

# The Apothecary's Primer

Hello, *Legends Untold* player! Thanks for your support!

In our last Kickstarter campaign, we introduced the *Potions and Preparations* expansion, which adds brand new crafting mechanics to the game. You can become an apothecary by gathering **RESOURCES** from scraps in your environment, and combine them into **RECIPES** to create powerful new effects.

We're really proud of how fun these mechanics are, and so we're sharing them with you in this exclusive preview. Simply cut out the cards at the back of this paper and use them as game cards in your next adventure!

If you enjoy using this mini-expansion, consider supporting us by buying the full *Potions and Preparations* set, which contains many more Resources and Recipes for you to craft with, plus Talents, Weapons, and Occupations!

## SETTING UP

To use the content in this primer, cut out each card, then follow the steps below:

- Give the Scalpel Set kit to a Hero. This Kit allows you to access the new crafting mechanics.
- Equip the two Recipes (Cloud in a Bottle and Draught of Acidic Vomit) to that Hero.
- Shuffle the six Resource cards and place the resulting deck face-down near the play area.

## GATHERING RESOURCES

The new Kits in Potions and Preparations allow you to **GATHER** Resources of specific types.

During the Rest Phase, before the Party Camps, each Hero may attempt to Gather one type of Resource from their current Location. You can only Gather Resources if the Location has an **ENVIRONMENTAL ICON** that matches the one required by their Kit.

To Gather a Resource of a particular type, **REVEAL THE SPECIFIED NUMBER OF CARDS** from the top of the Resource deck that matches the environmental icon you're Gathering from. **KEEP ALL CARDS THAT MATCH AN ICON** on the Location card you're gathering from, and discard the rest.

*Example: Nogra the Scavenger is in the Collapsed Street, which has  and  environment icons (1). Her Scalpel Set (2) can Gather , , or , so she can Gather here!*

*The Scalpel Set says she may Gather , , or , equal to half the number of  Specialities she has, rounded up. She has three  Specialities (3), so she can Gather two cards.*

*She draws the top two cards from the Resource deck (5), and gets Egg Fragments (4) and Abdomen (6). Egg Fragments card has a  icon, which matches the Location, so she keeps it. However, the Abdomen has neither a  nor a , so she discards it.*



## RECIPES

Potions and Preparations are **CRAFTED** by combining Resources using Recipes. Crafting is performed **DURING THE REST PHASE**, before or after you choose to Camp.

To Craft a Recipe, discard a number of Resources and/or cards with icons that **MATCH EACH OF THE CRAFTING ICONS** on that Recipe. Each card may only be used to pay for one of the crafting icons on the Recipe, even if more than one of its icons match the Recipe's requirements. Then **ADD SUPPLY TOKENS** to that Recipe equal to the Supply value on its card.

You may Craft as many Recipes as you like and as many times as you like during the Rest Phase, so long as you have the Resources necessary to do so. Recipes may have any number of Supply tokens on them.

Once crafted, the Supply tokens on Recipes may be spent to **PERFORM THE EFFECT** on that Recipe at any time their effect allows.

*Example: Vek the Mighty has a recipe for the Draft of Foresight (1). To Craft it, he'll need to pay one A-type icon and one E-type icon (2). Crafting it will yield two Supply tokens (3).*

*He discards the Crimson Moss (4) to pay for the A, and the Sweet Clover (5) to pay for the E.*

*The Recipe has now been crafted, so he places two new (6) Supply tokens on the Draft of Foresight to represent the potions he's brewed. He can spend them at any time to activate the Draft of Foresight's effect.*



## STORING RESOURCES BETWEEN ADVENTURES

Heroes can only keep a **LIMITED NUMBER OF RESOURCES** between Adventures. To keep a Resource for your next Adventure, you'll need to **STORE** it in a **KIT**.

Each Kit your Hero has that allows you to Gather may store up to **THREE TIMES AS MANY RESOURCES** as that Kit could Gather. Stored Resources must be of a type that Kit could have Gathered. For example, if your Kit can gather two Plants, it can Store up to six Plant Resources between Adventures.

Any Resources that are not Stored in a Kit at the end of an Adventure are discarded.





**APOTHECARY'S KIT**  
UPGRADED KIT




Equip 4 Potion Recipes with 1  each at the start of the Adventure.

You may Gather ,  or  equal to the number of  Specialities your Hero has plus 1.

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