

# Alchemists FAQs

Official answers by Matúš Kotry

Compiled by Alessandro "Galandil" Cingolani with the help of the BGG community

Q: During setup, is the favor card that we don't keep discarded face up or face down?

A: Discard them face up on the same discard pile you will use for Favor cards played during the game.

Q: During turn order selection, are favor and ingredient cards drawn simultaneously or in a specific order? This is important when drawing the *Herbalist* favor.

A: Feel free to draw the ingredients first so that you can discard them in case you draw the *Herbalist* favor card.

Q: Same question as before, but during setup.

A: And the same answer :) : draw the ingredients first. It's even more important here, because with no ingredients in your hand the *Herbalist* would be weaker than it is supposed to be.

Q: Regarding the **No negative potion can affect you twice in the same round** rule, does it apply to any negative potion regardless of color (i.e.: we suffer only the first negative potion effect, even if the 2nd one is a different colored negative potion), or specific to every color (i.e.: we can suffer both the R- and B- negative effects)?

A: The second thing you wrote is correct: if you drink two negative potions with different colors, you get affected by both of them. The **No negative potion can affect you twice** applies only to two identical potions.

(Btw note that the rule says **twice in the same round**. That means when I drink for example B- using *Custodian* card and then I drink again B- on regular *Drink potion* action space, I only lose 1 rep. for the first one)

Q: Should the *Boots of Speed* allow you to take a second action on the *Custodian* favor card?

A: Yes. The *Custodian* card literally creates an imaginary action space just for you, which is situated between *Transmute* and *Sell potion* action spaces. And the *Boots of speed* can be used **on any action space except of *Sell potion***. So this imaginary one also counts.

Q: If a player has *Boots of Speed* and declines to perform an action (putting his cube/cubes in the Unused cubed space), can he still use the Boots to perform the previously declined action after all players have finished executing that action?

A: Yes. Text of the *Boots of speed* says that you can use it **On an action space where you have at least one cube**. So it doesn't matter whether that cube was used or declined.

Q: When using *Periscope*, does the spied player know which ingredient is seen by the spying player?

A: Well, you've got me with this one. I didn't think about it when I was writing the rules so the rulebook indeed does not cover this. But thematically, when someone is spying on you, you most likely won't ever find out what information he learned. So the answer is that the spied player does not know what ingredient was seen by the spying player.

That means if someone uses *Periscope* on you, you should shuffle the ingredient cards face down, then pass them to the spying player. He looks at one and then discards them both.

This may get a little bit tricky if the spied player has the *Magic mortar*. In that case after the spying player looks at one of the cards, he should shuffle them again, discard one of them and return the other one back to you.