Alchemists Solo Variant The Copycat

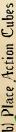
You must face the famed wizard Gilderoy Lockhart in a battle of wits and intellect. This is no easy task, Lockhart has made it his life's youl to be the master of Academia and will not be easily outdone by a young upstart such as yourself.

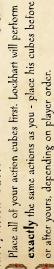
- · Serup a normal 2 player game
- · Remove the Periscope artifact from play

Round Sumary

a) Select Turn Order

space - it will remain here for the rest of the game. Place your own vial on any other remaining space and take the indicated Ingredient / Favour cards. Place Lockhart's vial on the '2 ingredients'





c) Resolve Actions

Resolve your actions as normal. Lockhart will perform special Lockhart randomly selects and removes one 1) Forage for Ingredients actions, described below;

2) Transmute Ingredient X

ingredient from the card row.

Lockhart does nothing (professional wizards transmute their own ingredients after all!)



respectivly (i.e. every time you switch Artifacts, Lockhart increases his bid). During rounds 1-3 / 4-5 / 6, Lockhart bids -1 Gold / -2 Gold / -3 Gold If Lockhart outbids you, you cannot

sell a potion this round.

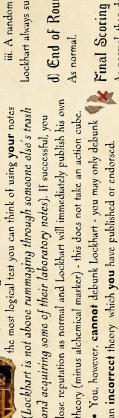
4) Buy Artifact

Lockhart randomly selects and removes one Artifact card from the card row.



5 Debunk Theory

• Lockhart will attempt to debunk one (of your hedged theories: nerform of your hedged theories; perform



61 Publish Theory

(but do not place an alchemical token - see below). Place one of Lockhart's seals on an ingredient Choose by order of preference:



i. Meet Grant requirements

ii. Next to one of your scals to beat you to getting a Grant iii.On a random ingredient without other publications

· Lockhart will endorse your theories, but will not pay you 1 Gold.

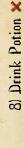
· Lockhart will take a Grant if he meets the requirements.

this ingredient. (In short, you do all the work and Lockhart gets all the credit – academia is so unfair.) · If you wish to publish a theory which has Lockhart's seal on it, you Lockhart). Then you must select the alchemical you believe goes with must pay 2 Gold as normal (one to the publisher and one to

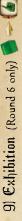


7) Test on Student

Lockhart always mixes a negative potion 🖨 (he detests students). When you perform this action after Lockhart you must pay 1 Gold (-



would actually test a potion on himself!) Lockhart does nothing. (He's not so desperate that he



In order of preference, Lockhart will exhibit:

- to potions you where you can show both signs) i. A potion you intend to exhibit (priority
- ii. A potion with the opposite sign to one you have successfully exhibited
 - iii. A random potion

Lockhart always succeeds in his exhibitions and occupies the +1 spot.

d) End of Round

As normal

As normal, then determine your level of success:

Outcome	Better luck next time	Showing improvement	Has potential	Top of the class	Prodigy	When can you start?	Full tenure	Elected Dean of the School	of Magical Arts
Points	0 - 30	31 - 35	36 - 40	41 - 45	46 - 50	51 - 55	26 - 60	61+	

Changing the Difficulty

. Place Lockhart's vial 1 or 2 spots higher / lower on the turn order track in order to increase / decrease the difficulty, respectively.

Grand Master Variant

- . Add the 6th Adventurer to the bottom of the Adventurer stack you will now play 7 rounds (the Exhibition will still only take place in the final round). Take an extra set of '3' seals.
- · Your goal is to publish a correct theory for every ingredient (these may be hedged, but the alchemical formula must still be correct).
- If you succeed at this, score an extra +5 points at the end of the game (Congratulations on completing your Doctoral thesis?).





Quick Reference card

