

Apothecaria



Solo Potion Making
RPG

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Introduction

If you're reading this, I'm probably missing...or dead. Let's hope just missing.

I wish I could be there to explain all this in person, but life takes unexpected paths. Hopefully this journal will be enough to guide you.

So first up, welcome to High Rannoc! It's a nice place, even if the people can be a little disaster-prone. You'll be taking my place as village witch and'll be responsible for curing them of whatever injuries or diseases they've managed to pick up.

Thankfully, curing folk ain't that hard. Mostly just a matter of finding out what's wrong with them and check what reagents work for that. I don't know how much you've been taught afore so don't be insulted if these instructions seem simple.

Diagnosis

Step One) Draw a card and refer to the Ailments list to see what the patient has.

Step Two) Write down the patient's name, job and Ailment.

Step Three) Make a note of the Ailment's [TAGS]

Step Four) If the Ailment has a Time Limit, note that too.

Step Five) Search the reagents list for least 2 reagents that match the [TAGS]

Step Six) Choose which reagents to search for.

That's the easy bit! Now you'll have to actually go and get the reagents. Each reagent has a TYPE and LOCALE where it can be found. Reagent TYPES are sorted as follows:

PLANT - Thorns, stems, leaves, mushrooms, sap, etc.

ANIMAL - Feathers, droppings, venom, hair, etc.

MAGIC - Dreams, shadows, moonlight, song, etc.

The LOCALS you'll start with are FOREST, LOCH, MOUNTAIN, and DUNGEON.

I've also marked each reagent's value—the higher the number, the harder it is to find. Depending on the season, its value can go up and down. That's about the easiest way to show these things, so hopefully it's clear enough.

Let's look at how I'd do it, from beginning to end.

First thing I do is draw a card to see what the Ailment is (page 12). Today it's a case of Phodothropy—a curse that turns the afflicted into a monstrous hamster every full moon.

Next I determine who the afflicted is (page 5). I decide it's Harkin Black, a lumberjack who sells firewood and lumber in the Winter months and keeps to himself near enough the rest of the year. Folks dragged him in half naked and still squeaking so it wasn't too hard to make the diagnosis.

Phodothropy is a [CURSE ★] and [HAIR ★] issue, so I check my reagents list and find that Old Blood and a Wigfish Wig will work. They aren't the only options but they're easy enough to find this Season.

Old Blood is found in Hero's Hollow (Dungeon) while the Wigfish can only be found in Meltwater Loch (Loch) so it's time to go Foraging which has a few steps.

Foraging

Step One) Note on a piece of scrap paper or with the Track that you have 0 Foraging points.

Step Two) Draw a card and check the locale (pages 34 – 51) to see what happens. Resolve it as appropriate.

Step Two and a Bit) If the card you drew is equal to or greater than the value of the reagent you're hunting for, you've found it. Note it down. You can only find 1 reagent at a time.

Step Two and the Other Bit) If the card you drew is lower than the value of the reagent you're hunting for, gain 1 Foraging point.

Step Three) Once your Foraging points are equal to or higher than your reagent's value, you automatically find the reagent you're searching for.

Step Four) If the ailment has a Time Limit, decrease it by 1. If the Time Limit reaches 0, the afflicted will suffer the Consequence (Timer is Decreased after every Event or Locale shift).

Step Five) Head home with all your reagents or repeat steps Two to Four.

With your reagents in hand, the last step is to prepare them.

Potion Preparation

Step One) Read the reagent's preparation notes and make up the method using the appropriate Tool.

Step Two) Name the potion and write down the recipe in your journal.

Step Three) Get paid depending on how well you did (see Potions - page 5 for more).

The Advanced Stuff

So, we've covered the basics. How to Diagnose, Choose your Reagents, Forage, and Prepare your Potion. But there are some extra things to be aware of.

Changing Locale

Moving from one locale to another Decreases the Timer by 1.

Changing locale also starts a new Foraging track for that locale starting at 0 (or higher if you have a Familiar ability).

Consequences

Not every Ailment has a consequence. For these, there is no punishment for taking your time.

During Ailments without a Timer, you can explore at your leisure but taking more than 13 turns will cause you to lose 1 Reputation as you appear uncaring.

If you take too long and the Timer on an Ailment hits zero, your Reputation will likely drop and you'll face the Consequence, whatever form that may take.

Reputation

People in the village, monsters from around the wilds, and adventurers looking for help will be drawn to you as long as your Reputation is good.

Most folk'll give you the benefit of the doubt so you **start with 5 Reputation Points** which makes you a **Novice**. Every ten points puts you up a level going from:

Novice – **Intermediate** – **Advanced** – **Expert**
0 to 10 11 to 21 22 to 32 33+

Get the potion right and you'll get a Reputation point. Once your Reputation crosses over into a new level, you'll move up to these new, harder Ailments. You can still choose to draw on the easier Ailments but you won't gain Reputation for them.

Calendar

You start on the first Week of Spring.

Each Ailment & Downtime counts as 1 Week. Do any more than that and you'll find them running to you for every little thing.

Ailments Explanation

Every ailment can be broken down into distinct parts so lets look at the Phodotherphy Ailment in more detail:

Phodotherpy – [CURSE ★] [HAIR ★] – **Timer: 6**

During the full moon, the afflicted turns into a monstrous hamster and scurries around their home and village, nibbling on carts and walls.

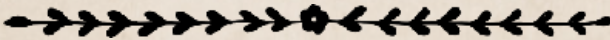
Consequence: They go on another rampage. Lose 1 Reputation. Describe the aftermath.

This entry shows that you have to find reagents that match the [CURSE] and [HAIR] tags in order to cure this patient.

The ★ refers to the [TAGS] required potency. You must find a reagent with ★ equal to or greater than the Ailment's ★ value.

The Timer shows how many turns you'll have to Forage. But be careful, some events can cause you to Decrease the Timer even quicker.

The Consequence is what happens if you do not find all the necessary ingredients within the Timer or if you make a potion that does not meet all of their requirements.



Potions

Normally completing a potion nets you **20 Silver** but there are a couple of things that can affect its value.

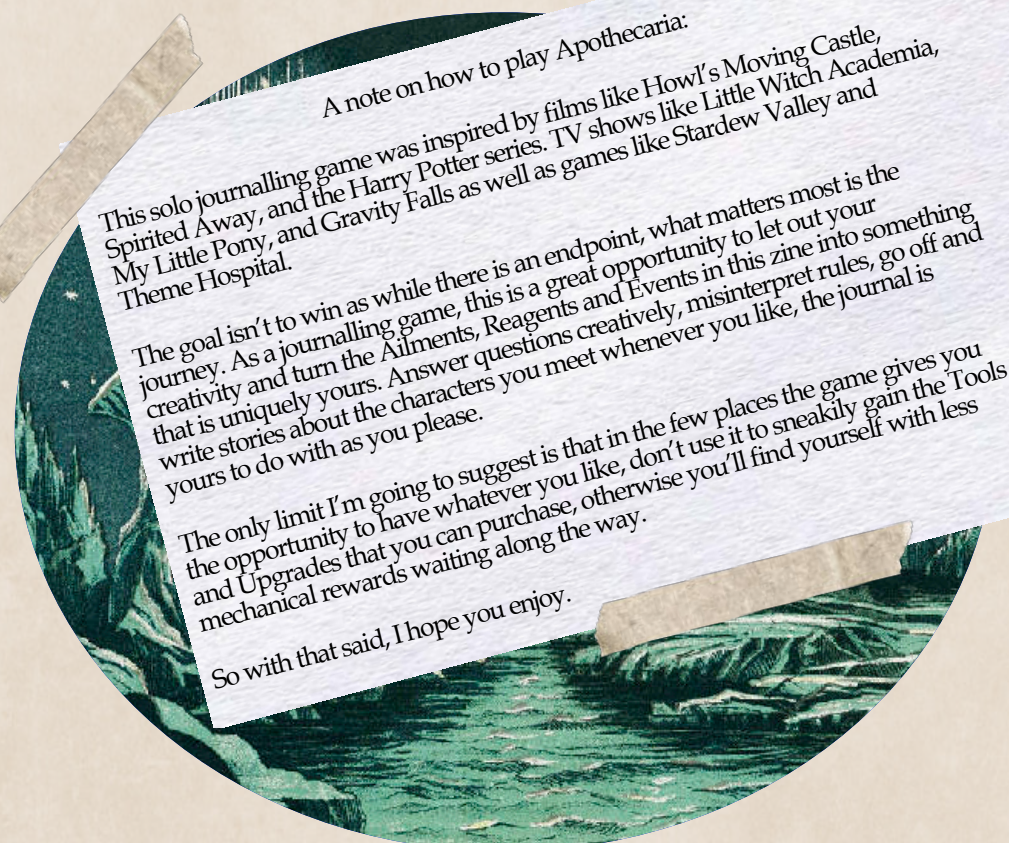
- Each point of Poison reduces the reward by 4 Silver.
- Each point of Sweet increases the reward by 4 Silver.

Poison and Sweet thankfully counteract each other so a Potion with 2 points of Poison and 2 points of Sweet counts as having zero of either nets the usual 20 Silver.

As is expected, if a potion has 5 points of Poison the Afflicted will not pay for it and you will have to deal with the Consequence AND lose an extra point of Reputation for brewing so carelessly.

As your Reputation rises you'll start gaining more Silver per potion.

Intermediate – 30 Silver | Advanced – 40 Silver | Expert – 50 Silver

A circular illustration of a forest stream with a paper note pinned to it. The stream flows through a lush green forest with tall trees and a rocky bank. The paper note is white with black text and is held in place by two pieces of brown tape. The background of the page is a light beige color with a faint, dark ink splatter at the bottom.

A note on how to play Apothecaria:

This solo journaling game was inspired by films like *Howl's Moving Castle*, *Spirited Away*, and the *Harry Potter* series. TV shows like *Little Witch Academia*, *My Little Pony*, and *Gravity Falls* as well as games like *Stardew Valley* and *Theme Hospital*.

The goal isn't to win as while there is an endpoint, what matters most is the journey. As a journaling game, this is a great opportunity to let out your creativity and turn the *Ailments*, *Reagents* and *Events* in this zine into something that is uniquely yours. Answer questions creatively, misinterpret rules, go off and write stories about the characters you meet whenever you like, the journal is yours to do with as you please.

The only limit I'm going to suggest is that in the few places the game gives you the opportunity to have whatever you like, don't use it to sneakily gain the *Tools* and *Upgrades* that you can purchase, otherwise you'll find yourself with less mechanical rewards waiting along the way.

So with that said, I hope you enjoy.

Patients and Patience

There's no mechanical way to work out who your patient is, to do that you've got to just look at them and search your head. Are they from the town, a passer-through, or a monster? Much of the time I find it helps to let them describe their *Ailment* first—you get a good idea of who you're dealing with from there. In other words, it's your choice who you see.

Although, if you're feeling a little stuck then a little card draw never hurts.

- ♥ - Villager
- ♦ - Adventurer
- ♣ - Monster
- ♠ - A Repeat Patient

To determine what their *Ailment* is, draw a card and check the *Ailments* list. Remember, you can only take those that match your current *Reputation* or lower.

Tools

To make potions, you need a few handy tools. I've left you some in the cupboard to get started with, there should be:

Mortar and Pestle - You're going to use this to CRUSH reagents down into powders.

Cauldron - As you'd expect, you're going to use this to BOIL reagents.

Alembic - One the villagers might not immediately understand, you use this to DISTIL reagents, collecting the purified vapours.

These three should be enough to get you going but eventually you're going to have to get other tools.

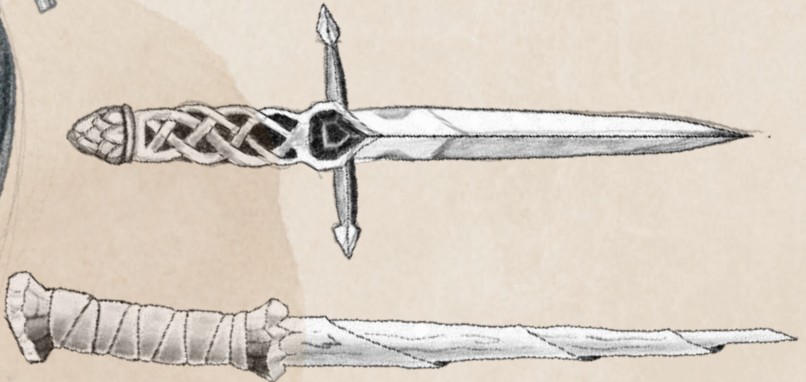
Sickle - 50 Silver - Foraging points increase by 2 instead of 1.

Wand - 100 Silver - Allows for the collection of certain MAGIC reagents.

Athame - 80 Silver - Needed in order to use the Ritual Circle in the village.

Broom - 100 Silver - Allows you to fly up to The Cloud Isles.

Coracle - 70 Silver - Allows you to navigate Blastfire Bog.



Golem Helper - Cannot Be Bought

A stone golem from up in the mountains, this gentle giant has come down to help around the cottage as thanks for you repairing it. It can be tasked to do one of three things at a time and you may change its task each season.

TEND - The golem has a soft touch and a green thumb. It tends to your Garden Plots, Hives, and Paddocks for the duration of the season. At the end of the season, double the number of reagents you receive from these sources.

MAKE - With little more than magical strength and enduring effort, the golem can be asked to build almost any Upgrade for free but it takes the full season to do so as while it works tirelessly, it's not actually all that good at it and takes a few attempts to get it right.

SEARCH - Give your golem a shopping list of 10 different reagents and it will head off into the wilderness to find them, returning at the end of the season with one of each reagent on the list. A useful way to find rare reagents without spending the time yourself.

Once you have repaired the Golem, the Moonbreaker Mountain event changes to the following: You come across the patch of old yellowed grass where the golem lay for so long. Write about something the golem has done recently.

Moonstone - Cannot Be Bought

A piece of crystal that many say comes from the surface of the moon. Given to you by a star dragon, this crystal can be used to PURIFY any potion, removing all POISON tags from it.

Moonstones are not infinite however! Draw the crystal on a piece of paper and split it into 4 segments. Whenever you use the moonstone, colour one of these segments. Once it is fully coloured, it can no longer be used unless you can find some way to purify the stone itself..

Mimic - Cannot Be Bought

A peculiar little creature, the Mimic can take on the form of any object smaller than a bed, though it seems to prefer those that have some form of legs so it can run and play.

The Mimic follows you as a unique familiar and can be tasked with running to the Village and can activate the effects of the Tavern, Lunar Tower, Bits & Bobs, or Ritual Circle (paying the appropriate price from your supplies).

Tourist Map - Cannot Be Bought

Ever-changing and inexplicable, the city at the end of the other side of the portal is nigh impossible to explore without some help. This map will guide you...until it changes again.

Upgrades

Tools are helpful but as you get settled you'll want to invest in some Upgrades to the cottage. I'm not sure how long I'll be gone for before they get someone out so I've dismantled the hives, gave the fish tanks away, and put the animals back in their original habitats. I wish I could've left you some garden plots but I never was good at growing things so all you've got is the **one** that came with the house. Sorry about that.

If you need anything built, there's folk in town that can make near enough anything you need.

You can have multiple of each Upgrade but you might not gain an extra bonus for some. Like how there's no point have two Spirit Seals when one does the job.

You may change what reagents are in an Upgrade at the start of each Season.

Garden Plot - 100 Silver

A carefully cultivated spot that mimics the environmental conditions the PLANT likes best.

Can be used to grow any 1 PLANT of Foraging Value 8 or lower.

Hive - 50 Silver

A well made hive can provide you with plenty of honey, just be careful of their stings!

Add 1 point of SWEET to 4 potions per Season.

Fish Tank - 150 Silver

If you catch a fish you can pop it in here to have constant access to its reagents.

Each tank can hold two types of fish and is very relaxing to have.

Choose 2 fish of Foraging Value 8 or lower to keep here.

Paddock - 300 Silver

Chasing after animals can be an arduous task, with a paddock you can keep them much more at hand. Each paddock comes with a shelter and food trough.

Choose 2 ANIMAL reagents of Foraging Value 8 or lower.

Basement Hollow - 500 Silver

Expensive to make but worth it in the long run, this mini-dungeon is built beneath the cottage so you can grow Dungeon reagents.

Choose up to 5 reagents with Dungeon as one of their locales. You have free access to them.

Glimmerwood Greenhouse - 500 Silver

Made of mage-glass for its magic focusing properties, this greenhouse will let you grow Forest reagents as naturally as possible.

Choose up to 5 reagents with Forest as one of their locales. You have free access to them.

Meltwater Pond - 500 Silver

Carefully measured and balanced to keep the water just right for the fish, plants, and other things that live in the loch.
Choose up to 5 reagents with Loch as one of their locales. You have free access to them.

Mini Mountain - 500 Silver

This house sized mountain actually has a localised climate and shrinking effect upon it which makes you look like a giant which raises questions about our own mountain.

Choose up to 5 reagents with Mountain as one of their locales. You have free access to them.

Treatment Room - 300 Silver

Until you get this, the afflicted are usually left laying on the couch or even worse, in your bed. Building a room for them to rest in properly will ease their Ailment.

Increase all Timers by 3. Gain an extra 10 Silver for successful potions.

Spare Room - 500 Silver Reputation must be 30+

Like any respectable witch, you'll be expected to take on an apprentice eventually. Thankfully the little wand gnawers aren't too much of a hassle if you know how to connect with them.

Gain an Apprentice.

Draw on the Familiar Skills to see what special bonus they provide.
Apprentices can be sent out to collect one reagent per Downtime.

Spirit Seal - 300 Silver

Hauntings are a very real and very common problem from witches. With this magic circle you'll be able to send the spirit on to the after-life.

At any point, get rid of any spirits that are haunting you.

Travel Stone - 200 Silver

Getting to and from different locales can be murder on the legs. Placing these around the locales will allow you to move between them instantly.

Choose 2 locales to link. You no longer Decrease the Timer when moving between them.

Raven Loft - 150 Silver

Allows you to take requests and send potions to patients in other villages or further afield.

Draw twice when determining a patient's Ailment and have the second card be for a patient in another village. If you can make potions for both Ailments within their Timers (if applicable), gain double Silver for the second potion.



Familiars

A witch's familiar is their closest friend, their confidant, and their anchor. A familiar is your tether to the real world while your mind is wandering the realms. A familiar is a privilege and a treasure and

Sorry, my familiar got a hold of the quill for a moment there. A bit egotistical and self-congratulatory but what can you expect from a cat. A familiar is, simply put, a part of you. Treat them well and you will have a friend for life.

As a novice witch, you probably don't have a familiar yet but seeing as you've been thrust into this, I recommend you get one soon. Either find one, as many of us do, adopt one from the shelter, or perform The Calling (which I'll detail below).

You may choose what form your familiar takes or you may draw randomly from the choices below. Remember, this is a magical world so don't be afraid to make your familiar wondrous if you want to.

One	Rodent - Rat, Mouse, Beaver	Seven	Feline - Wild Cat, Lynx, Leopard
Two	Raptor - Hawk, Owl, Falcon	Eight	Insect - Spider, Beetle, Moth
Three	Amphibian - Frog, Toad, Newt	Nine	Reptile - Gecko, Turtle, Chameleon
Four	Canid - Dog, Wolf, Fox	Ten	Mount - Horse, Deer, Donkey
Five	Corvid - Raven, Crow, Magpie	Jack	Magic - Wisp, Homunculus, Spirit
Six	Snake - Adder, Cobra, Ball Python	Queen/ King	Mythical - Dragon, Gryphon, Chimera

The Calling Ritual

Head out into nature, to whichever locale you feel most comfortable in and create a circle of stones and flowers. Put your magic into them and sit in the centre. In time, you will hear a voice calling you. Answer it, and guide your familiar to you. Write about this ritual in your journal.

Familiars aren't just good company, they're also very useful as each Familiar has a Skill that will be helpful in your day to day witching duties. Unlike before, you may not choose which Skill your Familiar has. Draw another card and check the list below.

<p>One</p> <p>Forager - Reduce the Foraging Value of all [PLANT] reagents by 2. Minimum 1.</p>	<p>Seven</p> <p>Independent - Once per Foraging, you can send your Familiar to another locale. Draw a card to see what they find. They do not trigger events.</p>
<p>Two</p> <p>Scout - Increase all Ailment Timers by 2.</p>	<p>Eight</p> <p>Hunter - Reduce the Foraging Value of all [ANIMAL] reagents by 3. Minimum 1.</p>
<p>Three</p> <p>Helpful - Add a point of Sweet or remove a point of Poison from a finished potion.</p>	<p>Nine</p> <p>Prepared - They read a lot more than they work. Start each Foraging with 2 Foraging Points.</p>
<p>Four</p> <p>Cute - Whenever someone would give you a reagent, you may draw twice and take the higher card.</p>	<p>Ten</p> <p>Transport - Somehow your Familiar is able to ferry you between locales. Do not Decrease Timer when changing locale.</p>
<p>Five</p> <p>Shrewd - Whenever you gain Silver, get an extra 50%</p>	<p>Jack</p> <p>Magic Eye - Reduce the Foraging Value of all [MAGIC] reagents by 3. Minimum 1.</p>
<p>Six</p> <p>Ways - Choose a reagent of value 7 or less, your Familiar has a way of obtaining it whenever you need it.</p>	<p>Queen/King</p> <p>Useful - Choose a Tool, your Familiar somehow provides that purpose.</p>



Novice Ailments

1) Wounded - [WOUND ★] [PAIN ★] - Timer: 6

An extremely common occurrence. Whether it be by accident or from a duel, bandit ambush, or beast attack, the afflicted has a serious wound.

Consequence: They are rushed to the village doctor. Lose 1 Reputation.

2) Phodthropey - [CURSE ★] [HAIR ★] - Timer: 6

During the full moon, the afflicted turns into a monstrous hamster and scurries around their home and village, nibbling on carts and walls.

Consequence: They go on another rampage. Lose 1 Reputation. Describe the aftermath.

3) Druidic Madness - [SENSES ★] [MAGIC ★]

After spending too much time near active stone circles, the afflicted has become obsessed with creating standing circles everywhere, obstructing traffic and annoying family.

4) Dragon Sickness - [SENSES ★] [WOUND ★] - Timer: 4

Named after the champion hoarders themselves, the afflicted becomes obsessed with a type of object and tries to accrue the greatest hoard of it. Gold, cups, trading cards, etc.

Consequence: The afflicted steals 10 Silver and runs away.

5) Yeti Chest - [HAIR ★] [LUNGS ★]

The afflicted's chest hair grows longer and thicker until it becomes a fur-like coating. They also speak with a much lower voice for some reason. Good in Winter though.

6) Frogfied - [WART ★] [POISON ★] - Timer: 6

After some clever clog wrote a story about kissing a frog and getting a prince, witches have had to deal with a flood of hopeless romantics getting warty lips and poisoned.

Consequence: They're rushed to the village doctor. Lose 1 Reputation.

7) Baker's Blisters - [BURN ★] [PAIN ★]

Scalding hot sugar, time sensitive cakes, no oven gloves in sight, there's a reason bakers say their blood, sweat, and tears went into their pastries.

8) Drunk - [BLOOD ★] [COLD ★] [SENSES ★★] - Timer: 8

Struck by a vampire, the afflicted has been drunk down to quite dangerous levels. On top of that, they keep leaving their window open at night now and have caught a cold.

Consequence: They run off with their vampiric lover. Write about how it goes for them and for you.

9) Magnetic Thumb - [PAIN ★] [BLOOD ★]

Caused by having too much iron in one's diet, the afflicted's hands attract metal. Not so bad for painters, a death sentence for builders and bakers.

10) Cludgie Mouth - [CURSE ★] [INFECTION ★] - Timer: 6

A curse from a bog goblin, this poor soul's mouth reeks like a tavern privy. A single breath of theirs can empty a busy room.

Consequence: They go to the village doctor instead. Lose 1 Reputation.

J) Hangover - [POISON ★] [STOMACH ★] - Timer: 4

After a rowdy night of reckless abandon, the afflicted has crawled to you with a stomach full of poison, a mouth like a desert, and a head as fragile as a sparrow's egg.

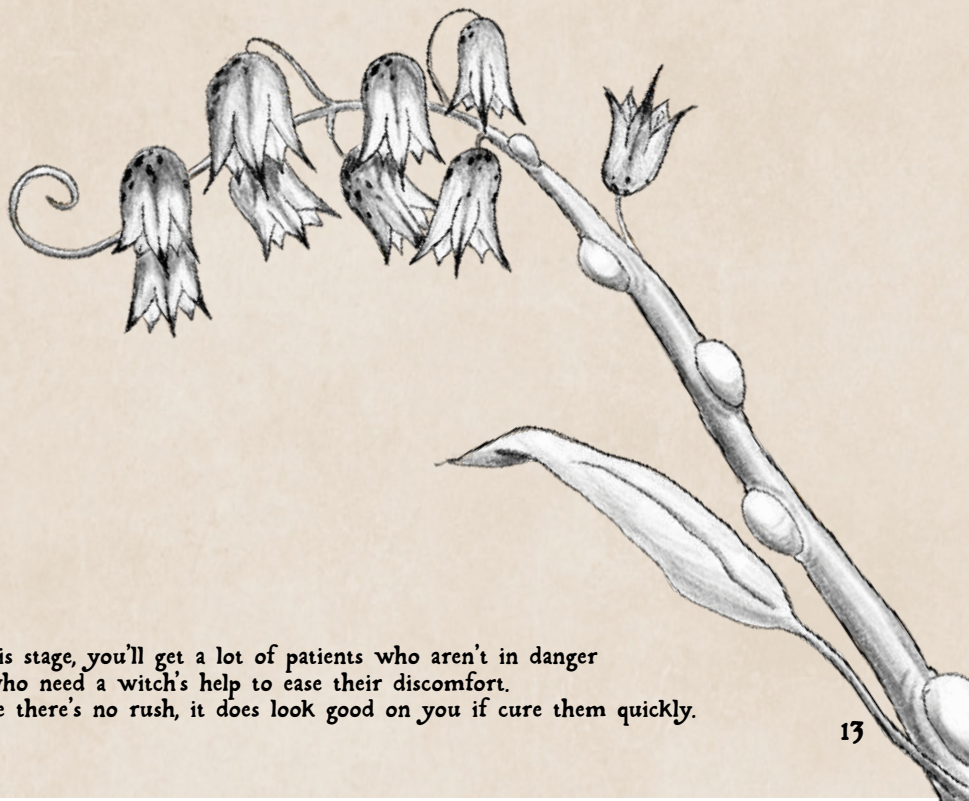
Consequence: They get better and go off grumbling. Lose 1 Reputation.

Q) Toad Nose - [WARTS ★] [MOOD ★]

Used to be that they called it Witch's Nose. Thankfully enough people got turned into pigs for them to change it. Essentially just a wart, the afflicted might have more if unlucky.

K) Pollen Pox - [RASH ★] [COUGH ★]

Travellers from the cities often find that after spending a day in Glimmerwood Grove they're suddenly itchy and sneezing. It's always allergies.



At this stage, you'll get a lot of patients who aren't in danger but who need a witch's help to ease their discomfort. While there's no rush, it does look good on you if cure them quickly.



Intermediate Ailments

1) **Adventurer's Rash** - [RASH ★] [SENSES ★] - **Timer: 4**

A common ailment for farmhands and apprentices. After coming into contact with a carrier, the afflicted gets an itching in their feet and a (hopefully benign) twinkle in their eye.

Consequence: They've set off on an epic quest. What was their goal? Do you think they'll manage it? Lose 1 Reputation.

2) **Fae Wind** - [CURSE ★] [MOOD ★★]

A favourite among certain fairies, the afflicted has been cursed so that their... flatulence sounds like laughter or music. Physically harmless but very embarrassing to some.

3) **Dwarven Lung** - [COUGH ★] [LUNGS ★★]

A misnomer as dwarves are naturally immune, the afflicted has inhaled too much coal and stone dust and has developed a chesty cough.

4) **Restless Bones** - [MAGIC ★★] [BONES ★]

Usually caught from necromantic ritual sites, this disease causes the afflicted's skeleton to try to escape. Thankfully they aren't good at it so this mostly causes a tingling feeling.

5) **Loss of Experience** - [MOOD ★★] [MAGIC ★] - **Timer: 4**

Mostly a concern for adventurers, the afflicted feels sluggish and morose, as if they have lost a measure of their essence and are no longer good at things they once were.

Consequence: They get frustrated and smash up your house. Lose 1 Upgrade.

6) **Sailor's Step** - [INFECTION ★] [EAR ★] - **Timer: 4**

An inner ear infection that causes the afflicted to feel like they're on a galleon in a storm.

Consequence: They trip over and hurt themselves. If you can treat a [WOUND] right now, lose 1 Reputation. If you can't, lose 2 Reputation.

7) **Potion Poison** - [MAGIC ★] [POISON ★★] - **Timer: 4**

The afflicted figured they would trust the fast-talking merchant with the miracle cure rather than come to you, now they've gone green and their vomit just ran away.

Consequence: A strange magical effect happens. Describe it and lose 2 Reputation.

8) Hover Hives - [SKIN ★★] [PAIN ★] - **Timer: 6**

A dangerous ailment to those with less than solid roofs, tiny hives have appeared all over the afflicted that causes them to float. The more hives, the stronger the lift.

Consequence: They float off into the sky and the Balloonist has to go fetch them. Lose 1 Reputation.

9) Ventriloquist Cough - [MAGIC ★] [COUGH ★★] - **Timer: 4**

A rare ailment that sees the poor afflicted coughing someone else's cough. They make the motions, ending up with a sore throat and dry mouth. Worst though is the thrown sound.

Consequence: The puppet master gets over their cold and the afflicted goes home to lie down. Lose 2 Reputation.

10) A Terrible Fright - [HAIR ★] [PAIN ★] [MOOD ★★] - **Timer: 6**

The afflicted has seen something so horrifying, so terrifying, so unbelievably scary that their hair has turned white and they've torn their throat from screaming.

Consequence: They run off screaming. Are they ever found? Lose 1 Reputation.

J) Silver Burn - [CURSE ★★] [BURN ★★]

Silver is an irritant to more than just the stereotypical werewolf. The afflicted may have a form of lycanthropy, vampirism, or even a form of Giver's Disease.

Q) Tongue Stung - [MOUTH ★] [BOILS ★★] [PAIN ★★]

The recent trend in 'organic' foods has led some clever clogs, the afflicted included, to try get their honey straight from the hive.

K) Bard Boils - [BOILS ★★] [PAIN ★] - **Timer: 4**

Look, you have a duty of care to all who come to you, even if the affliction is... unseemly. Witch Elders also recommend smacking the bard responsible with an oak spoon.

Consequence: They get embarrassed and run off home to pretend this never happened. Lose 1 Reputation.

Extra: If you make an extra potion and visit The Village within the Timer you may gain an extra 20 Silver from the bard.





Advanced Ailments

1) Spore Breath - [PARASITE ★★] [LUNGS ★★] [MOUTH ★★] - **Timer: 6**
The afflicted has eaten a mushroom that they really shouldn't have. Now, when they breathe, the spores are released in a noxious cloud.

Consequence: They've infected everyone else in the village forcing other witches to get involved. What do the witches do? Lose 3 Reputation.

2) Giver's Disease - [SENSES ★★ ★] [HOT ★] [BURN ★★] - **Timer: 6**
The afflicted has become allergic to material possessions and has started giving away all of their worldly goods. If left untreated, leads to hypothermia, starvation, and boredom.

Consequence: You took too long and they gave away everything. Lose 2 Reputation.

3) Candlesick - [EAR ★★] [BURN ★] [HOT ★★] - **Timer: 6**
A nasty disease that causes the afflicted to produce half their weight in earwax each day. Burns go hand in hand with this affliction.

Consequence: One of their earwax piles catches fire and burns something. What was it? Lose 2 Reputation.

4) Shattered Tooth - [PAIN ★★ ★] [TEETH ★] [INFECTION ★★] - **Timer: 6**
A fall, a punch, trying to open a tin with their teeth, the people of High Rannoc seem to be researching all the possible ways to break one's teeth. The afflicted is just the latest.

Consequence: They go to the village doctor instead. Lose 2 Reputation.

5) Thunder Struck - [PAIN ★★] [NERVES ★★] [BURN ★★] - **Timer: 6**
Sometimes the gods get angry at certain people. Other times they were foolish enough to wear plate mail in a thunderstorm atop a mountain. Either way they're in agony.

Consequence: They pass on from their injuries. What were their last words? Lose 4 Reputation.

6) Partial Petrification - [MAGIC ★★ ★] [SKIN ★★] [NERVES ★★] - **Timer: 6**
Cursed object, gorgon's gaze, or a spell gone wrong, whatever the cause, a portion of the afflicted is uncomfortably petrified.

Consequence: The petrified portion breaks off. What do they do with it? How does this affect them? Lose 2 Reputation.

7) Phantom Limb - [SPIRIT ★★ ★] [SLEEP ★★] - **Timer: 6**
A genetic disorder that affects those with The Gift. The afflicted sprouts the ghostly limb of a deceased relative that they have no control over.

Consequence: They learn to live with it, as much as it annoys other people. Lose 3 Reputation.

8) Reader's Digestion - [STOMACH ★★★] [DEHYDRATION ★★] - **Timer: 6**

Primarily the bane of student scholars using a 'digest knowledge' spell incorrectly, this ailment is characterised by word vomit, indigestion, and dehydration.

Consequence: They write and publish a report on why you suck. Write an excerpt from that report in your journal. Lose 2 Reputation.

9) Fairy Fever

[SENSÉS ★★★] [COLD ★★] [BONES ★★] [SWEET 3+] - **Timer: 8**

Makes the afflicted believe they are a fairy. Usually accompanied by hypothermia and broken legs from the scant clothing and belief they can fly.

Consequence: They escape from the village doctor and run off with the fairies. Are they happy? What is life like for them now? Lose 2 Reputation.

10) Ashy Foot - [CURSE ★★] [RASH ★★] [BURN ★★] [POISON 2+] - **Timer: 4**

Thanks to a partial demonic possession, the afflicted's feet take on an ashy texture, becoming very dry and sore, especially when they walk on hallowed ground.

Consequence: Their foot draws a sigil and summons the demon to our world. How does the demon get on? What does it have planned? Lose 1 Reputation.

J) Liar's Lips - [PAIN ★] [MOUTH ★★★] [CURSE ★★★] - **Timer: 4**

A fae curse, the afflicted is either unable to tell the truth or only able to tell the truth, often with hilarious results... at least for those watching.

Consequence: An unfortunate lie or a harsh truth – what did they say to cause such a commotion? Lose 2 Reputation.

Q) Diver's Fee - [PAIN ★] [BLOOD ★★] [NERVES ★★] [STOMACH ★★]

A common ailment among divers who have come up too quickly. Bubbles of gas form in the blood and play all sorts of havoc with the body. Take your time when diving.

K) Grumbly Tums - [SPIRIT ★★★] [STOMACH ★★] [SLEEP ★] - **Timer: 8**

A side-effect of accidentally eating a ghost is that the dearly departed sits in the afflicted's stomach and complains, causing stomach irritation and insomnia. Doubly so if its a poultry-geist.

Consequence: They manage to get the ghost out... in your bathroom. Describe the ghost. What do they do to haunt you? Lose 2 Reputation.





Expert Ailments

1) Wrong Form

[MAGIC ★★★] [MOOD ★★] [HAIR ★] [SKIN ★]

A spell gone wrong, a curse, or even just a general feeling of dysphoria, the afflicted wants to change their body to reflect their true self.

2) Botched Resurrection

[GHOUL ★★★] [CURSE ★★★] [WOUND ★★★] [COLD ★★] - **Timer: 6**

The afflicted recently passed on, only to have their soul brought back from the great beyond. However, as is usually the case, they're more of an animated corpse than them.

Consequence: You aren't able to bring them back properly and have to put the corpse down. Write something about this experience. Lose 3 Reputation.

3) Hearth Heart

[SENSES ★★★] [HOT ★★★] [DEHYDRATION ★★] - **Timer: 6**

The afflicted has such a tremendous fever its as if a fire's burning in their chest. Annoyingly it also makes them want to hug friends, family, and strangers.

Consequences: Everyone gets sick. You can't visit the Village during the next Ailment. Lose 4 Reputation.

4) Dragon Mouth

[MOUTH ★] [HOT ★★★] [DEHYDRATION ★★★] [MAGIC ★★] - **Timer: 6**

Scaly lips and a burning hot tongue that evaporates almost everything they drink, this ailment tends to come from curses or the mucus of a sick dragon.

Consequence: This one's fatal. Left too long they passed on. Write something about this moment and lose 4 Reputation.

5) Clock Shock

[TIME ★★] [MAGIC ★★★] [MOOD ★] [SWEET 3+] - **Timer: 6**

A side-effect to an anti-ageing cream, a dip in the Fountain of Youth, or a spell gone wrong. Whatever the cause, the afflicted is ageing in reverse. Serves the big babies right.

Consequence: They de-age past their birth and disappear. Write something about this experience and lose 8 Reputation.

6) Banshee's Blessing

[EAR ★★] [BLOOD ★★★] [MOOD ★★★] [MAGIC ★★] - **Timer: 6**

A wrong number situation, the afflicted has heard a banshee's wail. Their blood is running cold and they are sick with fright...they may also have a bit of hearing loss.

Consequence: The link wasn't severed in time and they shared the fate of the banshee's target. Lose 8 Reputation.

7) Temporal Hiccups

[MAGIC ★★★] [PAIN ★★★] [TIME ★★★] [STOMACH ★★] - **Timer: 6**

A very frustrating ailment that causes the afflicted to randomly jump backwards or forwards in time, leading to a collection of bruises.

Consequence: They hiccup away to some other period of history. You find mention of them in a history book, what does it say? Lose 4 Reputation.

8) Saturday Night Fever

[FEET ★★★] [PAIN ★★★] [NERVES ★★] [HOT ★] - **Timer: 6**

A full body nerve dysfunction that makes it look like the afflicted is dancing... albeit terribly. Exhaustion, embarrassment, and aching feet are common.

Consequence: A passing bard notices their moves and gives them a future in show business. What happens to them? Lose 4 Reputation.

9) Vampirism

[BURN ★★] [BLOOD ★★★] [CURSE ★★★] - **Timer: 6**

While quite content with the immortality and unholy powers, the afflicted has work in the morning and can't afford a good cape anyway.

Consequence: They warm up to the idea, so to speak and decide to stay as a vampire. What do they get up to that gets you in bother? Lose 4 Reputation.

10) Astral Rejection

[SPIRIT ★★★] [MAGIC ★★] [SENSES ★★] [BLOOD ★] - **Timer: 6**

Leaving one's body to travel through the astral plane is quite the feat of magic and spirituality. Sadly, the spirit can change so much that the body rejects it.

Consequence: Their spirit cannot rejoin their body so they stick around. What are they like? Is this a haunting or a house-mate scenario? Lose 2 Reputation.

J) Portal Pinch

[WOUND ★★★] [INFECTION ★★] [MAGIC ★★] [PAIN ★★★] - **Timer: 6**

The afflicted has been thinking with portals and thanks to a bit of botched math they've gotten a limb stuck in one realm while the rest of them is here.

Consequence: Something gets the limb. For a brief moment you got to see a whole new realm. Describe it. Lose 2 Reputation.

Extra: If you have a WAND you can keep the tiny portal open as a Decoration.

Q) Ghoul Gnawed

[WOUND ★★] [GHOUL ★★★] [BLOOD ★★★] - **Timer: 6**

Common among adventurers, tomb raiders, and grave diggers, the afflicted has been bitten by a ghoul and will, if not treated, turn into one once the disease reaches the brain.

Consequence: They bite someone. Start another Ghoul Gnawed potion. If you fail it again, the whole village gets bitten. Describe how you escape the localised ghoul apocalypse and how it all gets sorted out. Lose 15 Reputation.

If you succeed on the second Ghoul Gnawed potion, only lose 4 Reputation.

K) Double Trouble

The afflicted has had the unfortunate luck of catching two things at once. Draw two Advanced Ailments to see what they've got.

Reagents Explanation

Once you have your Ailment diagnosed, it's time to work out what Reagents you need. The following pages include pretty much every Reagent I know of that's of use to you. Scour through them and note on your Foraging List (or piece of scrap paper) what Reagents are useful to you. Remember to take note of their Locale and their Foraging Value as these will be important for finding them.

FORAGE LIST

Scramble Bramble

- Forest (3)

- Loch (5)

Gold Scale Guppy

- Loch (5)

- Depths (5)

Vampire Venom

- Dungeon (10)

Some Reagents can be found in multiple locales and will have a different Foraging Value in each.

The Season can also affect the Foraging Value of a Reagent, usually making it harder to find in Winter and easier in Summer, with Spring and Autumn being somewhat standard.

**Scramble Bramble ★ - PLANT - Forest (3) - Loch (5)
+1 in Autumn | +5 in Winter**

This peculiar thorny bramble grows on steep hills and riverbanks. When it is disturbed, it can move water through itself to 'run' away. Wear thick gloves for this one.

Adds 1 point of POISON

Thorns can be CRUSHED then BOILED for [MOOD] and [SENSES]

+1 in Autumn means the Foraging Value is higher so it takes slightly more time to find it, while the +5 in Winter shows it'll take much longer than normal.

This Reagent can be CRUSHED with the Mortar & Pestle and then BOILED in the Cauldron to unlock its curative properties.

The point of POISON shows that the Potion is now slightly poisonous.

And that ★ means that it is pretty weak. To be of any use a Reagent needs to have the same or more ★ than the Ailment's [TAGS] require.

Whenever a Reagent has multiple parts that you can use, you may **only choose one part to put in the potion.**

Shieldcap ★ - PLANT - Forest (2) - Bog (1)

-2 in Autumn

A blue-steel coloured mushroom, the shieldcap is used by the smaller fae as a buckler thanks to its incredibly strong cap. Grows near the base of oak trees.

Cap can be CRUSHED for [TEETH] and [BONES]

Spores can be added RAW for [TEETH]

And while there is no ill effect to healing [TAGS] that the patient doesn't have, it is rather amateurish. If you can heal all of a patient's [TAGS] and nothing more you gain 1 extra Reputation point. Though this isn't always possible.



Bas Bata

Something is bothering this once peaceful guardian

Glimmerwood Grove

Scramble Bramble ★ - PLANT - Forest (3) - Loch (5)

+1 in Autumn | +5 in Winter

This peculiar thorny bramble grows on steep hills and riverbanks. When it is disturbed, it can move water through itself to 'run' away. Wear thick gloves for this one.

Adds 1 point of POISON

Thorns can be CRUSHED then BOILED for [MOOD] and [SENSES]

Shieldcap ★ - PLANT - Forest (2) - Bog (1)

-2 in Autumn

A blue-steel coloured mushroom, the shieldcap is used by the smaller fae as a buckler thanks to its incredibly strong cap. Grows near the base of oak trees.

Cap can be CRUSHED for [TEETH] and [BONES]

Spores can be added RAW for [TEETH]

Fairy Dust ★★ - MAGIC - Forest (6) - Bog (3)

Difficult to get straight from the source, thankfully the little blighters don't worry too much about cleaning up after themselves. Check toadstools or leave a fairy trap outside.

Dust can be added RAW for [MOOD] and [CURSE]

Foot Fungus ★★ - PLANT - Forest (10) - Mountain (10) - Dungeon (10)

+1 in Winter

Found in the spaces between Giant toes, this potent fungus might be disgusting to harvest and even worse to ingest but it is a powerful curative.

Adds 2 points of POISON

Fungus can be BOILED for [BURN], [BOILS] and [RASH]...just be sure to do it outside.

Wild Rose ★★ - PLANT - Forest (5) - Village (4)

-3 in Summer

A beautiful plant that the people of High Rannoc have both tried to encourage and tried to stomp out. They grow where they can get sunlight, and are easy to find in Summer.

Rose Hip Seeds can be CRUSHED into a powder for [BONES] and [SKIN]

Surgeon Sap ★★ - PLANT - Forest (8) - Bog (3)

A staple of the Nurse Willow, this sticky sap actively encourages the healing process. Wounded animals often lick it straight from the tree which is an option if in need.

Adds 1 point of SWEET

Sap can be added RAW for [WOUND] and [BURN]

Princess Toad ★★ - ANIMAL - Forest (10) - Bog (5)

An adorable little creature, the princess toad is a pinkish colour with red lips. If I had more space I would talk at lengths about their funny little courtship dance.

Mucus can be BOILED for [WART] and [RASH]

Droppings can be CRUSHED for [MOOD]

Songberries ★ - PLANT - Forest (2)

-2 in Winter | +1 in Summer

Unique to Glimmerwood, these special berries can be found by listening for the singing fairies that flock to them. Good in jam and a staple of High Rannoc cakes.

Adds 1 point of SWEET

Berries can be CRUSHED for [MOOD]

Glittersnow ★★ - MAGIC - Forest (9) - Mountain (4) - Strange (11)

-5 in Winter | +5 in Summer

When snow falls upon the ley-lines, it absorbs the latent magical energy. Dropping a bit of it into a potion is a sure-fire way of getting rid of unwanted magical effects.

Snow can be added RAW for [CURSE] and [MAGIC]

Coffee Cap ★ - PLANT - Forest (4) - Bog (2)

Kept on hand by guards and students, the coffee cap is full of quick release energy and can sharpen even the dullest senses. Also known as Drunkard's Savior and Fool's Friend.

Adds 1 point of SWEET

Cap and stem can be CRUSHED then BOILED for [SENSES]

Hair of Boar ★ - ANIMAL - Forest (5) - Loch (8)

Admittedly not that fun to collect, especially fresh, but if you earn their trust you'll find it easy enough.

Hair can be CRUSHED for [COUGH] and [LUNGS]

A Snake's Promise ★★★ - MAGIC - Forest (13) - Bog (5) - Dungeon (10)

Requires a Wand to collect

Notoriously difficult to get and very easily broken, my recommendation is to bribe them with food and learn the difference between an adder and a python.

Adds 2 points of POISON

Promises can be added RAW for [SPIRIT] and [GHOUL]

Whisper of a Cat ★★ - MAGIC - Forest (6) - Village (2)

Requires a Wand to collect

If you're fortunate enough to have a feline familiar, you'll be able to get their help.

Otherwise, you'll have to sneak up on one of the forest cats or bribe a pampered puss from the village.

Whispers can be added RAW for [PARASITE] and [SLEEP]

Amethyst Antlers ★★★ - ANIMAL - Forest (11) - Bog (8)

-4 in Winter | +2 in Summer

The deer of Glimmerwood are unique in many ways but their most unique trait is their antlers, from which dazzling crystals grow. Beautiful in the Summer but much easier to collect when they fall off in Winter.

Antlers can be CRUSHED for [MAGIC] [CURSE] and [MOOD]

Rat Spit ★ - ANIMAL - Forest (4) - Dungeon (2) - Isles (5) - Strange (9)

Yeah, not very appealing... I would recommend NOT telling the patient about this one.

Saliva can be BOILED for [TEETH]

Meltwater Loch

Golden Scale Guppy ★★ - ANIMAL - Loch (5) - Depths (5)

Glittering and shimmering, these skittish fish are valued not just for their beautiful scales but also their blood-thickening poison that catches a fair share unaware.

Adds 2 points of POISON

Poison can be BOILED for [BLOOD]

Driftwood Memories ★★ - MAGIC - Loch (1)

Requires a Wand to collect

The minds of trees are strange and alien things filled with thoughts that last longer than you and I will live. The peace found within those memories can be of great help.

Memories of Floating can be added RAW for [MOOD] and [SENSES]

Memories of Floating can be DISTILLED for [TIME]

Shock Fish ★★ - ANIMAL - Loch (7) - Depths (3) - Dungeon (11)

Yet another one that's awful to collect, these nasty little buggers let out a cloud of electrically charged fluid that can make any part that touches it numb for hours.

Shock fluid can be BOILED for [NERVES] and [PAIN]

Shock fluid can be DISTILLED for [BOILS]

Gas Weed ★ - PLANT - Loch (3) - Depths (2)

-1 in Summer | +8 in Winter

A popular plant among diving enthusiasts, this bulbous seaweed is filled with oxygen rich gas. Very easy to find in the right season.

Seeds and pulp can be CRUSHED for [LUNGS]

Shadow Shark ★★ - ANIMAL - Loch (8) - Depths (6)

Whenever this glowing eyed predator is injured it surrounds itself with a cloud of black ink that is nearly impossible to see through.

Removes 1 point of SWEET

Ink can be added RAW for [RASH] and [BURN]

Ink can be DISTILLED for [PAIN]

Slime Shell ★★ - ANIMAL - Loch (4) - Depths (9)

-2 in Summer | +2 in Winter

Found in shallow waters and rock pools these fist sized clams produce a handy slime that kills parasites and fights infection, keeping the frail mollusc safe and sound.

Slime can be added RAW for [PARASITE] [INFECTION] and [BLOOD]

Deep Reed ★ - PLANT - Loch (4) - Depths (4) - Bog (6)

+6 in Winter

These oily reeds are found in many bodies of still water, protruding high above the water to look almost like thin trees. The oil inside them is praised for its purity and flavour.

Reeds can be CRUSHED for [EAR] [BLOOD] and [STOMACH]

Smooth-Croak ★ - ANIMAL - Loch (2)

These colourful frogs are so unbelievably smooth that I had to put up signs reminding visitors not to stroke them. Sure, it makes your skin baby soft but it really hurts the frog. Use wet gloves for this one.

Mucus can be BOILED for [WARTS]

Mucus can be DISTILLED for [SKIN]

Dentist Crab ★★ - ANIMAL - Loch (8) - Depths (2)

Lots of fish visit these little crabs to clean out their mouths, gills, and fins. The crab gets to eat whatever it cleans out and with the anti-microbial gel that exudes from its claws, the fish gets lasting protection.

Claw Gel can be added RAW for [TEETH] [MOUTH] and [LUNGS]

Claw Gel can be DISTILLED for [INFECTION]

Wigfish ★★★ - ANIMAL - Loch (3) - Depths (1)

+10 for the rest of the Season after you collect this reagent

Incredibly vain, the shiny-headed bald tuna creates a wig out of seaweed and to be perfectly honest, it does an amazing job. Sadly, the wigs are great reagents.

Wig can be added RAW for [MOOD] [SLEEP] and [HAIR]

Fossil Fish ★★★ - MAGIC - Loch (12) - Depths (9)

Fossils that have had a touch of magic, fossil fish don't eat, breathe, or do much of anything except swim around which makes them great pets for busy witches.

Stone scales can be CRUSHED for [TIME] and [MAGIC]

Siren Song ★★ - MAGIC - Loch (6) - Depths (8)

Requires a WAND to collect

+2 in Winter | -5 in Summer

Beautiful, calming, maddening, the siren song has been known to drive sailors to incredible feats up to, and including, sailing a galleon several miles inland. I'd recommend ear plugs for this one.

Song can be DISTILLED for [CURSE] and [EAR]

Sea Beast's Saliva ★★★ - ANIMAL - Loch (13) - Depths (4)

Unique creatures like the one found in Meltwater are known for their magical properties. The saliva that comes from that thing is full of potential if you're brave or foolish enough to get it.

Saliva can be BOILED for [WOUND] and [PAIN]

Saliva can be DISTILLED for [BLOOD] [NERVES] and [SENSES]

Mermaid's Gift ★★ - PLANT - Loch (5)

A type of poisonous algae, this age old cure for baldness is very effective if applied properly and prepared in such a way that its hair growth properties don't end up giving people furry tongues.

Adds 1 point of POISON

Algae can be BOILED for [HAIR]

Moonbreaker Mountain

Milkstone ★★ - MAGIC - Mountain (1) - Village (2) - Forest (4)

Requires a WAND or a Friendly Giant to collect

A popular cure for giant babies who have started teething, unfortunately not so easy for the rest of us to obtain without certain magical advantages.

Milk can be BOILED for [TEETH] and [PAIN]

Cynic Ivy ★★★ - PLANT - Mountain (9) - Forest (13) - Bog (10)

-3 in Summer

A strange poison in this hanging ivy causes the afflicted to see everything in duller shades and to be impervious to joy, laughter, and surprise.

Leaves can be BOILED for [SENSES] and [MAGIC]

Gull-Drake Guano ★ - ANIMAL - Mountain (4) - Loch (7)

-2 in Spring | +4 in Winter

Freely and enthusiastically given when you're not looking for it, a frightening climb up to their nests when you are. Another one of those "best not ask" reagents.

Guano can be CRUSHED then BOILED for [COUGH] and [LUNGS]

Moon Lotus ★★ - PLANT - Mountain (7) - Isles (2)

This sensitive plant stays shut during the day to protect itself from the sun's harsh light. Hikers use the glowing pollen to soothe sunburn and friction burn.

Pollen can be added RAW for [BURN] [HOT] [SKIN] and [RASH]

Jumpkin ★★★ - PLANT - Mountain (8) - Village (11)

-6 in AUTUMN | -2 in WINTER

A mischievous species of pumpkin that some fairies planted in the foothills. Get too close to them and they lunge forward for a little jump scare. Good for gut health though.

Flesh can be BOILED for [STOMACH]

Seeds can be CRUSHED for [COLD]

The rest of it can be carved into a nice decoration to scare your neighbours.

Candy Rock - MAGIC - Mountains (9)

A sorcerer came through High Rannoc a few years back and tried to turn it into a desert. Thankfully he was both incompetent and illiterate so we got patches of desert. Most of it's been eaten by now but you can still find some bits out there.

Add 4 points of SWEET

Nimbus Fish ★★★ - ANIMAL - Mountains (13) - Isles (3)

Each fish contains a tiny flight bladder that allows them to rise and sink through the water-filled clouds of High Rannoc. But all you need from them are some scales.

Scales can be CRUSHED for [MOUTH] [FEET] and [INFECTION]

Ambergris ★★★ - ANIMAL - Isles (9) - Loch (13)

Found floating atop denser clouds or in the ponds of some floating islands, this skywhale excretion is incredibly valuable for perfume making and medicine.

Ambergris can be CRUSHED for [SENSES] [COLD] and [PAIN]

Star Shard ★★ - MAGIC - Isles (5)
-4 for the First Ailment of each Season

There are a lot of stories about these shards. That they grant wishes, that they glow when you see your true love. They're fairly common up in The Cloud Isles and are everywhere you look after a Festival.

Stars can be CRUSHED for [MAGIC] and [CURSE]

Pixie Fur ★★ - MAGIC - Mountain (6) - Bog (9)

Harsh as it sounds, don't feel too sorry for the little blighters, you certainly won't after your first run in with them. Rude, quick, and clever, Pixies are some of the worst fey.

Fur can be CRUSHED for [RASH]

A Goat's Echo ★★ - MAGIC - Mountain (3)

Requires a WAND to collect

If you're lucky, the goat will already be in a spot with an echo. If not, well...good luck.

Echo can be added RAW for [LUNGS]

Echo can be DISTILLED for [MOOD]

An Innocent's Suffering ★★ - MAGIC - Mountain (9) - Bog (9) - Dungeon (11)

Requires a Wand to collect

This is one of those old school reagents that gave witches a bad name. Nowadays it's much more efficient and pleasant to just find a hiker with sore feet to collect it.

Suffering can be added RAW for [PAIN] [SLEEP] [NERVES] and [WOUND]

Glacier Moss ★★★ - PLANT - Mountain (9) - Isles (6)

This bright white moss grows on the sides of glaciers and looks at first glance like patches of snow. Experienced mountaineers chew it, as it slowly releases the water inside and tastes minty fresh.

Moss can be CRUSHED for [DEHYDRATION] and [LUNGS]

Moon Moss ★★★ - PLANT - Mountain (13) - Isles (6)

Grey-white moss that rumours say grows on the surface of the moon and was scraped off by Moonbreaker's peak eons ago. It carries a touch of the moon's magical energy.

Moss can be CRUSHED for [BLOOD] and [CURSE]

Nest Scraps ★ - ANIMAL - Mountain (4) - Forest (4)

+2 in Winter | -2 in Spring

Nest-building birds, especially Rannoc Eagles, have quite particular tastes for their nests and have learned of a few special reagents that keep their eggs safe and sound.

Don't wreck the nests, please.

Scraps can be CRUSHED for [COLD]

Scraps can be BOILED for [HOT]

Hiker's Helper ★ - PLANT - Village (3) - Mountain (4) - Isles (7)

+4 in Winter

A thick and leafy weed that grows wherever it can take root, which, thanks to hikers discarding the used leaves wherever they please, seems to be all over High Rannoc.

Leaves can be BOILED for [PAIN]

Hero's Hollow

Crow Coal ★★ - MAGIC - Dungeon (7) - Bog (4)

A favourite among corvids who have eaten something foul, Crow Coal is a silvery coal that neutralises most ingested poisons. Getting it from the crows that guard it isn't easy. Coal can be CRUSHED for [DEHYDRATION] [STOMACH] and [POISON]

Liquid Fire ★★ - MAGIC - Dungeon (6) - Strange (3)

Not to be confused with lava, liquid fire can be harnessed for medicinal uses if you know how. Mostly used to kill off parasites and clean out the patient. Fire can be added RAW for [PARASITES] and [INFECTION]

Skeleton Dust ★★ - MAGIC - Dungeon (5)

While regular skeletons do work, those reanimated through necromantic rituals are better as the residual magic keeps their bones strong for longer which is what you want. Bone can be CRUSHED for [TEETH] [BONES] and [HAIR]

Old Blood ★★ - MAGIC - Dungeon (5) - Strange (2) - Mountain (9)

Vampire bats, ticks, spear tips, doesn't really matter where it comes from all that matters is that the blood can't be fresh.

Add 1 point of POISON

Blood can be BOILED for [CURSE] and [RASH]

Salamander Urine ★★★ - ANIMAL - Dungeon (8) - Strange (5)

These lava loving lizards live near rivers and lakes of the stuff. Be stealthy - if you're too loud they'll leap in and you'll never get them.

Add 1 point of SWEET

Urine can be BOILED for [HOT] or added RAW for [COLD]

Basilisk's Gaze ★★★ - MAGIC - Dungeon (9) - Strange (5)

Requires a WAND to collect

Thankfully only exotic basilisks can petrify with a single look, the Rannoc variant is much weaker. Don't be reckless though, sunglasses or a mirror are still important.

Add 1 point of POISON

Gaze can be added RAW for [WARTS] and [BOILS]

Gaze can be DISTILLED for [TIME]

Skullcap ★ - PLANT - Dungeon (2) - Bog (4)

+3 in Winter

These morbid little mushrooms look almost exactly like shrunken human skulls. When they spore, the jaw breaks open and releases the cloud like a cough.

Cap can be CRUSHED for [POISON]

Spores can be BOILED for [PAIN]

Darkwater ★★ - MAGIC - Dungeon (7) - Strange (1) - Village (13)

A favourite of the demons found in The Strange, darkwater is a sickly sweet soda that has some useful medicinal properties.

Add 3 points of SWEET

Can be added RAW for [COUGH] [HOT] and [MAGIC] but CAUSES [SLEEP]

Silverleaf ★ - PLANT - Dungeon (4) - Bog (4)
+5 in Summer

Razor sharp leaves with similar qualities to actual silver, this plant straddles the line between plant and mineral. Grows in the dark.

Leaves can be CRUSHED for [INFECTIION] and [RASH]

Hermit Snail ★ - ANIMAL - Dungeon (2) - Loch (7)

The vacant shells of these ever-growing slugs can be found wherever the snails have been. The dried slime inside and the shells themselves have healing properties.

Slime can be BOILED for [WOUND]

Shell can be CRUSHED for [BONES]

Flood Bulb ★★ - PLANT - Dungeon (6) - Loch (10) - Isles (4)

A staple trap component, flood bulbs are bulbous blue vegetables that, when burst, create a disproportionate volume of water.

Seeds can be CRUSHED for [DEHYDRATION] and [POISON]

Giant Spider Venom ★★★ - ANIMAL - Dungeon (7) - Forest (9)

A living nightmare to collect. Best method I've found is to make a fake deer, toss it into their lair and let them bite it and wrap it up, then go steal it when they're asleep.

Add 1 point of POISON

Venom can be DISTILLED for [PAIN] and [NERVES]

Ghost Goo ★★★ - MAGIC - Dungeon (6) - Strange (6)
-2 in WINTER

Messy creatures by nature, ghosts leave a thick glowing goo behind whenever they touch certain objects. Usually those that in some way resonate with who they were when they were alive.

Goo can be BOILED for [SPIRIT] and [CURSE]

Coldrust ★ - MAGIC - Dungeon (2) - Mountain (7) - Strange (3)

Blue rust that eats its way through ancient magical artefacts, picking up the object's power as it grows.

Rust can be CRUSHED for [HOT] and [MAGIC]

Vampire Venom ★★★ - ANIMAL - Dungeon (10)

Used to be you'd get this by wearing a pig-skin neck with a skein underneath to catch the venom but they got wise to it. Now you have to extract it while they're sleeping.

Venom can be DISTILLED for [CURSE]

Venom can be added RAW for [PAIN] and [MOOD]

Wyrd Water ★★★ - MAGIC - Strange (10)

Glowing magical water native to The Strange that, if prepared properly, can fulfil any requirements.

Water can be added RAW for a [TAG] of your choice

Exploration

Once you have your shopping list and have checked to see if your Tools or Upgrades have the reagents you need, you'll be ready to head out into the wilderness to Forage.

First off, pick a place to start. You can travel directly to Glimmerwood Grove (Forest), Moonbreaker Mountain (Mountain), Meltwater Loch (Loch), or Hero's Hollow (Dungeon). This initial travel does not Decrease the Timer.

Once you've chosen a place to start, put your Foraging Value to **zero** and if there is a Timer, draw a circle with that many segments.

I recommend doing this on a piece of paper outside of your journal.

After you've got there, draw a card to see what you find while Foraging for your reagent. The order for resolving this goes:

Step One) Read the event for that card value and resolve it as necessary.

Step Two) Check to see if that value is the same or higher than the reagent you're looking for.

Step Two and a Bit) Collect the reagent if it is, and write about it if you so choose.

Step Three) Increase your Foraging Value by 1 (or 2 if you have the sickle).

Step Four) Draw another card and repeat steps one through three

OR

Move to a new locale by Decreasing the Timer by 1.

Once you've resolved an event, it cannot get triggered again till the next Ailment.

If there's no Timer to rush you, enjoy the serendipitous moments that arise.

Unlocking Special Locales

Each locale has a secondary section that has much of the same reagents at lower values and some reagents unique to them. These locales aren't available at the start and must be unlocked by:

Blastfire Bog - Buying a Coracle
Dreamwater Depths - Curing Bàs Bàta

The Cloud Isles - Buying a Broom
The Strange - Opening the Portal

The Village

The Village of High Rannoc is a special place that you can visit freely to obtain some useful things that you might otherwise be struggling to find. At any point during an Ailment you may Decrease the Timer by 1 to go to the Village and visit the services detailed below or you may want to explore The Village to find the few special reagents that can be found there.

The Copper Fox Tavern - Hire an adventurer to accompany you. They cost 10 Silver but can be used to negate one event of your choosing.

Lunar Tower - You can attune your equipment and have better luck at finding the reagents you seek. Draw a card and gain Foraging points equal to half its value.

Bits & Bobs - Decrease Timer by 1 to have the friendly shop-keep check their reagent collection. Draw 3 cards for their current stock and choose 3 reagents equal to their value. If you want any of them, pay 2 Silver times their highest Forage Value.

Ritual Circle - Decrease Timer by 1 and sacrifice reagents of a low value to create one of a higher value. The sacrificed reagents' combined values must be equal to or higher than the created reagent. Can only be used once per Ailment.

Downtime

Between Ailments you have some time to do as you please. If you want to explore, visit the village or spend time with characters you've met, make a Timer with 6 segments. **Each action Decreases the Timer by 1.**

You may Forage while in Downtime to try and ensure you have some extra reagents on hand but each event Decreases the Timer by 1 with those few that delay you Decreasing the Timer again.

Spending time with a character can be as simple as saying you had dinner together or it can be as complex as going on a short adventure into Hero's Hollow and facing down a terrible beast. Both count as 1 but neither can grant you reagents.

During Ailments without a Timer, you can explore at your leisure but taking more than 13 turns will cause you to lose 1 Reputation as you appear uncaring.

Each Ailment & Downtime counts as 1 Week. Do any more than that and you'll find them running to you for every little thing.

You start on the first Week of Spring and the first Festival you'll face is the Flower Festival. Good luck, it can get dramatic.

Festivals

At the end of each Season (every 13 weeks), there is a celebration in the village. During the celebration, you will have no patients or Timer. Instead, answer as many of the prompts as you like. You may also make up your own events during celebrations—feel free to follow your muse and have fun with it.

Flower Festival

A celebration of life returning to High Rannoc, the flower festival is characterised by bright colours, dancing, the giving of flowers, and a general excuse to clean out all of last year's tat in a big open-air market.

- Do you go to the Flower Festival Dance? Who do you go with? Did you ask them or did they ask you? What happens?
If you go, draw a card: if you get the KING or QUEEN you are pronounced The King/Queen of Flowers and receive The Flower Crown which lowers all PLANT reagents' Foraging Value by 2 from now on.
- People are selling all manner of things at the market, does anything catch your attention?
- The baking contest, as usual, attracts fierce competition and, as usual, someone gets hurt. Who's fault was it? Was it serious?
You may take part in the baking contest. To compete, deal yourself 2 cards and deal 3 cards face down for your competitors. The winner is whoever gets closest to 21 without going over. Like Blackjack, you may draw another card or stay where you are. Once you stay, flip over your competitors' cards and see who wins.
If you win the baking contest, you are awarded a year's supply of Sun Sugar which can be added to any potion to give it 3 Sweet points.

Sunrise Celebration

Warmth, sunshine, and an excuse to get in the water. This celebration revolves around fun in the sun with some leftover fertility rituals.

- The whole village flocks to the loch for the rowboat race and tensions are high. A new challenger threatens to take the champion's spot. Who are they? Do you take part? If so, draw 2 cards for yourself, 2 for the champion, and 2 for the challenger. Whoever has the highest single card wins and is given Bata's Oar which grants 2 Foraging points per turn while in Meltwater Loch.
If you win, you act as the champion next year.
- Travelling druids and some of the farmers wearing fancy cloaks invite you to join them in paying their respects to Ash Mother, High Rannoc's sacred tree. Do you take part? What does the ritual entail?
- Merchants from the low-lands and even farther afield have arrived in town and are selling all manner of strange and wonderful things. Something catches your eye. What is it? Do you buy it?

Bogle's Night

A magical time of year where the barriers between worlds are thin and the dead rise to walk among the living. People don costumes and masks and decorate their homes with spooky imagery.

- As village witch it is your responsibility to welcome the souls of the departed. How do they cross over? What does your role entail? What is the best part of it?
- Do you go to the Spooky Soiree? Who do you go with? What costume do you wear? Write about your time. Did you enjoy yourself?
If you go, draw a card: if you get the KING or QUEEN you are crowned Spookiest Soul and receive The Crown of Bones which lowers all ANIMAL reagents' Foraging Value by 2 from now on.
- While most of the dead are able to spend the holiday with their families, some of the older ones don't have any living descendants and look quite lonely. Do you talk to them? If so, how old are they? What do they tell you about their time?
- A speech is given about all the good you've done and how thankful the villagers are for your work and friendship. At the end, you are invited up on stage where you are presented with 100 Silver and kind words from those you have helped this year.
- Every year, as is tradition, the bonfire is made into the shape of something wondrous and horrifying. You were asked to add something to make this year's bonfire even scarier. What shape does it take? What did you add? What happens?

Frostfall Festival

Snow falls, covering the village in a blanket of white and heralding the quiet and cosy months of Winter. As such, it is a time for celebration.

- A great feast is held in the town hall and everyone is asked to bring a dish if they can. What do you bring? What is the best dish at the feast?
- With snow comes snowball fights, kids and adults alike have split into teams and both are fighting over who gets you on their team. Do you join in? If so, draw 5 cards for your side and 4 for the opposing side. Whichever side gets the highest total wins.
The winning team receives...Bragging Rights!
- Every year, there is a sled race down Breakneck, one of the steepest foothills of Moonbreaker Mountain. Do you take part?
If you do, draw a card: if you get 10+ you win the race! You win 20 Silver!
- Someone in the village gives you a present. What is it? Who gave you it?

Village

You may also visit certain shops and utilities in the Village (page 31)

High Rannoc, home to all those poor souls that come to you for help. The people are welcoming and kind, the food is hearty, and the village radiates that quiet peace that most city folk find painfully boring.

H You take a seat by the town fountain and watch the water. As you sit there, someone joins you. Who is it? What happens?

2 A rumour is going around town. What is it? Is there any truth to it?

3 You see a bard busking outside The Copper Fox who has managed to drum up quite the crowd. What makes their music so interesting? Do you drop a Silver in their case? Do any lyrics stick with you?

4 An adventuring party is loudly planning their expedition into Hero's Hollow. They ask for your help. You can decline OR next time you go Foraging in Hero's Hollow, Decrease your Timer by 3 to help the adventurers find what they're looking for. Write about your adventure. What were they looking for? What were they like? How did it go?

5 The postal harpy drops a parcel into your arms. It hasn't been sent with any protection so it likely isn't expensive. What is it? Who is it from?

6 The baker spots you passing and waves you over. They ask how your day is going and offer you some bread and a Songberry (Page 23).

- The postal harpy lands beside you with a letter bearing a very formal looking seal. It is a request from the Museum of Magic. They would like you to send one of each reagent for their Rannoc Reagent's collection.
- 7 Whenever you find a reagent, you may send it to the Museum. Once you have sent them one of every reagent, the Museum sends you a Collection Completion Certificate.

- 8 Your familiar has gotten themselves into a spot of bother with one of the villagers. What have they done? How do you sort out the situation?

- 9 Someone has just gotten back from a hike, they wave you over and hand you a reagent they found. Draw a card and take a reagent of that value from any locale.

- 10 One of the village children has trampled one of your Garden Plots, destroying the reagent that was growing there. How do you react? What actions do you take to ensure this doesn't happen again? If you deem your actions sufficient, you may erase this event.

- J You visit the Lunar Tower, the great moon tracking device. You've managed to time it just right to get the best magical power from it. While inside, bathed in the light coming through the stained mage-glass, you have the chance to attune your equipment. The next time you go Foraging, start with 6 Foraging points.

- Q Another witch is visiting the town and invites you out for lunch. What is their name? What do they talk about? How do you get on? What is their familiar?

- K A farmer comes to you with hat in hand. They've lost their pigs. They ask if you can keep an eye out while you're Foraging. For every non-face card event, flip a coin. On heads, deal with the event normally. On tails, you've found a lost pig! Decrease Timer by 1 as you bring it home. Each accessible locale has 1 pig. If you return all the pigs within this season, the farmer builds you a Garden Plot (page 8) for free.

Glimmerwood Grove

A famously mystical forest, Glimmerwood is home to all manner of fae creatures including fairies, giants, unicorns, and, worst of all, will o' wisps.

Moss blankets the forest floor while towering oaks and willows stretch high above. Keep an eye out for the ley lines, standing stones, and fairy circles.

- 4 You trip while fording a river, falling right into the arms of a blushing naiad. They help you to the other side.
Every time you get this result, write about your relationship with this river-bound naiad. Do you become friends, lovers, or something else?

- 2 A group of thieving fairies grab your forage basket and take off into the woods faster than you can run. Luckily they drop one of the ingredients you've collected from this trip. Choose one to keep, discard the rest.

- 3 You find some boar tracks leading straight to a reagent! Draw a card and treat it as a PLANT of the same value.

- 4 A jealous truffle hunter mistakes you for a competitor and takes a pot shot at you. Unfortunately, it hits. You have to take some time to heal the wound. Do you curse them? If so, what does the curse do?
Decrease the Timer by 1.

- 5 You cross paths with a druid tending the forest who tells you the location of a reagent. Draw a card and treat it as a PLANT of the same value.
Every time you get this result, write about your relationship with this kind forest caretaker. What wonders do they share with you?

- 6 You wander too near a bear's den! You hear the mother's roar and are chased through the woods until you lose her...and your way. Lose 2 Foraging points and gain none this turn.

- 7 *A group of child sized pixies challenge you to a caber toss. Each side draws 3 cards: whoever has the highest single card value wins. In the event of a tie, draw again.
If you win, they begrudgingly give you 10 Silver.
If you lose, you must give them a reagent or be cursed. What is the curse?*

- 8 *Without realising it, you've wandered into Weaver's Wood, the domain of the giant spiders. You can hear them whispering to each other about how best to eat you. How do you escape? Decrease Timer by 1.*

- 9 *You find a wounded animal laying next to an old oak tree. Draw on the Familiar list to see what it is. If you can heal its [WOUND] during this Ailment, it will provide a Familiar bonus whenever you are in Glimmerwood Grove. You may return to this event at any time after drawing it.*

- 10 *While wandering, your vision starts to swim and you lose your balance. In your feverish state, you hear a voice speaking a language you cannot understand or even attempt to speak. You awake in the centre of a fairy circle. What do you think happened? Lose 1 Foraging point.*

- J *You find yourself in a beautiful courtyard of azure bricks, hanging moss, and a golden throne upon which sits an amused looking elf. They ask for a gift in exchange for a story. Do you give them a gift? What do you give? What do they tell you?
Every time you get this result, write about your relationship with the noble elf.*

- Q *You spot a unicorn further up the trail. If your reputation is below 20, it turns and vanishes. If your reputation is above 20, it approaches and places a Face Value reagent in your basket. How do you thank the mystical creature?*

- K *If this is your first time getting this result, then the Glimmerwood Giant still sleeps.
If you get it again, they awaken and they are angry. What happens? Do you calm them? Do they damage the forest?*

Blastfire Bog

Unreachable until you get a coracle.

A beautiful but treacherous swamp that lurks past the territory of the giant spiders. Blastfire gets its name from the swamp gas, bog dragons, or the goblins who live there, depending on who you ask. For those brave enough, the bog has amazing vistas and some of the most unique flora in High Rannoc.

- 1 While rowing down one of the muddy streams of the bog, you are suddenly beset by goblins. They hurl rocks and insults until you turn back. Decrease Timer by 1.

- 2 You step on some of the blanketing moss and feel it shift horribly underfoot. A second later it swells and explodes, covering you in hot, foul smelling bog muck. You take some time to clean up and soothe the slight burns. Decrease Timer by 1.

- 3 You find a spot that is thankfully free of midges and try to catch your breath. After a few seconds of peace, you hear the snap of a frog's tongue catching a fly beside your head. As you look up, you see a massive toad. It welcomes you with a poem. Write some or all of the poem. Every time you get this result, write a new part or more of this poem.

- 4 You spot a strange looking shape poking up out of the swamp. Moss clings to it like fur and flies circle it like a halo but after some hesitation, you realise it's a statue. Who is it of? What does it represent?

- 5 While floating along, your boat hits something under the water line and tips over. As you flail back to semi-solid ground, you find a few leeches on your arm. Lose 2 Foraging points as you deal with it.

- 6 The swamp roars with the sound of an engine as a denim clad crocodile person pulls up beside you in a rugged magic airboat. They laugh at your little boat and offer to give you a ride around. Increase Timer by 2.

7 Fleeing from yet another cloud of midges, you come across a small goblin village. The diminutive locals look at you warily until one breaks into a toothy smile and welcomes you. They give you a horrific looking meal. What is it? Do you eat it? If you do, you may explore the goblin village. Write about something you find each time you get this result.

8 After cresting a small hillock in the swamp, you are greeted with the amazing sight of a blastfire barrage. Dozens of small gas bubbles exploding in multicoloured goutts of flame. If you have a wand, you may catch some of the blastfire for use as a decoration or to sell for 25 Silver.

9 Rounding some gnarled willow, you spy a crashed airship tangled in the grasping branches of the swamp's canopy. What does it look like? Do you climb aboard? If so, what do you find inside?

10 A large turtle swims past with a micro-island on its back and as luck would have it, there's a reagent growing on it. Draw a card and treat it as a PLANT of that value.

J You come across the skeletal remains of a dragon. Moss and vines hang from its bones and a pair of buzzards have made a nest in its eye socket. You feel the history of the bones as they invite you to stay and listen. If you stay, what story from their life do they tell you? Every time you get this result, write another story of the dragon's life. A couple of sentences will do, so long as someone remembers them.

Q While walking along a fallen tree, you fall through and inhale a lungful of mushroom spores. Your vision goes strange and for a moment you feel connected to a network hundreds of miles wide. As you snap back, you have fleeting memories of where various reagents are. Gain 4 Foraging points. You have strange dreams that night. What do you dream of?

K You push through a curtain of moss and emerge into the remnants of a wooden palace. Tattered banners hang from the rotten walls and the ceiling has long since collapsed. In the centre of the room stands an elephant sized stag beetle. It asks your name and introduces itself as The Crownless King. If you ask, it tells you of the kingdom that once stood here. Every time you get this result, write the history the beetle tells you.

Meltwater Loch

Crystal clear waters surrounded by secretive sandy beaches tucked between the rocky outcrops. Several picturesque islands break the surface of the water while vibrant marine life teems below.

Not all is idyllic however, as the loch is home to a fair share of sunken ships and a great beast known as Bàs Bàta.

- H You find a set of strange footprints on one of the beaches. What is unusual about them? What can you tell from the tracks?

- 2 While exploring one of the islands, you find a large bird's nest with an ANIMAL reagent inside. Draw a card and treat it as a reagent of the same value. If you try and take the reagent, draw a card for you and a card for the bird. If your card is higher, you successfully grab the reagent. If the bird is higher, it gives you a nasty peck and chases you off. Lose 1 Foraging point.

- 3 A flock of surprisingly cunning gull-drakes take turns distracting you while the rest of the winged bandits steal your reagents. Thankfully you scare them off before they take everything. Choose 1 reagent to keep and discard the rest. If you have no reagents, they bother you for fun.

- 4 Walking along one of the beaches, you trip over some worthless junk half buried in the sand. What is it? What do you do with it?

- 5 You spy a little fishing boat and decide to pull up beside it. The occupant, a jovial dwarf with a top-of-the-line rod, is grateful for the conversation and tells you the best place to find a reagent. Draw a card and treat it as a Loch reagent of the same value. You may also trade with the dwarf for Loch reagents with a value of 5 or lower.

- 6 You hear a blood-curdling bark echo out across the loch. A sure sign that a cù-sith is on the hunt. Legends say you must find a safe place before the third bark or it'll get you. Where do you hide? Decrease Timer by 1.

7 As the sun goes down and mist rises from the loch, you see the shape of a ship rise from the water beside you. The ghostly crew spot you and invite you aboard. Every time you get this result, write about your relationship with these undead sailors and the tall tales they tell you.

8 Bàs Bàta breaches the surface of the loch and lets out an earthshaking roar, scaring all the animals into hiding. If you are looking for an animal reagent, lose 1 Foraging point. If you have cured its Shattered Tooth, Bàs Bàta instead gives you an ANIMAL reagent of value 8 or less.

9 You hear the most beautiful singing coming from one of the islands. Compelled, you row over as quickly as you can and meet a siren sat upon the rocks. They apologise for luring you over with their practising and offer to catch a fish of your choice to make amends. Every time you get this result, write about your time with the melodic nuisance.

10 While exploring one of the shallow wrecks you find a skeleton huddled over a barnacle encrusted chest. Whatever is inside can't have monetary value or someone else would have taken it by now. Do you bring the chest ashore or leave it be? If you do take it, what is inside it?

J A giant has left some tremendous item of theirs on the loch shore. A building sized sword, a bath sized helmet, or a skein of mead big enough for an entire village. Besides its size, what is most striking about the object? Does the giant come back for it?

Q A bottle washes ashore just ahead of you. It looks ancient but the message inside seems only recently written and even more strangely, gives instructions on how to reply: simply toss it back into the loch. What does it say? How do you respond? Each time you get this result, write a letter from your mysterious friend.

K Bàs Bàta rises from the depths, its crimson scales glistening in the sunlight. It roars so loudly you feel your bones vibrate. You notice that it has a Shattered Tooth that reeks of infection. If you can make 5 spare potions that treat Shattered Tooth (page 16) you can calm it down. In the meantime, how do you escape the beast? Decrease Timer by 1.

Dreamwater Depths

Unreachable until Bàs Bàta has been cured.

Down in the depths of Meltwater Loch lay the ancient ruins of a beautiful city. Colourful stone, elegant stained glass windows, and architecture that rivals our best today. The depths have an aura of mystical peace to them that can turn to dread if one drifts too far. What will you discover?

- As you swim through the cracks of a tall blue bricked building you see a marble fountain set into the floor. Strangely, the water in the fountain seems to be cleaner than the water everywhere else. If you dip a Moonstone in the water, it will be usable again or you may take a vial for a single PURIFY use.
- A

- An ancient ghost drifts out of the darkness and passes straight through you. For a moment you get a vision of the city before it ended up in its current state. What did you see?
- 2

- Your foot gets caught on a piece of kelp. As you pull your foot loose the kelp and all the strands connected to it glow with bioluminescence. In the short lived light, you can quickly scan your surroundings. Gain 4 Foraging Points.
- 3

- The hair on the back of your neck stands on end. You turn just in time to see a massive gar heading towards you. Swimming as hard as you can, you manage to take cover in one of the fallen buildings. Decrease Timer by 1.
- 4

- Rounding one of the corners you see a dazzlingly colourful merfolk dancing in the street. They spot you and invite you to dance with them. What are they celebrating?
- 5

- You see a black horse diving down from above. It swims at you as fast as a horse can run. You manage to escape and take shelter in one of the mostly intact houses. Outside, the Kelpie tries taking a human form to lure you out. What does it do or say? Does it work? Decrease Timer by 1.
- 6

7 You swim into a large cave and find beautiful glowing crystals growing from every surface. As you swim between them you feel a magical euphoria wash across you and find yourself in bliss. Gain 4 Foraging points.

8 The ruins are home to many ghosts and while they are usually silent, today you hear a snippet of something. Music, speech, or something else. What did you hear?

9 You hear a terrifying screech and suddenly, from out of one of the buildings, an ancient ghost lunges at you. As its hands pass through your neck you see a vision of an awful moment from the past. What was it? Lose 2 Foraging points as you collect your thoughts.

10 You find a vibrant kelp forest full of plants and fish, plenty of which make useful reagents. Draw a card and treat it as a PLANT or ANIMAL of that value.

J While exploring one of the ruined buildings you bump into an amiable diver and their magical floating camera. They greet you enthusiastically and ask if you can tell them anything new about the ruins. If you have found something new since your last meeting, they give you a reagent as thanks. Draw a card and treat it as a PLANT or FISH of that value. If you haven't, they tell you something instead. What do they say?

Q Searching around some small cracks in the stone, you accidentally startle a fish that sprays you with dreamwater. You fall into a vivid lucid dream. What do you dream of? You awake some time after feeling rested. Decrease Timer by 2.

K A massive sunken ship fills one of the streets, a reminder of Bàs Bàta's power. As you explore it, you find it has no silver or gold but a hold full of sealed scrolls. Most are water damaged but you manage to bring one intact one back with you. What knowledge does it contain? Write an excerpt from it for safekeeping.

Moonbreaker Mountain

Jutting high above the clouds it is said this mountain can touch the moon, though few have ever brought back proof.

Travellers come from far and wide to see the gull-drake nesting cliffs, grand caverns, and to walk the beautiful hiking paths dotted with shrines and rune stones.

- H You find a lost sheep in a moss covered cave. It recognises you and bounces over. The shepherd lives on the other side of the mountain but it might get hurt if you leave it here. If you guide it back home Decrease Timer by 2 but add 3 Sweet to this potion.

- 2 While foraging around in the foothills a large billy goat takes offence to your presence and chases you until you give it a plant reagent or it tires itself out. Lose 1 Foraging point or 1 reagent.

- 3 Some stone gives way under your hand, disturbing the gull-drakes down below. They peck and screech at you until you are far away from their cliff-side nests. Lose 2 Foraging points.

- 4 You stop for a moment to rest by a Wayfarer's Stone. The rune-carved boulder provides much needed warmth and comfort. You aren't the only one here today though. A stranger from a far off land stops to ask you something. What are they like? What do they want? Do they get it?

- 5 A hot air balloon weighs anchor next to you and the eccentric balloonist offers a lift to wherever you'd like to go. Increase Timer by 1. Every time you get this result, write about the journey you take together.

- 6 You come to the old shrine that marks the half-way point of the trail. It is a nice spot to stop and catch your breath. Who is the shrine to? What tradition surrounds it?

- 7 *As you pass through a small valley in the foothills, a Sphinx leaps up onto a podium-like rock and proclaims that you must answer their riddle if you wish to pass. What was the riddle? Every time you get this result, write about your relationship with the puzzling feline. Do you bond over riddles or do they frustrate you?*

- 8 *You stop at the base camp that hikers and adventurers often use. You find that there's a group that have just come back from Hero's Hollow. You may ask a question about adventuring and write their answer. After they leave: you notice they left a reagent, draw a card and treat it as a Dungeon reagent of the same value.*

- 9 *From your vantage point you spot a nice obvious reagent on a rocky outcrop. Draw a card and treat it as a reagent of the same value.*

- 10 *A shadow suddenly falls across you as a wild gryphon dives for you. How do you escape the hungry beast? Lose 2 Foraging Points.*

- J *While foraging around some huge boulders, they suddenly grind and groan, unfurling to reveal a rather badly damaged stone golem. You can spend some time repairing it but it will take a lot of effort. You may repair during your Downtime. Once you have spent 10 segments of time on repairs, the golem will move to your cottage and act as a special Upgrade (page 7).*

- Q *Rounding a cliff face you find yourself face to knee with the giant of the mountains. They are taking shelter from the rain and invite you to join them in their cave. What do you discuss? Every time you get this result, write about your relationship with the friendly fomorian.*

- K *Pushing yourself as much as you can, you keep heading upwards, braving biting winds and perilous climbs until eventually, you reach the summit. Here, above the clouds, you see a dragon that glitters like the night sky. It welcomes you and congratulates you on your ascent. As reward it gives you a piece of Moonstone and tells you the story of a constellation. Draw the constellation and write what you can remember.*

The Cloud Isles

Unreachable until you are able to fly.

Mystical floating islands that rest atop a sea of clouds. Ranging from the size of a kitchen table to housing entire forests, these floating mysteries are the domain of harpies, air sailors, and gods. Peaceful as the land may be, the clouds are fraught with danger.

- 8 Foraging around on one of the larger islands you come across an animal that could never have gotten up here on its own. What is it? Do you escort it back to its original locale? If so, how does that go? Decrease Timer by 1 if you do.

- 2 As you're passing between two islands, a cloud shark leaps out of the clouds and takes a bite at you. Thankfully it was just a scrape. Decrease Timer by 1.

- 3 A powerful wind knocks you over the edge of the island you're on. While falling through the clouds you manage to get your broom under you and get back to safety but in the fall, you've dropped all but 1 of your reagents.

- 4 You land next to a strange looking cottage. It looks like it was landed here rather than built. Who lives here? Why? How do they get around? Every time you get this event, you may ask and answer a new question about this unconventional person.

- 5 While foraging around one of the islands, you find a sealed packet of reagents, probably fell from an airship. Draw a card and treat it as a PLANT of that value.

- 6 The island you're on heaves under your feet, bowling you over. As you look around you catch sight of a skywhale, a huge beautiful flying creature with six fin-like wings. It rises up out of the clouds and lets out a beautiful song. During your next Forage, lower the Foraging Value of Ambergris by 8.

7 Flying past one of the larger and more forested islands you spy some rocks spelling out 'HELP'. As soon as you land a sailor comes rushing out of the bushes. They look and smell like they've been here for weeks. How did they end up here? Do you rescue them? Gain 5 Silver if you do.

8 You come across an island that houses a very large cave. As you peer in, you spy a wyvern. It spots you as well, and roars so loud the island shakes. It chases you between the islands until you manage to pull off some daring manoeuvre and lose it. Lose 3 Foraging points.

9 A flying familiar falls into formation with you and asks what you're looking for. You tell it and it flies off ahead of you. After a little while it comes back with a reagent of your choice.

10 A passing airship captain invites you aboard to warm your bones and get some cloud tea. Where are they headed? Why?

J You stay out a little longer than you meant to and see the blue-green lights of the Aurora Lighthouse as it warns passing cloud-ships of Moonbreaker's treacherous summit. If you have a Wand, you may bottle some of the Aurora for use as a decoration or to sell for 25 Silver.

Q You run into a pair of old harpies having a day out. They call you over to say hello and to chat. They ask about you and tell you about themselves. What stories do they tell you? During the conversation they also say they think they know where to find the reagent you're looking for. Gain 4 Foraging points.

K Flying overhead you see someone walking along a rainbow. As you fly beside them they introduce themselves as a minor god. Who are they? What are they god of? You keep them company on their walk and at the end of the rainbow they bid farewell and disappear. Every time you get this event, write some new legend they tell you or note something interesting about them.

Hero's Hollow

Behind the cliff sized skull of an ancient beast lies the twisting tunnels, tombs, and caverns known as Hero's Hollow. A dungeon that has grown throughout the aeons under the rule of countless Keepers. While it's mostly ruins, there are still plenty of things to find down beneath the ground.

Children from the village often dare each other to go inside.

- A You took every precaution but it turns out there was a trap not mentioned on your map. Thankfully it wasn't fatal but it has wounded you. Decrease Timer by 2 as you take the time to tend to yourself.

- 2 While tip-toeing through a dusty crypt, you feel a bone snap underfoot. The sound wakes the dead who rest here. They complain loudly at you. How do you make amends with the dead? Every time you get this result, describe how your relationship with the undead improves or worsens.

- 3 You find an ancient looking object, probably dropped by an adventurer who met their end in here. What is the object? What is special about it?

- 4 You stumble upon a little shop of sorts run by a small furry creature. It gestures excitedly to its collection of goods which range from rings to swords to journals and asks to trade. What do you give and what do you get?

- 5 You find a rough map of the dungeon lying on the ground. It's got a lot of details wrong but it does point out the location of a reagent. Draw a card and treat it as a Dungeon reagent of the same value.

- 6 The ground gives way beneath you dropping you into a smooth stone chute which drops you into a cell somewhere in the depths of the dungeon. Thankfully the lock isn't too hard to pick. Decrease Timer by 1.

7 The Baron, a suit of armour possessed by a malevolent poltergeist, has cornered you. You'll have to duel your way out. Draw 3 cards for yourself then 4 cards for the Baron. If The Baron's total is higher, they score a wound on you. Lose 2 Foraging points. If your total is higher, they congratulate you with a reagent. Draw a card and treat it as a Dungeon reagent of the same value.

8 Someone has changed the puzzle room again! Write down whatever convoluted form the puzzle takes and write the solution you use to get past.

9 While wandering in the deeper sections of the dungeon, you come across a scared looking newbie adventurer. They offer 10 Silver for you to lead them out of the dungeon. Decrease Timer by 1 if you do.

10 You take the chance to flick through some of the old books in the ruined library and find a book on something very unexpected or useful. What is it? Note down an excerpt from the book.

J You spy a wooden chest sniffing around further up the corridor. When it notices you, it rushes up and begs like a dog. It seems to want some food. If you have animal reagents you may feed it. Once you've fed it 3 times, the Mimic will follow you as a unique Familiar (page 7)

Q There is an ancient demon bound in a chamber at the centre of Hero's Hollow. As you pass by, it calls out that it's bored. It asks about you, about your career, and about the world outside. Do you talk with it? Every time you get this result, write about your relationship with this congenial convict. Do you ever help them escape? If so, how?

K You bump into the Dark Ruler of the Underlands, master of shadows. They apologise and invite you to dinner in their throne room. What purpose does this dinner serve? A trap? A date? Something else? As part of their plans they open a portal to The Strange. Why? Every time you get this result, write about the encounter.

The Strange

Unreachable until The Portal has been opened in Hero's Hollow.

A land of friendly demons, errant magic, and impossible structures. After the initial confusion of entering such a place, it can actually be quite quaint. Just follow their rules and be a good guest while in their realm. Oh, and be careful with what you eat, the demons here like to play pranks on unassuming mortals.

- A smiling blue horned demon with a gaping maw in its stomach offers you a steaming bowl of something disgusting and inedible. What is it? How do you get out of eating it? How do they react?*

- You make your way up a spiralling tower made of bone only to emerge at the bottom again. Decrease Timer by 1. A helpful demon with a voice like nails on a chalkboard gives you a tourist map so it won't happen again.*

- A very friendly demon comes running over to you with a wide fanged smile. They excitedly ask you all about your world and if you want to be pen-pals. If you accept, write a question and answer about your world and a question and answer about The Strange every time you get this result.*

- While exploring the outskirts of town you see a strange warped well. Glittering water flows upwards from its owl-like spout. A polite bronze plaque explains that it is a Chaos Well. If you take some of it, draw a card and treat it as a MAGIC reagent of that value.*

- Out past the wall of the town you come across a colourful camp of mechanical people with strange glass boxes for heads. They cannot speak, instead they show you a video. What do they show you? What do you think they mean? Every time you get this result, write about the strange conversations you have with them.*

- You wander into a bizarre bazaar, a place that sells everything and anything. You see wizards selling crystal balls and magic tomes. Demons selling dreams and shadows. A strange little creature selling stolen socks. You may buy any MAGIC reagent here for 3 Silver x its Foraging Value. Do you buy anything else while you're here?*

- 7 *As you make your way down one of the twisting streets, you run into yourself! You hands you the exact potion you're looking for. Write the potion and its ingredients in your journal. Next time you get this result, you must give your past self the same potion—otherwise time goes weird and the Timer Decreases by 4.*

- 8 *A mechanical person with a glass head stops you and plays you a short video that shows the location of a reagent. Draw a card and treat it as ANY reagent of that value.*

- 9 *The ground beneath your feet rumbles and shakes, you look around for shelter but notice that none of the demons seem to worry. Some hold their wares steady, others pick up children, but none panic. After a few minutes the rumbling stops but the city has changed. Your tourist map is now useless. Lose all of your Foraging Points.*

- 10 *You get swept up by a walking tour. The crowd moves so fast and so tight together that you can't get out until they're done. Write one thing you learn about the city. Decrease Timer by 1.*

- J *You wander through some chain link curtains and find yourself in some sort of arena. The crowd goes wild and a gate slams shut behind you. Describe your opponent. What is the contest; an epic fight? A game of tail-tag, chess, or something stranger? How does it go?*

- Q *The Great Demon, leader of all those that live in The Strange, summons you to their throne room. They offer you a home here in the city for 1,000 Silver. No catch. If you haven't bought the house, every time you enter The Strange you may undertake a task to reduce the cost by 50 Silver. What is the task? Do you do it? How does it go?*

- K *You aren't the first human to end up here. A building so normal that it looks entirely out of place stands by the Skull Gate. Who lives there? How did they end up here? Do the two of you get on? Every time you get this result, write about an encounter with them.*

The Search

Keeping one's eyes and ears open can make such a difference to the story. A casual stroll through the forest might reveal, for better or worse, something more than you were expecting.

Each time you draw a Joker (or finish a Season without drawing a Joker) you find a clue about what happened to the old witch. To determine what you've found, draw a card and refer to the tables that follow.

Your first Joker will always be an Early Clue but you are in control of how quickly you put together the mystery. For a quick game, move up the Clue tables with each Joker. For a longer game, spend some time in each table before moving on to the next one, or move back and forth.

Alternatively, if you'd prefer a steadier stream of clues, you may find a clue after every fourth Ailment giving you three clues per Season.

Alternatively alternatively, pick and choose which clues you find as fits your narrative and refer back to my earlier point about breaking rules to fit the story you're telling and the game you want to play.



First Steps

H You find something that tells you the old witch's name (or true name). What is their name? How do you find out?

2 On your way you meet someone who had an encounter with the old witch. They reminisce (fondly or less so) about some aspects of their personality. What do they say about the witch?

3 You find something that shows you what the witch looked like. A photograph, drawing, or maybe a carving?

4 You find something that the witch has decorated. Maybe an item, maybe a whole area. What are the decorations like. What does this tell you about their tastes?

5 You find out that the witch had a preferred branch of magic. Illusions, Dimension Travelling, Time, etc. What was it?

6 Looks like the witch had a hobby outside of magic. What was it and were they good at it?

7 Someone or something plays you the old witch's favourite song. What was it like? Does it tell you anything about their personality?

8 You find one of the witch's favourite novels. It's clearly well loved. What is it?

9 You find out the witch supported a magic sports team. What was the sport? What was the team?

10 You find (or find out about) an old pet of the witch's. Perhaps they gave it to a villager or maybe they released it and you've stumbled across it. What is it? What do you do?

J Someone or something mistakes you for the old witch and makes you their favourite dish. What's in it? How does it taste?

Q You find an old wand or staff of the witch's. Unfortunately it's broken but you might be able to repair it. What does it look like? What is it made of?

K You discover that the witch has been making base camps in the different locales. Do you get chances to visit them? What are they like?

About The Witch

H You find out who the witch's familiar was. Are they around or did they disappear with the witch? If they're still here, for some reason they aren't talking.

2 You find evidence of a strange quirk that the witch had. What was it? How did you find out?

3 The witch had a deep fear and you've just found out what it was. Did someone tell you or did you find out in another way?

4 There's evidence that the witch had been spending more time than usual in a particular locale. What locale was it? What evidence do you find?

5 Someone or something didn't like the witch. How do you find this out? Why do they dislike the witch?

6 You find out about the witch's education. What were they like as a student? A prodigy? A problem? Or were they self-taught?

7 You find out that there's something the witch was hopelessly bad at. What is it? How do you find this out?

8 You find out something strange and potentially exciting or unsettling about the witch's background. What have you discovered?

9 You find someone who really misses the old witch and gets upset if you mention them. Who or what are they? What was their relationship?

10 There's something the witch didn't manage to cure in time. Maybe someone tells you, maybe you find their notes or foraging attempts. What was it? Was it serious? Do you think it affected them?

J You discover something that the old witch really improved. Maybe they brought life to a dead glade, enchanted the town's buildings, or came up with a tradition for a festival. What did they improve?

Q You find out about a seemingly golden opportunity that the old witch passed up. What was it? Do you have any idea why?

K You find the details of one of the witch's family members. What was their relation? Did they get on? If you can contact them they don't know anything about the disappearance.

The Plot Thickens

H You find signs that the witch was making preparations for something important. What were they preparing for?

2 You see marks of an important conflict. Broken trees or ground, scratches on a surface, or maybe something less obvious. Whatever happened, the witch was definitely here. What do you think happened?

3 You find out that the witch was planning a trip. Maybe a ticket to somewhere? Or a bookmark in a book about another realm. Where were they going? What reason could they have for going there?

4 You find an important letter written by the witch that never reached its destination. What does it say?

5 You find evidence of an accident caused by the witch. How severe was it? What were the consequences?

6 You discover that the witch chose you as their successor for an important reason. How do you find out? What was the reason?

7 You find an important letter addressed to the witch. Did they receive it or did it never reach them? What does it say?

8 Someone came looking for the witch for an urgent reason. Why were they looking for them? Was it for helpful or nefarious purposes?

9 The witch had been acting differently in their last few weeks. How do you find this out? Are there signs? Does someone tell you?

10 You hear some hushed rumours and theories about what happened to the witch. The conspirators stop as soon as they realise you can hear them. What did you hear? Do you think any of it is true?

J You're starting to find evidence that the witch had a nemesis. What have you found? Who do you think this enemy is?

Q Down in Dreamwater Depths stands something with the old witch's semblance. A name on a plaque, an old portrait or statue, or something else. What could it mean? How do you find out about it?

K You could swear you just saw the old witch, just for a second. When you look back they're gone without a trace.

The Finale

H You find a sign that witch is either alive or dead. What is the sign? Are they alive? Flip a coin if you wish to leave it up to chance.

2 A message reaches you from the witch's archenemy. How is it delivered? What does it say?

3 You have a vision. Flashes of the witch's current location / situation. It's rapid and obscure. What did you see, hear, and / or feel? If the witch is dead, perhaps it was their last moments.

4 You receive a message directly from the witch. Is it a full message, just a few words, or something else?

5 The witch was (or is) trying to protect something or someone. You see the signs now. What were they protecting? Why? How? Is this their main mission or an aside?

6 The witch's luggage returns through the mail. They were supposed to come back today. There's a return address.

7 One of your contacts has known what happened to the old witch all along. Who is it? How do they know? Why did they keep it secret?

8 Something is wrong with this place. Something tells you that it's linked with the witch's disappearance. What is it? Will it spread if nothing is done?

9 The witch's familiar comes to you for help. If you already know them something's made them finally open up. What do they need? Why now?

10 At night you start to share dreams with the witch. If they're dead maybe it's their last dream. What are the dreams and what do they tell you?

J
Q If you feel like you have enough information and are prepared you can mount a rescue, aid them on their mission, or settle their unfinished business.

K

Good luck

Apothecaria is a solo journaling game set in a pastoral fantasy world inspired by Scottish mythology and Studio Ghibli films.

This is the journal of the old witch, it will tell you everything you need to know to take care of the sick villagers, adventurers, and other folk that come to you for help.

Writing by Anna Blackwell

Edited by Vi Huntsman (MRC)

Interior Art by Shanice Fagan

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