

# Alchemical Adventures: Royal Remedy

THIS GAME  
REALLY MIXES  
IT UP!



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## Alchemical Adventures: Royal Remedy

Greetings traveler, we hope your adventure is going well but if it isn't then here is the alchemist's guide to dungeoneering! Because most alchemists generally prefer the comfort of their workbench and the warmth of their burners, we at the adventuring guild have developed the perfect pocket size guide for any alchemist wanting to fetch ingredients from the wilds. In it we will cover common adventuring practices, combat, and helpful advice to let you get your ingredients and get home safe and in one piece.

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### **Rooms and what to do in them (Interact, Move, Inspect):**

There are many different rooms in dungeons but broadly speaking there are 4 main rooms. Puzzle, Combat, Ingredient, and Friendly. Each with their own trials and tribulations, but with our three actions you can overcome anything. For those of you who haven't been adventuring before there are three categories of actions, those being 1.) interacting, 2.) moving, and 3.) inspecting. These three categories are all you need to succeed in your adventure. Here is a quick breakdown of each category.

1. **Interact:** Changing things in rooms will let you progress through a dungeon interaction is your gateway to ingredients.
  - a. Puzzle Rooms
    - i. You will occasionally come across rooms that are have riddles, spells, or puzzles, solving these trials can unlock doors and open up paths to explore
  - b. Combat Rooms
    - i. You will come across various enemies while adventuring, after fighting them you'll have a chance to interact with aspects of the room, which can tell you about the monster you've slain but often after a fight there is not much left to interact.
  - c. Ingredient Rooms
    - i. Often found near combat rooms these are the dream of all alchemists'. Ingredients rooms hold the treasured materials used to craft potions, weapons, and tools. Taking materials from these rooms will be your goal.
  - d. Friendly Rooms
    - i. A rare site in most dungeons but occasionally you will come across rooms with friendly sentient life, interacting with them can give you information, items, and hints to how to achieve your goals.
2. **Move:** Moving between rooms can be challenging and an easy way to get lost, so here's some tips to keep you safe.

- a. Movement between rooms is all the same. As you know, Leanurinon architecture makes structures align with the compass rose, so orienting yourself with north and moving in cardinal directions will minimize getting lost.
  - 3. **Inspect:** Observing things in a room can help you understand what you have to do, the history of the area, and give vital information on progression. At times there is nothing of interest but taking a closer look at things is never a bad idea.
    - a. Puzzle Rooms
      - i. Inspecting walls, runes, books, and doors will often provide vital clues to solving puzzles and progressing forward.
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### **Combat (Magic, Melee, Block):**

On your quests for ingredients you will meet many foes who will impede your progress. All enemies possess three types of action, 1.) Magic, 2.) Melee, and 3.) Block, the methods these monsters utilize are different but fundamentally the same. You too have the ability to cast magic using your potions, and melee and block with your staff. Combat is much like rock paper scissors, with (1)magic beating (3)blocking,  
(3)blocking beating (2)melee,  
(2)melee beating (3)magic and of course committing to the same action doing nothing.

- 1.) Magic
  - a.) Beats blocking
  - b.) Loses to melee
- 2.) Melee
  - a.) Beats Magic
  - b.) Loses to blocking
- 3.) Blocking
  - a.) Beats melee
  - b.) Loses to Magic

**NOTE: USING ONLY (2)MELEE WILL ALWAYS WIN.  
AS BLOCKING DOES NO DAMAGE TO EITHER PARTY, MAGIC WILL LOSE, AND  
BOTH MELEE DOES NOTHING. THIS IS A FEATURE SET FOR THE MARKER.**

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### **Conclusion:**

We hope this guide will assist you on your adventures, any further questions please find your closest pondering orb and scry help @AlchemistsAssistant.lean