season. This mind altering substance is coveted by scholars for its cognition enhancing effect.



When this Ingredient is activated,
Discard 13 Cards from your
Hand.

Fire Ingredient: Fierce Valor Number of cards: 1
Usage:

When this ingredient is activated,
Discard 13 Cards from your Hand.

General Interest

The Fierce Valor Pepper is considered the hottest naturally occurring pepper by most culinary experts. Discovered growing along the lush banks of the River of Leather, the Fierce Valor Pepper has claimed its place in the dishes and hearts of the people of Kentis. Tourists beware, those unused to this pepper's intense heat may find themselves unable to taste anything for days after consumption. When refined, the heat is potent enough to use as a mild poison.



When this Ingredient is activated,
Skip 2 Turns.

Ice Ingredient: Pondfloe Blend Number of cards: 1
Usage:

When this ingredient is activated,
Skip 2 Turns.

General Interest

The coastal county of Lotyde is primarily known for its port cities. Between these cities, however, are less habitable sections of coastline. The northern region of the country hides miles of cave systems, most connected to the ocean. Some of these caverns are accessible through caves in the coastal cliffsides. Some you can only find by wandering the desert and watching for holes in the sand. In many of these caverns you will find cool cave pools, and the flora and fauna that have come to rely on the shade that these caverns provide. One such plant is the Pondfloe, which is integral to these sanctuaries because of the naturally cold aura it emits. Chill enough to freeze nearby water, concentrated amounts of this plant can flash freeze affected liquids.



When this Ingredient is activated,
Reverse the direction of the Turn
Order and Round Order.

Wind Ingredient: Cumuflower Leaf Number of cards: 1
Usage:

When this ingredient is activated,
Reverse the direction of the Turn
Order and Round Order.

General Interest

The Goddess of the Sky roams her domain for most of the year, but like all gods has a stationary gathering spot for her faithful to congregate. North of Curbia is the Seeker's Island. Named for its single central mountain, the city of Cloudkiss is one of the world's few airship ports. Perched atop the mountain's steep cliffs, the bright city can be seen from leagues away. Those steep cliffs are covered in cumuflowers, a native plant that thrives on the cold ledges. The fluffy plants give distant spectators the impression that the mountain is shrouded in clouds. While the white parts of the plant are edible, the purple and green leaves will disorient those foolish enough to consume them.

Special Ingredients (3 of 3)



When this Ingredient is activated,
Exchange your Hand with that of
one other Player.

Stone Ingredient: Grated Dealorb Mushroom Number of cards: 1
Usage:

When this ingredient is activated,
Exchange your hand with that of another player.

General Interest

The orange peaks of Eth's Range run up and down Curbia's eastern coastline, with only occasional spots low enough to comfortably pass through. One such point is located to the south, and has the merchant country of Greedus built around it. Greedus is protected by its geographical position and by neighbors that benefit from having a nearby trading hub. To aid this position, these Merchants of Greed have learned to make a tea from the strange geometric fungi that grow in the caves along their beloved mountain pass. This mushroom greases the machine of conversation; granting verbal grace to those who consume enough. The tea made from this mushroom is shared before a business deal to ensure both parties are able to reach a mutually beneficial agreement.



When this Ingredient is activated,
Reveal the Cards in your Hand to
each other Player.

Light Ingredient: Candorberry Blend Number of cards: 1
Usage:

When this ingredient is activated,
Reveal the cards in your hand to each other player.

General Interest

The Candorberry is a simple plant with a complicated history. It grows on the underside of the Candor Leaf, and is both sour and bitter. The white berries hide a powerful effect when consumed. The affected individual becomes incapable of concealing the truth! This effect is strengthened with quantity and purity, and potions made from the berry make a powerful truth serum. The plant originated within the borders of the Nation of Curbia and spread to some adjacent regions after Curbia's decline. When New Curbia was founded, those in office made an effort to prevent the sale of this powerful plant. Candor Leaf seeds are difficult to get, and require government sponsorship to own or grow.



When this Ingredient is activated,
Put 1 Cup from your Hand into play as
if you've just won it.

Dark Ingredient: Gloomgourd Pulp Number of cards: 1
Usage:

When this ingredient is activated,
Put 1 Cup from your Hand into play as
if you've just won it.

General Interest

Found originally along the inside edge of the Blackleaf Forest, this strange vegetable has covert uses as well as culinary. After discovering that the flesh of the gourd vaporizes into a thick black smokescreen upon contact with air, the nearby inhabitants of Lunet began to cultivate the plant for religious and practical purposes. Now, those who research the Gloomgourd will almost certainly find mention of Lun, the Goddess of Darkness, and her favor of the plant's many uses.



When this Ingredient is activated,
This Card gains the effect of one other
Ingredient in the Potion, then activates.

First

Thunder Ingredient: Powdered Dupliclover Number of cards: 1
Usage:

When this ingredient is activated,
This Card gains the effect of one other Ingredient in the
Potion, then activates.

First (activate before any other Ingredient)

General Interest

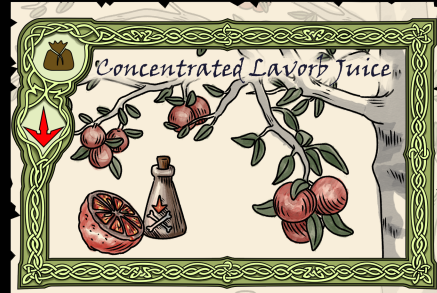
Growing only in stormy areas at very high elevation, the Dupliclover is a plant that thrives in conditions that are difficult to replicate. Replicating other things, however, is how Dupliclover received its name. Using the powdered leaf of this green and yellow herb to cut more valuable ingredients results in a larger quantity without the usual decrease in potency. In an isolated place like the Lonely Outpost, the nearby abundance of this plant is a blessing. With the help of this lovely little plant even a small shipment of reagents can last for weeks.

Perish by DEATH Ingredients

The regular Elements each have one Ingredient that will cause the Toaster to Perish if there are any DEATH Elements in the potion.

Make sure to cleanse any deadly elements before you process one of these cards while Drinking a Toast!

- Fire (Lavorb)
- Ice (Glassberry)
- Wind (Gogonut)
- Stone (Sandman)
- Light (Brightsun)
- Dark (Darcab)
- Thunder (Reckless Nut)



When this Ingredient is activated,
Perish if there is at least
one DEATH (☠) element
Ingredient in the Potion.

Fire Ingredient: Concentrated Lavorb Juice Number of cards: 1

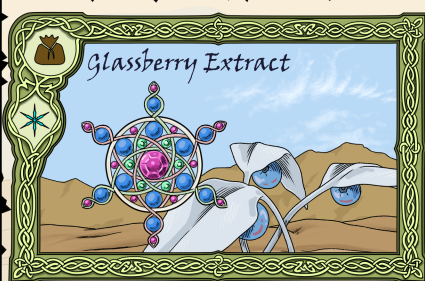
Usage:

When this ingredient is activated, it's exclusive home, Mineral

Perish if there is at least one DEATH element Ingredient in the
Potion.

General Interest

While not many plants are able to grow in the obsidian fields surrounding the Tower of Fire, the Lavorb Tree makes this region its exclusive home. Mineral-like bark encases this tree's brittle yet heat resistant wood, allowing the roots to grow beneath the pumice and ash. Another challenge to growing in this area is the annual ash clouds that blot out the skies of the Scorched South during Lunast each year. The fruit that the Lavorb tree is named after is hot and very acidic, so consuming concentrated doses causes catastrophic internal damage. Even so, this fruit is a popular addition to many regional dishes in Raylon and the surrounding area.



When this Ingredient is activated,
Perish if there is at least
one DEATH (☠) element
Ingredient in the Potion.

Ice Ingredient: Glassberry Extract Number of cards: 1

Usage:

Perish if there is at least one DEATH element Ingredient in the
Potion.

General Interest

The golden sands of New Araia are as dazzling as they are scalding. While most would assume that this harsh environment would be barren of vegetation, the Dusted Halo, like many other extreme climates, has its small share of flora and fauna. One example is the Glassberry plant. Named for its smooth glassy berries, the glassberry plant has large pale leaves that shield the fruit below from the hot sun. To keep from baking in the heat, the berries have a mild cooling property. Take care not to eat too many, however, for in large quantities this effect can be damaging to the human body. The people of New Araia have cultivated and distilled the juice from this plant for so long that all who live there know to carry a pouch of these any time they exit a city's gates.



When this Ingredient is activated,
Perish if there is at least
one DEATH (☠) element
Ingredient in the Potion.

Wind Ingredient: Purified Gogonut Vapor Number of cards: 1

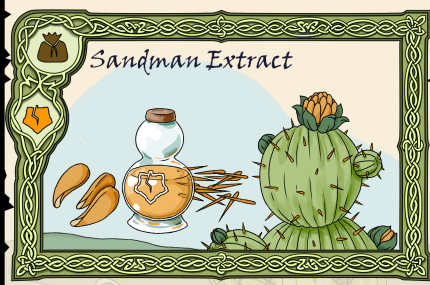
Usage:

Perish if there is at least one DEATH element Ingredient in the
Potion.

General Interest

The Sea of Sky contains many small islands, but the most unique is certainly the island where the God of Wind makes his home. Gon's Tower sits in the center of the town of Gonep, a lovely settlement known for its festivals and carefree atmosphere. However nice this may sound, travelers to Gonep must be wary of the Skyward Hand trees scattered about the beaches. The trees, named after a resemblance to leafy fingers grasping at the sky, produce a fruit that the locals have named the Gogonut. Named after their God, the liquid contained within this fruit expands in a burst of sweet scented wind when heated after being activated by exposure to air. A purified version can be added to food or drink, in small amounts to cause discomfort, or large amounts to trigger a worse reaction.

Ingredients: Perish by DEATH (2 of 2)



When this Ingredient is activated,
Perish if there is at least
one DEATH (☠) element
Ingredient in the Potion.

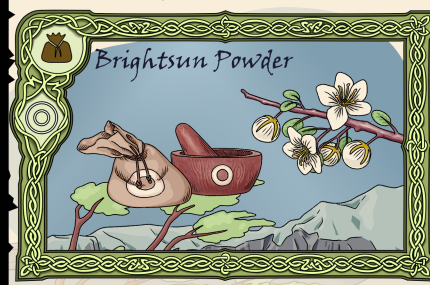
Stone Ingredient: Sandman Extract Number of cards: 1

Usage:

When this ingredient is activated,
Perish if there is at least one DEATH element Ingredient in the Potion.

General Interest

If you journey south across the continent of Remora, your trek will take you through the drab green sands of the Wabi Desert. If your adventure started so far north that you've seen snow, you may also see a familiar shape among the dunes. Locally known as "Painfruit", the Wabi Sandman is named for its round, segmented body that resembles a snowman of colder regions. The sweet and tangy fruit of this plant is used in many regional dishes. The needles, however, have a different use entirely. As a defensive measure, these spines are thinly coated with a numbing oil that slows the would be assailant's reactions and movement. This oil, when purified, can halt bodily functions altogether. Many would be rulers have met their end in this horrible peaceful way.



When this Ingredient is activated,
Perish if there is at least
one DEATH (☠) element
Ingredient in the Potion.

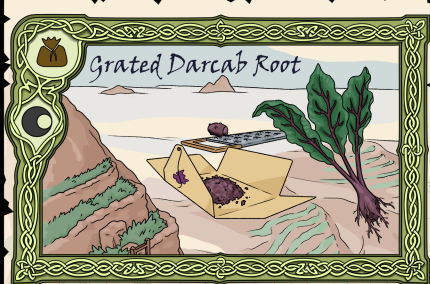
Light Ingredient: Brightsun Powder Number of cards: 1

Usage:

When this ingredient is activated,
Perish if there is at least one DEATH element Ingredient in the Potion.

General Interest

North of the Cobalt Mountains lies the frosty white fields of northern Fortzenn. Sparse greenery dots the snowy landscape, and the most visible of these green spots is likely to be a Brightsun Tree. This spry sapling will produce a nut that, when opened, contains a delicious glowing seed. While the seed emits the bright light the plant is named after, one can only see the plant's true power when many seeds are brought together. In large enough quantity the Brightsun's glow is strong enough to bring injury to nearby surfaces. Despite being sacred to Sol, the Goddess of Light whose Tower looms gloriously over the icy plains, this plant is a common poison in the aread it grows.



When this Ingredient is activated,
Perish if there is at least
one DEATH (☠) element
Ingredient in the Potion.

Dark Ingredient: Grated Darcab Root Number of cards: 1

Usage:

When this ingredient is activated,
Perish if there is at least one DEATH element Ingredient in the Potion.

General Interest

While the Darcab leaf is a staple vegetable in Wuush, the root has a faintly poisonous property. Despite the danger this plant brings, the Darcab's low nutrient requirement and the high elevation it grows at makes it ideal for the poor farming conditions on the eastern mountainside steppes of Skwall. The political climate in Wuush is as unpredictable as the winds that blow through its mills, and even in times of peace you can find stores of dried Darcab root hidden in caches across the mountain steppes.



When this Ingredient is activated,
Perish if there is at least
one DEATH (☠) element
Ingredient in the Potion.

Thunder Ingredient: Reckless Nut Powder Number of cards: 1

Usage:

When this ingredient is activated,
Perish if there is at least one DEATH element Ingredient in the Potion.

General Interest

Named after Lit, God of Thunder and Innovation, the Reckless God tree is among the loftiest plants to grow in Curbia. The tree's height is not decorative, however, as it uses the proximity to the storms that rage above the skies of West Septeth to its advantage. The seeds of this plant are concealed in a large nut that grows on the special branch above the leaves of the tree. The nut matures when struck by lightning, and will fall to the ground soon after. The nut has a special core that, while appearing to be similar in composition to the seeds surrounding it, is able to retain the power of the lightning strike that activated it. When the nut falls from the tree, it is this charged core that detonates, sending the neighboring seeds across the wet Koppra fields.

Ingredients: Draw for Life (1 of 2)

Draw for LIFE Ingredients

The regular Elements each provide one Ingredient to Draw a card for each LIFE Element in the potion.

- Fire (Wickweed)
- Ice (Sour Frost)
- Wind (Pioneer Paintbrush)
- Stone (Climber's Aid)
- Light (Whitewood Sap)
- Dark (Mooncatcher Root)
- Thunder (Conduit Cactus)



When this Ingredient is activated,
Draw 1 Card from the Deck for
each LIFE (🌿) element Ingredient
in the Potion.

Fire Ingredient: Powdered Wickweed Root Number of cards: 1

Usage:

When this ingredient is activated,
Draw 1 Card from the Deck for each LIFE element
Ingredient in the Potion.

General Interest
Found abundantly in the dry wastelands of Tarthas, the Wickweed plant thrives through its ability to enable and survive wildfires. While the flammable seedpods atop the waxy flowers can be carefully stored for later use as a firestarter, the cultivation of this plant is generally for the purpose of harvesting the especially flame resistant roots. Though dangerous, this plant has gained favor among travelers and adventurers for its convenient flame starting properties.



When this Ingredient is activated,
Draw 1 Card from the Deck
for each LIFE (🌿) element
Ingredient in the Potion.

Ice Ingredient : Sour Frost Extract Number of cards: 1

Usage:

When this ingredient is activated,
Draw 1 Card from the Deck for each LIFE element
Ingredient in the Potion.

General Interest
Once part of the beautiful and lush Crescent Forest, the now desolate tundra of Spearfell is home to the inhabitants of only a few villages. These natives know of a moss that grows on rocks near frigid creeks. Known to locals and alchemists alike as the Sour Frost, this foul smelling lichen has been used to fortify against the cold for ages. While the methods employed to refine this beautiful organism have grown more complex and reliable, its usefulness and importance have not diminished in the slightest.



When this Ingredient is activated,
Draw 1 Card from the Deck for
each LIFE (🌿) element Ingredient
in the Potion.

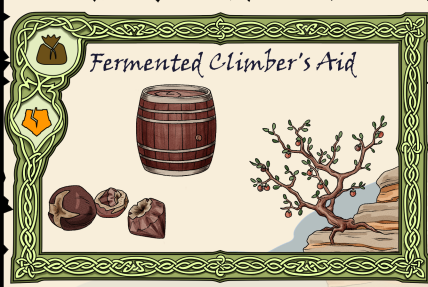
Wind Ingredient: Pioneer Paintbrush Number of cards: 1

Usage:

When this ingredient is activated,
Draw 1 Card from the Deck for each LIFE element Ingredient
in the Potion.

General Interest
Nestled between two battle hungry nations, the quaint coastal country of Hydoux is the very picture of tranquility. It maintains its safety by offering luxurious vacations to neighboring kingdoms, ensuring any attempts at invasion will have allies flocking to help defend. One of the things that makes Hydoux special is the abundance of this wonderful flower. Despite being named after the original explorers who settled the Remoran Plains, it grows thickest in the breezy coastal regions. Highly resistant to the wind, this flower can remain upright in all but the strongest of storms. This unique property is conferred to any beings that consume it, making it a very valuable alchemical reagent.

Ingredients: Draw for Life (2 of 2)



When this Ingredient is activated,
Draw 1 Card from the Deck for
each LIFE (♻️) element Ingredient
in the Potion.

Stone Ingredient: Fermented Climbers's Aid Number of cards: 1
Usage:

Draw 1 Card from the Deck for each LIFE element
Ingredient in the Potion.

General Interest

The mountain range that runs along the Eastern edge of the continent of Curbia abundantly grows this very helpful plant, which for ages has helped lost mountaineers scale various ridges back to the safety of the beaten mountainous paths. The Nut of the Climber's Aid plant embodies the tenacity required to survive in the rocky cliff faces of Eth's mountains. This tenacity is transferred to any who consume the nut, granting those who eat it a resistance to stone. While this plant is found all along the continuous mountains, it grows densest in the northernmost region, where the country of Umphora sits.



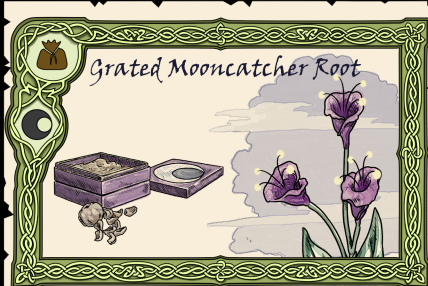
When this Ingredient is activated,
Draw 1 Card from the Deck for
each LIFE (♻️) element Ingredient
in the Potion.

Light Ingredient: Whitewood Sap Number of cards: 1
Usage:

Draw 1 Card from the Deck for each LIFE element
Ingredient in the Potion.

General Interest

When most foreigners think of Fortzenn, they picture a vast expanse of snow and stone. While this is mostly true of the northern half of the continent, south of the Cobalt Mountains is a different, albeit still quite cold, climate. The open tundras of Lesser Fortzenn are split by the Dawnwood, a tranquil forest that is comprised of various evergreen trees like the whitewood. This tree, named for its very pale wood, has a sweep sap that dulls the effects of intense lighting. This property is also held by the lumber of the tree, making carriages built of or treated with whitewood the safest way to travel across the gleaming expanses of ice pillars that bedazzle the more northern regions.



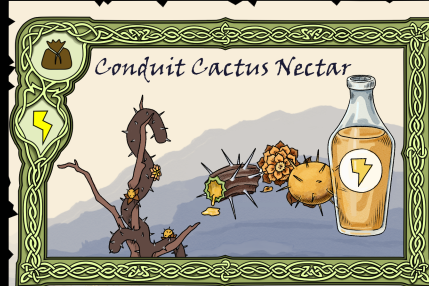
When this Ingredient is activated,
Draw 1 Card from the Deck for
each LIFE (♻️) element Ingredient
in the Potion.

Dark Ingredient: Grated Mooncatcher Root Number of cards: 1
Usage:

Draw 1 Card from the Deck for each LIFE element
Ingredient in the Potion.

General Interest

Though this delicious smelling flower seems fairly mundane to the untrained eye, the Mooncatcher is a delicate and unique plant. It only grows in specific conditions, like the cold misty forest floors of the northern Crescent Forest. While the Mooncatcher grows below the canopy, as its name implies, it needs ample moonlight to thrive and emit the fragrant fog it is known for. Gathered by the fierce warriors of the Re Clan, the roots of this plant offer the same resistance to the Dark that the plant needs to survive in the cloudy gloom that flows thick across the ground of the forest.



When this Ingredient is activated,
Draw 1 Card from the Deck for
each LIFE (♻️) element Ingredient
in the Potion.

Thunder Ingredient: Conduit Cactus Necta Number of cards: 1
Usage:

Draw 1 Card from the Deck for each LIFE element
Ingredient in the Potion.

General Interest

The strangely stormy Somber Dunes are home to a wide variety of bizarre inhabitants. Refugees, warlords, and deserters all reside in the ruined cities across the shifting sands. Between these cities lies a variety of equally strange flora and fauna. Among these is a plant that takes advantage of the storms that regularly loom in the desert skies. The conduit cactus creeps up the dead or dying trees scattered throughout the less sandy portions of the desert. With needles made from the iron in the sand, the vine-like cactus acts as a lightning rod! The meager fluids the cactus manages to retain are charged with the energy from the lightning strikes and stored to use later.

Discard for DEATH Ingredients

The regular Elements each have one Ingredient that will cause the Toaster to Discard a card for each DEATH Element in the potion.

- Fire (Raydot Leaf)
- Ice (Snow Siren)
- Wind (Mist Temple)
- Stone (Rockbell Mushroom)
- Light (Sunburnt Tomato)
- Dark (Lun's Delight)
- Thunder (Galvantic)



When this Ingredient is activated,
Discard 1 Card from your Hand
for each DEATH (☠) element
Ingredient in the Potion.

Fire Ingredient: Raydot Leaf Paste Number of cards: 1

Usage:

When this ingredient is activated,
Discard 1 Card from your hand for each DEATH element
Ingredient in the Potion.

General Interest

The Raydot Bush grows in many of Ornera's sands, but none sustain this plant as effectively as Curbia's massive southwestern desert. This plant is popular for its sweet and tangy berries, popping up in regional dishes wherever it grows.. An alchemist, however, knows that the plant's true value lies in the waxy leaves that make up the bulk of the bush. Serving initially as a defense mechanism against the desert fauna, the leaves of this plant cause a susceptibility to the overbearing heat of the desert. With the correct knowledge this property can also be transferred to a dish or potion.



When this Ingredient is activated,
Discard 1 Card from your Hand
for each DEATH (☠) element
Ingredient in the Potion.

Ice Ingredient: Essence of Snow Siren Number of cards: 1

Usage:

When this ingredient is activated,
Discard 1 Card from your hand for each DEATH element
Ingredient in the Potion.

General Interest

Travelers of the Frigid North beware, as blizzards and elementals are not the only hazards in Tir's Domain. While the Snow Siren may, at first, appear to be a welcome spot of green amongst a vast ocean of white, its small juicy berries are the last thing you should be looking for. Besides indicating a large distance from any beaten path, the fruit of this vine inflicts a vulnerability to cold and ice upon those who consume it. Despite this, the inhabitants of Tirat gladly harvest these clusters for the delicious flavor the fruit contains. When made into a wine, it's known to be a favorite of the God of Ice Himself.



When this Ingredient is activated,
Discard 1 Card from your Hand
for each DEATH (☠) element
Ingredient in the Potion.

Wind Ingredient: Mist Temple Paste Number of cards: 1

Usage:

When this ingredient is activated,
Discard 1 Card from your hand for each DEATH element
Ingredient in the Potion.

General Interest

The misty jungles surrounding the shadowy country of Scy'Osh are filled with a thick white mist that helps to conceal the hidden towns within. This is made possible by the Mist Temple Mushroom, a lovely purple fungus that secretes the thick fog that the jungle is known for. The mushroom itself leaves the consumer susceptible to the power of the winds that tear through the gaps in vegetation. While the lovely scented fog is bottled and used within the country to mask one's scent, it is sold elsewhere as a rare perfume. For one to gather any part of this mushroom, however, it is necessary to travel deep into the jungle. Few who do this return, as the people of Scy'Osh do not appreciate the meddling of outsiders.

Ingredients: Discard for DEATH (2 of 2)



When this Ingredient is activated,
Discard 1 Card from your Hand
 for each DEATH (☠️) element
 Ingredient in the Potion.

Stone Ingredient: Rockbell Mushroom Paste Number of cards: 1

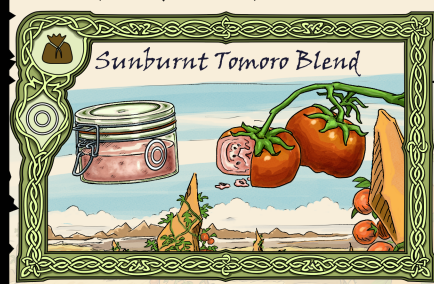
Usage:

When this ingredient is activated,

Discard 1 Card from your hand for each DEATH element
 Ingredient in the Potion.

General Interest

The rolling green grass that covers Setton Hill and the surrounding area may appear to be plain, but underneath the hills lie caves and barrows aplenty. Near the entrances to some of the shallower alcoves grow the Rockbell Mushroom. This simple mushroom confers a weakness to stone and rock, which deters most of its natural predators that live in the dark caves. This mushroom is mashed and used as an alchemical reagent, but is also known to be tasty if roasted or boiled. Easily cultivated, the Rockbell Mushroom is one of several culinary exports of Setton Hill.



When this Ingredient is activated,
Discard 1 Card from your Hand
 for each DEATH (☠️) element
 Ingredient in the Potion.

Light Ingredient: Sunburnt Tomoro Blend Number of cards: 1

Usage:

When this ingredient is activated,

Discard 1 Card from your hand for each DEATH element
 Ingredient in the Potion.

General Interest

At first glance the wheat fields of Galden seem unkempt, with jutting orange pillars of stone poking up from under the golden grain. Those who live in and around the Septeth Realm know that the formations are a symbol of Eth, the God of Stone and Equity. These holy columns have the added benefit of acting as a trellis for the Sunburnt Tomoro, a local staple that lucky farms are blessed with the ability to cultivate. Its unfortunate side effect of weakening resistance to light means that those who consume it regularly often sport the red sunburn that this fruit is named for. Dried, juiced, jarred, or roasted, the plant has a wide variety of uses across the culinary and alchemical fields. Experts in both fields agree that it is very fortunate that the plant is both hardy and plentiful.



When this Ingredient is activated,
Discard 1 Card from your Hand
 for each DEATH (☠️) element
 Ingredient in the Potion.

Dark Ingredient: Lun's Delight Number of cards: 1

Usage:

When this ingredient is activated,

Discard 1 Card from your hand for each DEATH element
 Ingredient in the Potion.

General Interest

Starting just inland of Port Loray, the Midnight Sands stretch on across most of the southern portion of the continent of Darset. These black sands are known to hide many dark secrets, host many frightening creatures, and scald the flesh even at night. One treat that the desert provides, however, sits atop a bent and crooked looking cactus. The fruit of this cactus earned its deific name from both containing very delicious nectar and growing near the tower of Lun, Goddess of Night and Dark. The Lun's delight is sought after for more than just its delicious juice, however, as the property to weaken one's resistance to the darkness becomes a boon trekking through the scalding desert.



When this Ingredient is activated,
Discard 1 Card from your Hand
 for each DEATH (☠️) element
 Ingredient in the Potion.

Thunder Ingredient: Galvantic Blend Number of cards: 1

Usage:

When this ingredient is activated,

Discard 1 Card from your hand for each DEATH element
 Ingredient in the Potion.

General Interest

The coastal country of Euros is a lovely region, even during its brief stormy season. Founded by the first crew of the Goddess of the Sea, the capitol city is a busy port town and a shipyard. With its location at the mouth of the Gleaming River, Euros is one of the main trade hubs between central Remora and northern Curbia. During the stormy season, however, the salty wind carries dark clouds over the hilly wetlands. One plant that thrives during this turbulent time of year is the Galvantic Sedge. Vulnerable to lightning, these storms cause the fluffy flower of this grasslike plant to rupture; scattering its seeds across the wetlands. The people of Euros use this plant to help direct damage from the storms to designated strike zones and away from their ships and houses.

Inactive Ingredients

The regular Elements each have one Ingredient that have No Effect when added to the potion.

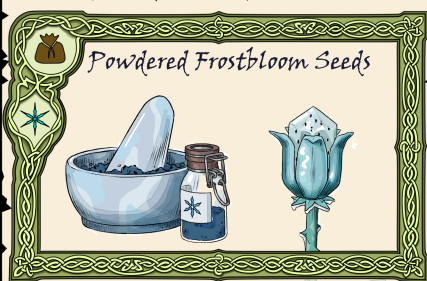
There are 3 copies of each of these cards in the game.

- Fire (Otidna Sap)
- Ice (Frostbloom)
- Wind (Miniature Nimbus)
- Stone (Mountain's Burden)
- Light (Sol's Visage)
- Dark (Abysscap)
- Thunder (Littan Root)



Fire Ingredient: Crystallized Otidna Sap Number of cards: 3
Usage: (no effect)

General Interest
The Septeth Realm is comprised of many smaller countries. Silva, one of the central territories, benefits from this by bordering most of the others. With few exports, Silva has garnered a reputation for being greedy; raising the tolls for passing through Septeth's borders as well as adding tolls of its own. One of the few exports it does have is crystallized Otidna sap. Tapped from the Otidna tree, this viscous sap is the source of the tree's abnormal warmth. This innate heat has caused the tree to be a gathering spot for travelers and animals alike. Hardened, it can be easily stored for later use as a warming agent.



Ice Ingredient: Powdered Frostbloom Seeds Number of cards: 3
Usage: (no effect)

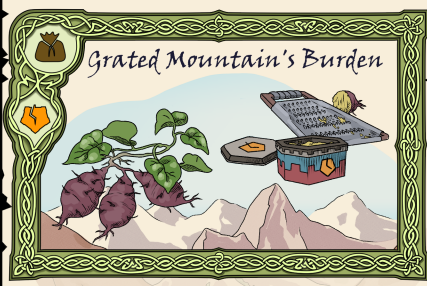
General Interest
The Frostbloom is not an uncommon flower. It can be found in most grassy regions with regular seasons and enough rainfall. While that makes this flower seem mundane, any botanist will argue the opposite. Fully formed flowers will collect rainwater and hold it until naturally frigid seeds are able to freeze the water solid. When the flower blooms the block of ice is released, sliding away and spreading the seeds contained within. Due to the rainy nature of the Dobrig region, Frostbloom is easily cultivated in the hilly areas between the capitol city and the Ko'um Range. This, along with Dobrig's position on the Gleaming River, makes Dobrig one of the leading exporters of Frostbloom Seeds.



Wind Ingredient: Miniature Nimbus Seeds Number of cards: 3
Usage: (no effect)

General Interest
While Nolfar is mostly known for its primary production of lumber, a lesser known export is the Mininimbus plant. The Miniature Nimbus grows abundantly upon the grassy northern hills of Central Remora and has been gathered by locals for as long as man has lived on the continent. The use of the plant derives from the fluffy seeds, which confer a lofty weightlessness to any who consume a large enough quantity. Resourceful locals concocted a brew derived from the plant that helps ease the burden of travel, and the potion's growing popularity encouraged larger scale cultivation. Now, the Mininimbus has become a staple in any Remoran alchemist's stash.

Ingredients: Inactive (2 of 2)



Stone Ingredient: Grated Mountain's Burden Number of cards: 3
Usage: (no effect)

General Interest

Nestled in the tall peaks around Eth's Tower of Stone you can find many treasures of nature. Valuable minerals, precious gemstones, and even some of the vegetation are gathered and traded for exorbitant prices. While the Mountain's Burden isn't quite worth its weight in gold, this tuber has proved to be at least worth cultivating. Deceptively heavy, this dense vegetable is used in many regional dishes all throughout Eth's Range. Popular among the less fortunate or more frugal because of its very filling nature, the Mountain's Burden is a staple food for long distance travel in the eastern regions of Curbia.



Light Ingredient: Sol's Visage Oil Number of cards: 3
Usage: (no effect)

General Interest

Growing high atop the western cliffs of Wuush, the Sol's Visage blooms beautifully. Also known as the Solface flower, this large vine is found almost exclusively in locations with raised elevation. This gold and white flower is known to face the sun as it makes its daily journey. As the Solface gazes skyward, it gathers light to store in its seeds. This gives the flower a faint glow. Traditionally, the locceals of Little Breeze use the flowers' movement to their advantage, posting them across their golden fields to frighten local pests. More inquisitive minds have found that purifying the oil of the solface's seeds amplifies the intensity of the light produced.



Dark Ingredient: Abysscap Extract Number of cards: 3
Usage: (no effect)

General Interest

Originating far beneath the surface of Ornera, the Abysscap is a strange fungus that uses perception altering spores to escape the notice of most deep cavern explorers. This fungus is found under every continent. Due to the extreme depth that it naturally grows, its presence on the surface is almost nonexistent. The only country to recognize its value enough to cultivate the fungus on a large scale is Krosus, the Land of Silver. Their constant mining operations have opened many caves inhabited by Abysscaps, and they now have teams dedicated to the assisted growth and gathering of these useful fungi.



Thunder Ingredient: Grated Littan Root Number of cards: 3
Usage: (no effect)

General Interest

The Littan Root is a staple plant in medicinal practice across Ornera. Besides invigorating the mind and body, littan can grow in many moderate climates. Its origins, however, are in and around the small coastal region of Tythe. Nestled between the Crescent Forest and the northernmost ridge of the Ko'um Range, Tythe is the gateway to the west for most of Central Remora. Much of the trade between Fortzenn and the Grand Remoran Empire passes through Tythe's two large port towns. This booming trade benefits local tradesmen greatly, allowing local goods like the Littan Root to make their way across the ocean and into far away casks and cauldrons.

Grouped Index

Cups (number of copies of Card in Deck)

pg 3 : Copper Cup (30) - 0 points | Silver Cup (13) - 1 point | Gold Cup (3) - 2 Points

Items - 3 copies of each Item Card in Deck

pg 4 : Test Kit (x3) - Use before deciding to Drink. Look at the face down Cards inside the Potion.
Antipoison Vial (x3) - Use while resolving a Potion. Cleanse one DEATH Element ingredient from the Potion.
Trusty Flask (x3) - Play with a face-down Ingredient. Use before resolving Potion. Move the Ingredient to the Potion.

Drinks - 1 copy of each Drink Card in Deck

pg 5 : Starlight Ichor - Pick 1 Card in the Discard Pile and add it to your hand.
Danger Mead - Cleanse all Ingredients from the Potion.
Mind Rot - Discard 13 Cards from Hand, then Draw 7 Cards.
Greenhaven Physic - Cleans all DEATH element Ingredients from the Potion. FIRST
pg 6 : Jack Cider - Draw 3 Cards. Perish if there is at least one DEATH element Ingredient in the Potion.
Madvein - Draw 3 Cards for each FIRE element Ingredient in the Potion.
Dropple Cider - Draw 3 Cards from the Deck for each x element Ingredient in the Potion.
Sourmist - Draw 3 Cards from the Deck for each WIND element Ingredient in the Potion.
pg 7 : Rock Snaps - Draw 3 Cards from the Deck for each STONE element Ingredient in the Potion.
Noon's Elixir - Draw 3 Cards from the Deck for each LIGHT element Ingredient in the Potion.
Moon's Lament - Draw 3 Cards from the Deck for each DARK element Ingredient in the Potion.
Bitterbrine - Draw 3 Cards from the Deck for each THUNDER element Ingredient in the Potion.

Life and Death Ingredients - (number of copies of each Card in Deck)

pg 8 : Vileshed Extract (1) - Life element - Cleanse up to 3 Ingredients from the Potion. FIRST
Gorefruit Extract (3) - Life element - Cleanse 1 Ingredient from the Potion. FIRST
Tal's Kiss Nectar (7) - Life element - Draw 1 Card from the Deck.
pg 9 : Miasmap Extract (1) - Death element - Perish.
Bloodshelf Paste (3) - Death element - Skip 1 Turn.
Dread Nectar (7) - Death element - Discard 1 Card from your Hand.

Special Ingredients - 1 copy of each Card in Deck

pg 10: Philosopher Pill - Non-element - shuffle discard pile into deck.
Stellar Nectar - Creation element - Move card from discard pile to hand.
Acrid Cluster - Destruction element - Discard the Cup and Potion.
pg 11: Pearl of Knowledge - Comprehension element - manipulate the top of the deck and take a card.
Fierce Valor - Fire element - Discard 13 Cards from Hand.
Pondfloe Blend - Ice element - Skip 2 Turns.
Cumuflower Leaf - Wind element - Reverse direction of play.
pg 12: Grated Dealorb Mushroom - Stone element - Exchange your Hand with another Player.
Candorberry Blend - Light element - Reveal your Hand.
Gloomgourd Pul - Dark element - Play a cup from your hand as Claimed.
Powdered Dupliclover - Thunder element - Duplicate the effect of an Ingredient in the Potion. FIRST

Perish if any DEATH element Ingredients - 1 copy of each Card in Deck

pg 13: Concentrated Lavorb Juice - Fire element
Glassberry Extract - Ice element
Purified Gogonut Vapor - Wind element
pg 14: Sandman Extract - Stone element
Brightsun Powder - Light element
Grated Darcab Root - Dark element
Reckless Nut Powder - Thunder element

Draw for each LIFE element Ingredients - 1 copy of each Card in Deck

pg 15: Powdered Wickweed Root - Fire element
Sour Frost Extract - Ice element
Pioneer Paintbrush Root - Wind element
pg 16: Fermented Climber's Aid - Stone element
Whitewood Sap - Light element
Grated Mooncatcher Root - Dark element
Conduit Cactus Nectar - Thunder element

Discard for each DEATH element Ingredients - 1 copy of each Card in Deck

pg 17: Raydot Leaf Paste - Fire element
Essence of Snow Siren - Ice element
Mist Temple Paste - Wind element
pg 18: Rockbell Mushroom Paste - Stone element
Sunburnt Tomoro Blend - Light element
Lun's Delight - Dark element
Galvantic Blend - Thunder element

Inactive Ingredients - 3 copies of each Card in Deck

pg 19: Crystallized Otinda Sap - Fire element
Powdered Frostbloom Seeds - Ice element
Miniature Nimbus Seeds - Wind element
pg 20: Grated Mountain's Burden - Stone element
Sol's Visage Oil - Light element
Abysscap Extract - Dark element
Grated Littan Root - Thunder element

