

KELPHIS

THE POTION MAKER

26

BREW

POWER: DESTROY ANY NUMBER OF HERBS. ACTIVATE ONE FORMULA WHOSE SYMBOLS ENTER THE TRASH THIS WAY.

- ONE PLAYER MAY PLAY A CARD NOW.
- ONE TARGET REGAINS 1HP.
- INCREASE THE NEXT DAMAGE DEALT BY A HERO TARGET BY 2.

RUSTY OLD SICKLE

EQUIPMENT, LIMITED

AT THE END OF YOUR TURN, REVEAL THE TOP CARD OF YOUR DECK. IF IT IS A HERB, PUT IT INTO YOUR HAND. OTHERWISE REPLACE IT OR MOVE IT TO THE BOTTOM OF YOUR DECK.

POWER: KELPHIS DEALS 1 TARGET 2 MELEE DAMAGE.

"IT'S NOT SHINY BUT IT DOES THE JOB."
- KELPHIS, BURNING HARVEST #20

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DRUID'S POUCH

EQUIPMENT, LIMITED

AT THE START OF YOUR TURN, YOU MAY PLAY A HERB.

POWER: DRAW 2 CARDS. DISCARD 1 CARD.

"A BIT OF THIS. AND A BIT OF THAT. YES. AND WHAT DO WE HAVE HERE? LET'S SEE WHAT HAPPENS WHEN I THROW THIS INTO THE MIX."
- KELPHIS, POTION MAGIC #2

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SKILLED HANDS

ONE-SHOT

YOU MAY DRAW A CARD.

YOU MAY PLAY UP TO 2 HERBS.

"I HAVE DONE THIS A THOUSAND TIMES."
- KELPHIS, POTION MAGIC #9

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SPICE THINGS UP

ONE-SHOT

SEARCH YOUR DECK FOR A HERB AND PUT INTO YOUR HAND. SHUFFLE YOUR DECK.

YOU MAY DRAW A CARD.

YOU MAY PLAY A CARD.

"LET ME CHECK MY INVENTORY."
- KELPHIS, POTION MAGIC #31

HARVEST

ONE-SHOTS

MOVE UP TO 3 HERBS FROM YOUR TRASH TO YOUR HAND.

YOU MAY PLAY A HERB.

"THE SPLENDID GIFTS OF NATURE."
- KELPHIS, POTION MAGIC #11

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POISON ATTACK

ONE-SHOT

KELPHIS DEALS 1 TARGET X TOXIC DAMAGE, WHERE X = THE NUMBER OF HERBS IN PLAY PLUS 1.

"SO, YOU WANT TO TAKE AWAY MY MAGIC POTION?! GO ON, HAVE A SIP!"
- KELPHIS, BURNING HARVEST #10

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SOW WIND, REAP THUNDER

ONE-SHOT

KELPHIS DEALS HIMSELF 3 PSYCHIC DAMAGE. IF HE TAKES DAMAGE THIS WAY, SHUFFLE 3 HERBS WITH THE SAME NAME FROM YOUR TRASH INTO YOUR DECK. ACTIVATE THE THIRD OR FOURTH FORMULA ON 1 OF THE CARDS, IGNORING SYMBOLS.

"YOU HAVE TO BECOME ONE WITH NATURE."
- KELPHIS, THE WAY OF THE DRUID #5

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IMPROVISED POTION

ONE-SHOT

DISCARD 2 DIFFERENT HERBS. IF YOU DO, EITHER ACTIVATE BOTH CARDS FIRST FORMULA IN ANY ORDER OR ACTIVATE THE SECOND FORMULA OF ONE OF THE CARDS, IGNORING SYMBOLS.

"THIS WILL DO!"
- KELPHIS, POUCH AND SICKLE #2

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ARCANE ELIXIR

ONE-SHOT





DESTROY 5 DIFFERENT HERBS. IF YOU DO, SELECT A PLAYER. THAT PLAYER MAY DRAW 1 CARD, PLAY 1 CARD, USE 1 POWER AND THAT PLAYER'S HERO REGAINS 5 HP AND DEALS 1 TARGET 5 INFERNAL DAMAGE NOW.

"YOU KNOW NOTHING."
- KELPHIS, THE WAY OF THE DRUID #11

ANGEL'S CLOVE

HERB

WHEN THIS CARD ENTERS PLAY, KELPHIS REGAINS 1HP.
FORMULAS:





-  1 TARGET REGAINS 3 HP.
-  EACH HERO TARGET REGAINS 2 HP.
-  REDUCE DAMAGE DEALT TO HERO TARGETS BY 1 UNTIL THE END OF YOUR NEXT TURN.
-  UNTIL THE END OF YOUR NEXT TURN, WHENEVER A HERO WOULD BE DEALT DAMAGE, THAT PLAYER MAY DISCARD 2 CARDS TO PREVENT THAT DAMAGE.

"HEAL YOUR WOUNDS. BETTER DAYS ARE COMING."
- KELPHIS, POTION MAGIC #14

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DEMON'S BLOSSOM

HERB

WHEN THIS CARD ENTERS PLAY, KELPHIS DEALS HIMSELF AND 1 OTHER TARGET 2 INFERNAL DAMAGE EACH.
FORMULAS:

-  THE NEXT TIME A HERO WOULD BE DEALT DAMAGE, YOU MAY DISCARD A CARD TO REDIRECT THAT DAMAGE TO A TARGET OF YOUR CHOICE.
-  EACH HERO DEALS 1 TARGET 1 INFERNAL DAMAGE.
-  EACH PLAYER MAY MOVE 1 CARD OTHER THAN A HERB FROM THEIR TRASH TO THEIR HAND. PUT THE TOP CARD OF 1 DECK INTO PLAY.
-  KELPHIS DEALS EACH NON-HERO TARGET 4 TOXIC DAMAGE.

"DON'T TOUCH IT! THIS PLANT IS HIGHLY POISONOUS. BUT I BET IT MAKES A GREAT WEAPON!"
- KELPHIS, BURNING HARVEST #25

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FIRE TONGUE

HERB

WHEN THIS CARD ENTERS PLAY, INCREASE THE NEXT DAMAGE DEALT BY KELPHIS BY 1.

FORMULAS:

- SELECT A HERO TARGET. INCREASE THE NEXT DAMAGE DEALT BY THAT TARGET BY 3.
- SELECT A HERO TARGET. INCREASE THE NEXT DAMAGE DEALT BY THAT TARGET BY 5.
- DAMAGE DEALT BY HERO TARGETS IS IRREDUCIBLE AND CANNOT BE REDIRECTED UNTIL THE END OF YOUR NEXT TURN.
- INCREASE DAMAGE DEALT BY HERO TARGETS BY 1 UNTIL THE END OF YOUR NEXT TURN.

TACHYON: "UHHH! IT BURNS!"

KELPHIS: "JUST TRUST IN ME."

- BURNING HARVEST #12

FIRE TONGUE

HERB

WHEN THIS CARD ENTERS PLAY, INCREASE THE NEXT DAMAGE DEALT BY KELPHIS BY 1.

FORMULAS:

- SELECT A HERO TARGET. INCREASE THE NEXT DAMAGE DEALT BY THAT TARGET BY 3.
- SELECT A HERO TARGET. INCREASE THE NEXT DAMAGE DEALT BY THAT TARGET BY 5.
- DAMAGE DEALT BY HERO TARGETS IS IRREDUCIBLE AND CANNOT BE REDIRECTED UNTIL THE END OF YOUR NEXT TURN.
- INCREASE DAMAGE DEALT BY HERO TARGETS BY 1 UNTIL THE END OF YOUR NEXT TURN.

TACHYON: "UHHH! IT BURNS!"

KELPHIS: "JUST TRUST IN ME."

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FIRE TONGUE

HERB

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- SELECT A HERO TARGET. INCREASE THE NEXT DAMAGE DEALT BY THAT TARGET BY 3.
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KELPHIS: "JUST TRUST IN ME."

- BURNING HARVEST #12

FLUXWEED

HERB

WHEN THIS CARD ENTERS PLAY, YOU MAY DRAW A CARD.

FORMULAS:

- ONE PLAYER MAY DRAW 2 CARDS.
- ONE PLAYER MAY DRAW A CARD AND PLAY A CARD.
- ONE PLAYER MAY PLAY A CARD AND USE A POWER NOW.
- EACH PLAYER MAY EITHER PLAY A CARD OR USE A POWER NOW.

"THIS POTION WILL MAKE YOU FASTER THAN YOU EVER WERE!"

- KELPHIS, BURNING HARVEST #5

FLUXWEED

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NIGHTSHADE

HERB

WHEN THIS CARD ENTERS PLAY, REVEAL THE TOP CARD OF A DECK, THEN REPLACE OR DISCARD IT.

FORMULAS:

-  EACH PLAYER MAY DRAW 2 CARDS, THEN DISCARD 2 CARDS.
-   REVEAL THE TOP CARD OF EACH DECK. PUT 1 INTO PLAY AND REPLACE OR DISCARD THE OTHERS.
-   DESTROY UP TO 3 ONGOING AND/OR ENVIRONMENT CARDS.
-   EACH PLAYER MAY REVEAL THE TOP 3 CARDS OF THEIR DECK, THEN PUT 1 INTO PLAY AND SHUFFLE THE REST BACK INTO THEIR DECK.








"IF YOU DRINK THIS, YOU CAN SEE THE FUTURE. I'VE BEEN THERE."
- KELPHIS, POTION MAGIC #4

NIGHTSHADE

HERB

WHEN THIS CARD ENTERS PLAY, REVEAL THE TOP CARD OF A DECK, THEN REPLACE OR DISCARD IT.

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