



# Dance of Seasons

An Apothecaria  
Expansion

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# Introduction

So many apprentice witches think that foragin' is all meadow walks in the spring and swims in the summer but it's more than that by far. A witch's duty doesn't stop just cause the weather's bad and you'll find yourself waist deep in frigid swamp water, trekking across pathless mountainsides in the burning heat, and facin' down storms in order to help your patients.

This handbook provides a bunch of new Seasonal Foraging Events for the 9 Locales found in Apothecaria. That's 36 whole new tables and a grand total of 468 new Events to face!

See how familiar people and places change with the Seasons and enjoy gathering a whole host of new seasonal Reagents.

Each Season has been coloured coded to make it easier to differentiate between them.

**Spring**  
(pg 4 - 23)

**Summer**  
(pg 24 - 43)

**Autumn**  
(pg 44 - 63)

**Winter**  
(pg 64 - 83)



# A Guide To Seasons

The Seasons are broken down into Spring, Summer, Autumn, and Winter. Each of which lasts for 3 Months or 12 Ailments.

Each Locale has its own unique challenges and benefits in each Season but in general, Spring and Summer will be easier and more forgiving than Autumn and Winter. You may have to do extra Foraging in the warmer months in order to prepare yourself for the challenges of Winter.

There is a festival at the end of each Season, more information on those can be found in the Apothecaria book.

Each Season has a selection of new Ailments. You can choose to use these whenever you start an Ailment. I recommend using it in place of a repeat Ailment to keep things fresh and interesting.

## Storms

Storms are important to witches and while you'd likely rather be at home, it's important that you utilise them well.

There are certain Reagents that can only be found during Storms – and others that can't be – and Storms will allow you to use the new Lightning Rod Tool (pg 3) to increase the Potency of collected Reagents.

Storms are sometimes caused by Events but may also appear unexpectedly. At the start of an Ailment, before determining what Ailment you are curing, Draw a Card and check the table below.

Season	♥	♦	♣	♠
Spring	No	No	No	Yes
Summer	No	No	No	Yes
Autumn	No	Yes	Yes	Yes
Winter	No	No	Yes	Yes

Sometimes an Event or Locale will mention a “Localised Storm” this means that it only affects that Locale. Otherwise a Storm affects all Locales except The Strange which is never affected by Storms unless they are Localised.

**A list of Storm Reagents and Ailments can be found on pages 84 - 85**



# Tools & Upgrades

## **Spatula of the Gods – Cannot Be Bought**

*Utilised by the gods to make their divine meals, this mythical cooking implement is capable of turning even the paltriest meal into something worthy of the gods.*  
You may Decrease the Timer by 1 to Increase a Reagent's Potency by ★  
You may also use it to host amazing dinner parties during your Downtime.

## **Cult Followers – Cannot Be Bought**

*What's the difference between a religion and a cult?*  
Gain an 1 Foraging point per Turn per Cult Follower but you must give up a Downtime Segment to host a cult meeting each Week.

## **Lightning Rod – 50 Silver**

*A metal rod engraved with runes that channel the raw power of the storm into your reagents.*  
Once per Forage, during a Storm, you may Increase the Potency of a collected Reagent to ★★★.

## **Sun Crystals – 200 Silver**

*Glowing yellow crystals the size of your leg or bigger that can make a garden plot feel like summer.*  
Place in a Garden Plot to grow Summer Reagents all year round.

## **Miniature Iceberg – 200 Silver**

*An enchanted iceberg brought from the frozen north that radiates cold and never melts. Perfect for winter gardens.*  
Place in a Garden Plot to grown Winter Reagents all year round.

## **Suncream – 10 Silver or 2 Reagents that cure [HOT ★] and [SKIN ★]**

*Despite its reputation, the Rannoc Ranges can get pretty hot!*  
Protect yourself from the sun's harsh rays with this handy paste!  
You may Forage in The Cloud Isles with Protection

## **Ice Skates – 50 Silver**

*I've no idea how people came up with these but they work wonders for getting around the loch in winter.*  
Gain an extra Foraging Point each Turn while in Meltwater Loch during Winter.





# Spring ~ Reagents

## **Exotic Plant ★★★ – PLANT – Cloud Isles (Found In Event)**

### **Can only be found during Spring**

*This exotic plant comes from somewhere across the sea. Somewhere warm and full of its own unique type of magic which infuses this plant's roots and stem.*

Exotic roots can be CRUSHED for two [TAGS] of your choice.

## **Gator BBQ Sauce – MADE – Bog (9)**

### **+1 during Autumn & Winter | -5 during Summer | +3 during Storms**

*A closely guarded home recipe that hasn't evolved for who knows how long. This ancient sauce is thick, sweet, and tangy and goes with just about anything meaty.*

BBQ Sauce can be added to a Potion to give it 5 Sweet.

## **Climbing Chilli ★★★ – PLANT – Mountain (13)**

### **+3 during Autumn and Winter**

*Rarely found due to their skittish nature, this surprisingly mobile vegetable is capable of scaling a 9c wall with ease putting even professional climbers to shame.*

Climbing Chilli can be CRUSHED for [COLD]

## **Mountain Dewe Water ★★ – MAGIC – Mountain (11) – Loch (13)**

### **-4 during Spring | +2 during Summer | Unavailable during Storms**

*The dewes of High Rannoc are curious water elementals that appear only in the early morning. Their water-wool is prized for its unique properties.*

Mountain Dewe Water can be BOILED for [DEHYDRATION] and [SKIN]

## **Bumble Honey ★ – ANIMAL – Village (12) – Forest (8) – Bog (9)**

### **-3 during Spring | +10 during Winter**

*While not the most sophisticated honey in the world, many applaud the simple wholesome flavour.*

Bumble Honey can be added RAW for [STOMACH] and [THROAT]

## **Mason Honey ★ – ANIMAL – Village (6)**

### **+5 during Summer, Autumn & Winter**

*Thick and flavourless, many claim that mason honey is more like a form of concrete than food. Especially good for filling in cracks in cottage walls.*

Mason Honey can be added RAW for [TEETH] or [BONES]

## **Technicolour Slime ★ – MAGIC – Strange (4) – Dungeon (10)**

### **+9 during Summer, Autumn, and Winter**

*Shimmering and glittering as it changes between every colour of the spectrum, this slime is hard to get unless you know where to look.*

Slime can be DISTILLED for [MAGIC]



# Spring ~ Reagents

**Gull-Drake Guano ★ – ANIMAL – Mountain (2) - Loch (5)**

**+2 in Summer & Autumn | +6 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]*

**Strange Substance ★★ – ??? – Strange (9)**

**+2 in Summer, Autumn & Winter**

*This weirdly tough goo makes a great gift for fidgety children but also has some medicinal use as well.*

Substance can be DISTILLED for [FEET] [SKIN] and [TEETH]

**Mummified Remains ★ – ANIMAL – Dungeon (5)**

**+3 in Summer, Autumn & Winter**

*Not the organs they keep in jars – those have different uses – but the actual mummified flesh of something that has dried up in the dungeon.*

Remains can be CRUSHED for [SPIRIT]

# Spring ~ Ailments

**NOVICE**

**Cleaning Frenzy - [MIND ★][LUNGS ★]**

*This person has gone to a whole new level with their spring cleaning and is actually dismantling their home bit by bit. Best watch their pets during this time...*

**Consequence:** They clean themselves right out of a home and need to move in with a family member or friend. Lose 1 Reputation.

**INTERMEDIATE**

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

*For some reason, this patient has started to grow flowers where they should be growing hair.*

**Consequence:** The curse spreads and now they are a full blown dryad. Lose 1 Reputation and Plant Reagents have their Foraging Value Increased by 3 for the rest of the year.

**ADVANCED/ EXPERT**

**New Year, New Me - [CURSE ★★★][MAGIC ★★★][SENSES ★★★]  
– Timer: 8**

*Some magical being has taken the old phrase literally and cursed this person to become someone new. Curing them may be considered killing the new person...*

**Consequence:** They continue living as this new person. What effects does this have on their loved ones? What do they do with this new life?



# High Rannoc

Life returns to the village of High Rannoc once more as the last of the winter snow departs and the ever lengthening days bring warmth, light, and joy. New flowers blossom, merchants once again travel up the mountain paths, and everywhere you look people are welcoming the new year with strange traditions.

- 1 A villager gives you a flower. Who was it? Why did they give it to you? You may use it as a Reagent that is a flower

- 2 A visitor from the city's pollen pox is acting up. If you can get them a pollen pox potion within the week they'll give you 20 silver.

- 3 One of the villager's pets has has a surprisingly large litter. They offer you one of more of the young. What are they? How many do you take? How does your familiar react?

- 4 A huge patch of flowers has grown somewhere unexpected in the village. What are they? How do people feel about this?

- 5 A swarm of giant bumbling bees are swarming through the village. Unless you Decrease the Timer by 3 to move them on, you cannot use services or Forage in the village for the rest of the week.

- 6 A farmer asks for some magical help while sowing their seeds. If you help, Decrease the Timer by 1 and Gain 5 silver. How do you help? Does your magic have any unexpected effects on the seeds?



- As the year starts anew some people have resolved to do new things.
- 7 You come across one such villager. What are they doing? How are they getting on with it?

- A dryad has come out of Glimmerwood to sell enchanted flowers.
- 8 You can buy any Flower Reagent from them for 2 Silver x its Foraging Value. How is business for them? What are they like?

- You are firmly asked to sit in on a town meeting. If you agree, what are they discussing? What questions do they ask you? Decrease the Timer by 1 and Draw a Card: if it is greater than 5, the meeting comes to a conclusion. Otherwise, repeat the process until you get a Card higher than 5. If you don't agree to take part or leave early, Lose 1 Reputation.
- 9

- Draw a Card: Red – Someone is moving in to the village. Who are they? Are they on their own or have they brought others with them? Black – Someone is moving away from the village. Who are they? Why are they leaving?
- 10

- J One of the villagers needs help asking someone to the Flower Festival. Do you help? If so, how?

- You spy a queen bee making her nest. For the rest of this Spring and Summer halve the Foraging cost of one type of honey if you Forage in the village. What type of bee is it? Where has it made its nest?
- Q

- You pass a house being cleared out for their spring clean. The cleaner spots your interest and offers you something. Draw a Card:
- K
- ♥ - Something that was once meaningful to them
  - ♦ - Something valuable that could be sold for Silver equal to the Card's Value
  - ♣♠ - An old weapon or tool that may prove useful in some way.

# Glimmerwood Grove

Glimmerwood is especially beautiful in the spring as it erupts in vibrant beautiful colours and wondrous scents. The dryads of the forest can be quite protective of the young animals that have just been welcomed to the world but thankfully, as a witch, you are afforded certain liberties.

You are accidentally hit by a bit of wet debris as the naiad is clearing out all the winter mess from their river. How do you both react?

- A You can help clear the river if you'd like. If you do, how do they thank you? Whenever you get this result, how is their spring clean going?

You are surrounded by baby animals... unfortunately they are spiders. For the rest of the Forage you gain 1 less Foraging Point per Turn as you have to pick through their messy webs.

- 3 A young animal has taken a liking to you and will follow you for the rest of the Forage. What animal is it? Increase the Foraging Value of all ANIMAL Reagents by 4 as it's clumsiness alerts others to your presence.

- 4 You see an extremely unusual plant while foraging in an unfamiliar part of the grove. What is so unusual about it?

- 5 A creature of the forest is teaching its young how to hunt. Unfortunately you are the quarry. Draw a card: if it's 5 or higher lose 1 gathered Reagent or decrease the timer by 2 as you escape. If not, the juvenile hasn't quite understood the concept. What does it do instead of chasing you?

- 6 You come across a glittering deer struggling to shed its Amethyst Antlers. If you like, you can Draw a Card to help: Red – You help get the antlers off. Gain 1 Amethyst Antler. Black – It gets startled and runs away.



- 7 The forest here is full of life as a group of dryads have gathered. Can you tell why they have gathered? Do you announce yourself or stay unseen? How do they react to you if you are seen? Decrease the Foraging Value of all PLANT Reagents by 2 for the rest of this Forage.

- 8 A group of boars crosses your path. Draw a Card: 5 or under – This is their territory, they chase you off. Lose 3 Foraging Points.  
6 or higher – One of the babies comes over and has a Reagent stuck to it. Gain a Reagent equal to the Value of the Card you drew.

- 9 You emerge into an azure courtyard to find some elves arguing with another who sits on a golden throne. The arguing elves disappear the second they notice you. How does the elf on the throne greet you? Do they tell you anything about the other elves?

- 10 You sense magic nearby as you find a druid preparing a ritual. They offer to teach you it. What is the ritual? What is it for? If you get this event again, what other spells or rituals does the druid teach you?

- J You come across a group of elves clad in flowers and grasses. They greet you in a strange fashion and offer to help you Forage here. If you accept, Gain 3 Foraging Points per turn and at the end of your Forage, Draw a Card: Red – They bid you goodbye and give you a small gift. What is it? Black – They steal all the collected Reagents.

- Q A glowing flower has sprouted in the middle of this glade and has brought vibrant new life to everything around it. This special flower can be picked to cure any Ailment entirely but it is so rare that another will not grow until next year. If you pick it, the glade dies. If you pick the flower and get this event again, someone or something in the forest reacts to you having picked the flower. Who or what are they? What do they do?

- K A unicorn foal excitedly bounds over to you and drops a Reagent at your feet. Draw a Card and gain a Reagent equal to its Value. How do you thank this excitable kid? How do its parents react to your presence?

# Blastfire Bog

Thawing goblins, bugs emerging from their colonies, heated swamp gas filling the air... it would take a special kind of person to see the beauty in the bog in Spring. Thankfully, if you can see past all its negatives, then Blastfire Bog does have a unique beauty to it at this time of year.

**You cannot enter Blastfire Bog unless you have a Coracle (Apothecaria, pg 6).**

- 2 New growth has spread over a part of the Bog where ruins once stood. Increase the Foraging Value of all Reagents by 1. You can Decrease the Timer by 1 to cut away this new growth and see what was there. What do you find?

- 3 Some goblins who have already thawed are in need of some things that they can't get in the bog. They will buy Reagents from other Locales for twice their Foraging Value. Why do they need these things?

- 4 You find a part of the bog that is strangely quiet and empty. Why do you think that is?

- 5 You come across a goblin thawing themselves out after winter but they're having trouble with it and demand your help. If you have a Reagent that treats [COLD] you may thaw them immediately or you can Decrease the Timer by 2 to thaw them another way. If you help them, how do they act once you've thawed them out? If not, what interesting insult do they hurl at you?

- 6 Biting, crawling, and chirping incessantly, the bugs of Blastfire Bog have a particularly nasty streak just now. For the rest of this Forage, while in this Locale, you can't collect MAGIC Reagents as your spells keep getting interrupted.

- 7 You spy a juvenile bog-dragon hunting along the river. It asks you to be still and not disturb the water until it is finished. Decrease the Timer by 1. What does it catch? How does it hunt? What does it say to you if you've kept still? If you don't stay still, it will chase you out of the Bog whenever you get this event in the future.



- You discover a patch of surprisingly deep mud that engulfs you up to the knee. Draw a Card to get out: Red – You manage to pull yourself out! Black – You sink a little deeper. Decrease the Timer by 1 and Draw again. If the Ailment Timer reaches 0, continue this event into your Downtime.

- 8 Some goblin children challenge you to a game of blastfire bubble bursting. If you accept, Draw a Card for you and two Cards for them, highest single Card wins. If you win, they help you for the rest of the Forage, Gain 1 extra Foraging Point each Turn. What do they do if you lose?

- 9 Every puddle is full of tadpoles! You'll have to watch your step. You can Decrease the Timer by 2 to avoid stepping on them.

- 10 You spot a frog-person lounging nearby. If you have avoided stepping on the tadpoles from the Event above, they thank you wholeheartedly and fetch you a Bog Reagent of your choice. If you have not avoided the tadpoles, they chase you out of the Bog. Change Locale. If you haven't come across the tadpoles, they warn you about them. You may ignore the tadpole Event during this Forage.

- J You stumble upon a family of bipedal alligator-people having a barbecue by the edge of the water. What are they eating? Draw a Card for their response to you: Red – They invite you to join in! What are they like? How is the food? Black – They chase you. Why?! Either way Gain 1 Gator BBQ Sauce (pg 4).

- Q Someone in the swamp has taken a romantic interest in you and approaches with an invitation to Blastfire Bog's very own Flower Festival at the end of the Season. Who is this person? What are they? How do they approach you? How do you respond? Each time you get this result, you may decide if it is the same person or a new suitor.

- K An archaeologist calls out to you and asks for your help with something they've found. If you agree, Decrease the Timer by 1 and Draw a Card:
- ♥ – It is a piece of writing. What is their translation?
  - ♦ – It is an artefact of some kind. Is it magical? Is it cursed? If so, how do you deal with it? Gain 5 Silver.
  - ♣ – It is a statue. Who do they say it is of? What did they do that earned them a statue?
  - ♠ – It is a ruin. What do they claim it once was? What sights do you see? Gain a Reagent equal to the Card's Value as thanks.

# Moonbreaker Mountain

The warming days may bathe the quartz covered hillside of Moonbreak Mountain in sunlight but its snowy peak will remain frozen all year round. For now, enjoy the freshly cleared paths but beware the surging meltwater rivers that flow down the mountainside.

- A Meltwater flows down the mountainside and into the loch, making the landscape muddy and treacherous. Gain 1 less Foraging Point per Turn to a minimum of 1 thanks to this awkward terrain.

- 2 A particularly bold gull Drake keeps bothering you during this Forage, whenever you Draw a ♣ – Decrease the Timer by 1 as they interfere. How do you deal with them?

- 3 You slip in the mud and go sliding down the hill, dropping all of your collected Reagents as you go! Decrease the Timer by 1 for each Reagent you wish to re-collect or continue without them with no penalty.

- 4 A little nature spirit appears ahead of you and asks for your help with something. What do they need? What do they look like? Do you help? If so Decrease the Timer by 1 but Gain 1 Reputation.

- 5 Part of the path was destroyed over the winter and is unusable now. Unless you have a Broom, Lose 2 Foraging Points as you'll have to check elsewhere on the mountain for your desired Reagents.

- 6 Wildflowers are in bloom across the mountainside, Increase the Foraging Value of all PLANT Reagents by 4. You notice one flower is particularly beautiful this week, what does it look and smell like?



- 7 One of the villagers is out for a hike and asks if you'd like some company on your forage. If you agree, gain an extra Foraging point each Turn. What do you talk about?

- 8 You are joined by a drover and their animals for a part of the trail. What do they tell you about their animals? Where are they going? Where are they from?

- 9 You come across some dwarves doing some spring cleaning, they greet you and ask if you have any use for their old bits and bobs. What sort of things are they getting rid of? Do you take anything?

- 10 The changing seasons reveals something you'd never noticed before, giant graffiti, hidden dwarven architecture, a dragon's roost, etc. What have you found? If you share this finding with other people, what do they say about it?

- J You are ambushed by a sphinx who asks you a seasonally themed riddle. What is their riddle? Draw a Card to see if you know the answer: Red – you do! How do they react? Black – you don't and they chase you. Move to a different Locale.

- Q A dewe, a magical water elemental in the shape of a sheep, comes over to you. It's watery coat looks like it needs sheared. You may Decrease the Timer by 1 to shear it and gain 1 Mountain Dewe Water (pg 4).

- K You spy a rare Climbing Chilli (pg 4) up on a difficult to reach crack. You'll have to climb in order to reach it. Draw a Card for the climb's difficulty and a Card for you. If your Card is Higher, gain a Climbing Chilli! If your Card is Lower, you can't get to it!

# The Cloud Isles

These floating islands sit upon the clouds like it was the sea itself. For those able to reach and explore them, this wondrous locale is especially fun to visit during spring as many migrating birds and drakes return.

**You cannot visit The Cloud Isles unless you have a Broom (Apothecaria, pg 6) or some other means of flying.**

- As you dip under an island you find that the bottom is covered in strange cloudlike sacs. Cloud shark eggs. You may choose to destroy them and ignore this event and any others that mention cloud sharks for the rest of the year. If you do, Draw a Card. Red - nothing else happens. Black - Lose 3 Reputation as someone finds out.
- A

- A gentle breeze blows past you, carrying loose leaves and flowers and whispers from somewhere down in Glimmerwood Grove.
- 2 Draw a Card: ♥ – Gain a PLANT Reagent equal to the Card's Value. ♦♣♠ – The wind carries a secret to you. What do you hear? What was the secret speaker's voice like? Do you recognise them?

- You catch a huge flock of bird-like drakes flying overhead, making their return to the cloud isles for spring. A stream of them pass right overhead, low enough to reach up and touch.
- 3

- A huge, extravagant bird lands before you and puffs out its feathers. It seems to be performing some sort of dance and won't leave you alone. Decrease timer by 2.
- 4

- Some harpies are trying to break up a particularly large, unseasonal cloud that won't stop snowing. They wave you over, asking for your help. If you try, Draw a Card: ♥ or ♦ – You manage to dispel the cloud. The harpies gift you a Reagent of your choice from the Cloud Isles. ♠ or ♣ – The cloud is just too big and stubborn. Decrease the Timer by 1.
- 5

- You come across an apprentice witch in an awkward situation. What has happened to them? Do you help them out? If so, Decrease the Timer by 1 and Gain a Cloud Isles Reagent with a Foraging Value of less than 8.
- 6



- 7 An echo of the winter's chill blows across the islands causing animals to take shelter and plants to wither and hide. Increase the Foraging Value of all Reagents by 2.

- 8 You spot a bird returning from its migration with an exotic plant somehow stuck to it. Draw a Card: Red – you manage to grab the Reagent! Gain Exotic Plant (pg 4). Black – the bird gives you a nasty peck and flies off.

- 9 You meet an enthusiastic bird watcher who excitedly tells you about the different bird species returning the isles this season. They ask if you can bring them any spare feathers for their collection. They'll pay you 1 Silver for each. Whenever you have an Event with a bird in it, Draw a Card. If it is a H you get a feather.

- 10 A small airship is flying clumsily through the sky. The captain tells you they're a crew member down and could use another pair of hands. If you join them, gain 10 silver and change to another Locale. The crew like to sing while they work and each time you get this result you learn a new shanty. What is it? How is your time on the ship? What work do you have to do? What are the crew like?

- J A playful spirit challenges you to a cloud skimming contest. To play, you just have to skim a bit of wind so it bounces like a pebble across a pond. If you play, Draw a Card for each of you. If yours is Higher, you win and the spirit helps you for the rest of your Forage. Gain 3 Foraging Points per Turn. If yours is Lower, the spirit makes it harder for you to fly. Gain 1 less Foraging Point per Turn.

- Q You come across two minor gods of winter and spring arguing. What is the argument about? Do you get involved? What comes of it?

- K You see the end of a rainbow on one of the islands nearby. Rumour has it that something valuable awaits at the end of it. If you want to check it out, Decrease the Timer by 1 and Draw a Card: ♦ – You find a small pot of silver! Gain Silver equal to the Card's Value.  
♥♣♠ – You find something interesting but with no monetary value. What is it?

# Meltwater Loch

The ice has melted and as the water warms many creatures return to the surface including Bas Bata. Be careful as you explore, the sun might be out but the water still carries winter's chill and is known to surge thanks to the melting snow on the hills.

**Merchant ships unload at the docks during Spring. You may treat them like the Bits & Bobs service (Apothecaria, pg 31)**

- 4 The surface of the loch here is coated in pink and white petals. Gain no foraging points this turn.

- 2 Meltwater from the mountains has caused the loch to extend into another Locale. Which is it? You can travel between the loch and this locale without Decreasing the Timer for the rest of the week. How has this changed the scenery here? Has it affected anyone?

- 3 A ship and its crew has arrived in Meltwater Loch. Where did it come from? How did it get here? Why is it here? Who is the captain? Whenever you get this event, either a new ship arrives or you have an interaction with the captain or crew of an existing one.

- 4 Something splashes you with chilly Spring water. How do you dry off? Decrease the Timer by 1 or gain a [COLD \*] Tag that must be dealt with this Week. If not dealt with, your next Ailment has all Foraging Values increased by 2.

- 5 You see Bas Bata pushing some wreckage out of the loch. How is it doing it? What is the wreckage? If you have cured Bas Bata's Shattered Tooth, it drops something interesting at your feet. What is it?

- 6 You come across a Cu Sith resting on a boulder at the edge of the loch. How do you stop it from barking and inadvertently cursing you? Draw a Card: Red – You manage to keep it calm and get away safely. Black – It barks once. You can Draw again to try and calm it or Decrease the Timer by 2 to hide. If it barks 3 times the legends say you will die.



- 7 You are surrounded by baby gulldrakes learning how to harry their targets. Draw a Card: Red – They are easily shooed off and drop Nest Scraps (Apothecaria, pg 27). Black – They manage to steal one of your collected Reagents!

- 8 You interrupt a giant having a bath in the loch. How do they react to this interruption?

- 9 A meteor shower passes overhead and you notice its reflection in the water seems very different. What do you think is going on?

- 10 You spot your reflection in the water but something has changed about it. What has changed?

- J A ghostly pirate ship appears out on the water. It looks like the crew are hard at work making changes to it. What are they doing? Why?

- Q Bas Bata rushes over to you. If you have cured its Shattered Tooth, it lets you ride on its back. Increase the Timer by 2. If you haven't, it attacks you. Decrease the Timer by 2 as you have to avoid it and evade its attacks.

- K A couple of dwarves are fishing here. They joke about your Foraging prowess and offer to catch whatever Loch ANIMAL Reagent you need if you can make them laugh. How do you respond? They aren't hard to amuse.

# Dreamwater Depths

While mostly unaffected by the seasons in an ecological way, the depths do notice some significant changes as the ghosts of the ruins echo through their ancient traditions. Fairies who are willing to brave the still cold water use Bas Bata's departure to the shallower waters as a chance to make mischief.

**Unreachable until Bas Bata has been cured of its Shattered Tooth.**

- A The water is surprisingly clear this week giving you a fresh perspective on the ruined city. What new things do you notice? Gain an extra Foraging Point each turn.

- 2 You spy a frightening horse shaped monster down in the depths. What could it be? A kelpie? A tangie? A hippocampus? Whatever it is, you best be careful. Gain 1 less Foraging Point per Turn.

- 3 You see strange lights in the sunken city that turn out to belong to a group of mischievous fairies who are up to no good. What are they doing? You can Decrease the Timer by 1 to stop them. If you do, how does that go?

- 4 Voulge eels – long eels with sharp blades on their heads – are swarming the loch. For the rest of this Forage, if you Draw a ♠ then you get Hurt. If you get Hurt 3 times then you must end the Ailment and spend your Downtime recovering.

- 5 A gigantic fish is following you. If you discover any Reagents this Turn or next, this massive fish eats them then swims away. You can try to get the Reagents back by drawing a Card for you and a Card for it. If yours is Higher, you get the Reagent back!. If not, it steals all of your collected Reagents.

- 6 A rusted old bell in the ruined city tolls causing all the ghosts to make their way there. What are they doing? Are there any strange magical effects to their gathering? What do you learn about their history from this gathering?



- 7 You swim into a patch of concentrated Dreamwater and fall asleep, dreaming of strange things. Decrease the Timer by 1. What do you dream about? Gain 2 Foraging Points thanks to some realisation in your dream.

- 8 You find the sunken wreckage of a ship. You can Decrease the Timer by 1 to search through it. If you do, Draw a Card:  
♥ – You find something personal belonging to a crew member.  
♦ – You find 10 Silver! ♣♠ – You don't find anything useful.

- 9 Some ghosts are gathered in an open part of the city. Why are they gathered? Their combined glow makes it much easier to see, Gain 3 Foraging Points.

- 10 You startle a seal who chides you for sneaking up on them. This unobservant selkie explains they want to go up among the humans but doesn't understand them. They ask you if you can teach them about humans. What do they want to know? How did they misunderstand it before now? If you get this Event again, how did their attempt go? What else do they want to know?

- J You see a nude blue-skinned person swimming around just up ahead. They call out two lines of poetry and challenge you to complete the verse. If you can, they will happily chat with you. What do you talk about? If you can't, they conjure up a Storm for the rest of the week.

- Q Oh no! You've run afoul of the boobrie! If you've collected an Animal Reagent during this Forage or would be able to this Turn, it transforms into the boobrie and swims away, mocking you.

- K One of the ghosts that dwell in the depths stops and seems to be looking at you. Draw a Card: ♥ – It leads you to its bones. Where are they? What happened to them? ♦♣♠ – It leads you to the lowest Value Reagent you are looking for.

# Hero's Hollow

These subterranean dungeons built by countless monsters and villains over the centuries are mostly unaffected by the changing seasons. Mostly. Winter's melting snow, newly sprouted plants, and the yearly tradition of cleaning out last year's mess keep even the longest living monsters tethered to reality. Be careful when Foraging here, while they aren't as bad as they used to be the denizens of the Hollow can still give a nasty bite.

- A Melting ice and snow from the mountains has flooded this part of the Hero's Hollow. Decrease the Timer by 1.

- 2 You wander into the den of a monster that has just woken up from their hibernation. Thankfully they are too groggy to fight just now. What do you do with this rare close encounter opportunity?

- 3 Some poor small minions have been tasked with cleaning this part of the dungeon and you've just tracked mud in! What are these minions? Do you help them out? If so, Decrease the Timer by 1 and Gain 1 Reputation. If not, how do they react to you making more mess?

- 4 You come across a baby animal that has gotten lost down here. If you help it, Draw a Card: Red – It is small enough that you can continue your Forage with it in your basket and let it out at the end. Black – It is too big to handle, you'll have to Change Locale to get it back to its home. Either way, if you help Gain 2 Reputation.

- 5 There is a pile of old rusted and ruined equipment in the middle of this room being sorted out by some small monsters. One of them says you can rummage for just 5 Silver. If you pay, Draw a Card:  
♥ – Find a Magic Reagent of your choice from any Locale  
♦ – Find something worth 10 Silver.  
♣♠ – You don't find anything useful. Better luck next time

- 6 You've wandered into an area where carnivorous plants have sprouted. Decrease the Timer by 1. How do you get out?



- 7 You are surrounded by living shadow that whispers to you. It asks what you seek and says it will lead you there. Draw a Card: Red – It leads you to what you are seeking. Gain a Reagent from your List if you are Foraging. Black – It has led you out of Hero's Hollow! Where has it taken you? Change Locale.

- 8 You bump into the animated skeleton of an adventurer who seems to want something from you but can't speak. What do they want? How do they communicate it? If you help them, they will give you a bit of their old equipment as thanks. If not, they stomp off in a huff.

- 9 The area up ahead has a sign saying "Do Not Enter: Construction In Progress." Lose 2 Foraging Points as you'll have to check elsewhere. Can you tell what they're building?

- 10 You hear sneezing up ahead, alerting you to a monster waiting to ambush you. If you have the ingredients to make a Pollen Pox Potion then you can give it to the monster. If you do, Gain an extra 2 Foraging Points during each Forage for the rest of the Season. If not, Decrease the Timer by 1 to find another route.

- J You are stopped by a robed figure who introduces themselves as the Trap Master. They want you to design a trap for them. What does your trap do? How is it triggered? How do you avoid it if they actually build it?

- Q You spot a couple of villagers sneaking around down here. They've found a portal to The Strange (pg 50). Do you make your presence known? If so, how do they react? What are they doing down here?

- K You are teleported to the throne room of the Dark Ruler of the Underlands, keeper of Hero's Hollow. They want you to make potions that they can have their minions hide around the dungeon for eager adventurers. They don't care what the potions cure. They will buy any potions you bring them for 10 Silver regardless of Sweet or Poison content.

# The Strange

The Strange does not have the same Seasons as we do. Our Spring is their “Weird Storms” Season, an apt name for a time of year when anything can fall from the sky. It is best to avoid this place during this Season but then again, it is best avoiding The Strange during any Season. If you must go, prepare for any kind of weather imaginable and unimaginable.

**Unreachable until the portal in Hero’s Hollow has been opened.**

- It is quite literally raining cats and dogs. Thankfully the clouds appear to only be ten or so feet above the ground and some of the
- A daemons have put out soft things for them to land on. How do you react to the weather? Increase the Foraging Value of all Reagents by 5.

- 2 The city twists and turns. Your Tourist Map is no longer of use but for once, the city deposits you right at one of the Reagents you were looking for! Gain a Reagent from your list.

- 3 The ground you're walking on suddenly changes. Stairs into a slide, a square into an indoor market, an alleyway into a tower. What happens? Where have you ended up? Lose 2 Foraging Points.

- 4 Shutters slam and doors close as the locals cry out about a slime storm approaching. For the rest of this Forage, if you Draw a ♠ then you are encased in colourful slime. You must Decrease the Timer by 1 to escape the slime. What does it feel like? What does the storm look like? What mess does it leave?

- 5 A rich daemon gives you a Reagent of your choosing as part of some seasonal tradition. What is the tradition? If this happens more than once, is it the same tradition or different?

- 6 You bump into another magic user. Who are they? What do they look like? What is your first impression like? If you get this Event again, do you meet a new person or someone you've already met before? What do you do?



- 7 A passing daemon stops you and starts vacuuming you with a strange device. Why are they doing this? Do you stop them?

- 8 News is travelling through the city of some recent event that seems to have everyone on edge. What is the news? How is it travelling? Word of mouth? Loudspeakers? Newspapers? Or something weirder?

- 9 A young daemon throws something from the most recent weather at you. What strange thing hits you? How do you respond?

- 10 One of the strange mechanical people stops you to show you something on their screen head. Draw a Card: Red – It is a helpful message. Gain 3 Foraging Points. What form does the message take? Black – It is an advert for something. What is it an advert for?

- J A strange daemon poses you a confusing riddle. What is it? Draw a Card for you answer. If it is 5 or more, you get it right (more or less) and are given a reward of some kind. What do they give you? If it is 4 or less, you get it wrong and are mocked mercilessly.

- Q A strange wind blows through the streets, sending everyone and everything caught by it back in time. Increase the Timer by 4 and keep any Reagents you've found. Your Foraging Points remain the same. How do the other people caught in the storm react to this? How do you react to this?

- K It's raining silver pieces! Take cover! Decrease the Timer by 3 and then Draw 3 Cards and gain Silver equal to their combined Value.

# Summer ~ Reagents

## **Liquid Chalk ★★ – MADE – Mountain (10) – Dungeon (13)**

*This strange fluid is used by climbers and adventurers to improve their grip. It tastes foul but can be used to help an ailing stomach or to neutralise poisons.*  
Added RAW for [STOMACH] and removes 1 point of Poison

## **Sunny Honey ★★★ – ANIMAL – Village (8) – Mountain (8) +5 during Spring, Autumn & Winter | +4 during Storms**

*The bright little bees are often mistaken for will-o-wisps or fireflies due to their glowing abdomens. Their glowing honey is very useful for those suffering from Winter Sadness.*

Sunny Honey can be added RAW for [MOOD] and [MIND]

## **Sunflower Petals ★ – PLANT – Village (5) – Mountain (10) – Isles (4) Not Found in Spring, Autumn, or Winter | +4 during Storms**

*These bright flowers love the sun so much that they will turn to face it all day long, soaking up its energy and shining like lanterns at night.*

Petals can be CRUSHED for [SKIN] or BOILED for [MOOD]

## **Freedom Flowers ★★ – PLANT – Forest (8) – Loch (10) +2 in Autumn | Not Found In Winter**

*These brightly coloured wildflowers are found all over the ranges and beyond and are associated with celebrations across the world.*

Stems can be BOILED for [MOOD]

## **Vampire's Assistant ★★★ – MAGIC – Dungeon (10) – Mountain (8)**

*A peculiarly named black quartz that can be found around the ranges. This magical crystal absorbs light, creating an area of darkness around itself.*

Quartz can be CRUSHED for [CURSE]

## **Wild Fire ★★ – MAGIC – Forest (7) – Strange (5) – Isles (5)**

**Requires a WAND to be Collected.**

**+5 in Winter | -3 during Storms**

*Not to be confused with a common wildfire, this magical flame spreads of its own accord, seeking out more fuel with an elemental need.*

Fire can be added RAW for [COLD]

## **Laughter of a Child ★ – MAGIC – Village/Loch (3)**

**Requires a WAND to be Collected.**

*Some people find the image of a witch collecting a child's laughter for a potion to be monstrous but it's not like we're stealing their ability to laugh!*

Laughter can be CRUSHED for [MOOD] and [LUNGS]



# Summer ~ Reagents

## **Fossil Bone ★★★ – MAGIC – Dreamwater Depths (Via Event)**

*A bone from the strange fossilised sea beast that hunts in the deep, dark, depths of Dreamwater.*

Fossil can be CRUSHED for [TIME] and [BONES]

# Summer ~ Ailments

## **NOVICE**

### **Beach Body – [CURSE ★★][SKIN ★] – Timer: 12**

*Another one who made a deal with the mad sea witch for a 'beach body' and ended up part crab or lobster or some other horrible thing. Easily cured, thankfully.*

**Consequence:** They disappear into the loch or sea. You see them sometimes. How are they getting on? Lose 1 Reputation.

## **INTERMEDIATE**

### **Festival Fatigue – [FEET ★★][MOOD ★★][SENSES ★★] – Timer: 8**

*This patient has been at loads of festivals recently is finding it hard to keep up.*

**Consequence:** They don't go to the next festival on their list and there are serious social consequences for them. What happens? Lose 1 Reputation

## **ADVANCED**

### **Paint-ful Condition – [SKIN ★★★][PAIN ★★][RASH ★★] –**

**Timer: 6**

*Some elves from the Summer Court have painted this poor sod with exceptionally bright paint which they're allergic to!*

**Consequence:** The elves find them and take them away for more partying. Lose 3 Reputation.

## **EXPERT**

### **Sunny Complexion – [SKIN ★★★][MAGIC ★★★][SENSES ★★★]**

**Timer: 6**

*The afflicted's face glows like the sun, making them very difficult to look at.*

**Consequence:** The patient's sun-like face blinds another villager! They are sent away to find a cure elsewhere. Lose 3 Reputation.

# High Rannoc

When the seasons change many High Rannoc locals greet the coming sun with disdain as it invariably brings The High Rannoc Festival. For the duration of the Summer, thousands of bards, magicians, storytellers, acting troupes, and other performers swarm the town.

**You can spend a Downtime Segment to put on a show. Draw a Card for each 10 Reputation you have and earn Silver equal to their Value.**

- A Your familiar passes you a flyer for a show that they really want to go to. If you don't want them to go, Draw a Card for each of you. If their Card is Higher, they go and you lose your Familiar Skill for the rest of the Forage. If your Card is Higher, they stay. How do they react?

- 2 Some drunk tourists are making a nuisance of themselves. Several locals look to you to sort it out. Do you? If so, how?

- 3 Some people invite you to take part in a game they're playing. What is it? If you play, how do you fare?

- 4 You come across someone who is visibly stressed out by all the noise and activity. Do you help? If so, how?

- 5 A particularly noisome performer keeps getting in your way and asking you to come to their show. Who is this performer? What is their show? How do you handle the situation? If you agree to go, remove a Timer Segment from your Downtime. If you refuse, Lose 2 Foraging Points.

- 6 You come across some festival go-ers who have terrible sunburn. If you have any Reagents that can cure [BURN] they will pay you 10 Silver.



- You are singled out by someone running a street challenge. What is the challenge? A hanging bar? A rope ladder? Or something much more fantastical? If you take the challenge, Draw a Card:  
7 Red – You win! Gain Silver equal to the Card's Value x 10!  
Black – You lose! Lose 5 Silver. What happened?

- 8 Some locals are having a picnic and offer you both a seat and a bite. Draw a Card – if its Value is greater than one of the Reagents you're looking for, then it happens to be part of the picnic. Gain that Reagent. What were they going to use it for?

- 9 Some villagers are going to the city and invite you to come along. If you go, Decrease the Timer by 4. What do you get up to in the city? What is it like? How do you get there?

- 10 You see a street performer do something you've never seen before. What did they do?

- J A writer approaches you and asks about your adventures for something they are writing. If you like, you can regale them with a tale of yours, changing details as you like. Afterwards, Draw a Card:  
Red – They write a positive story about you. Gain 1 Reputation.  
Black – They put a negative spin on your tale. Lose 2 Reputation.

- Q Some people mistake you for a performer and start gathering around you. How do you react? If you want to put on a quick show, Decrease the Timer by 1 and Gain 10 Silver.

- K A previous patient of yours gives you a gift they got from the festival. What is it? Why do they give it to you?

# Glimmerwood Grove

With sunlight flitting in through the verdant canopy, Glimmerwood Grove's name becomes even more meaningful. Glittering trees and plants, crystalline antlers, and clear streams glimmer in the summer sun. Unfortunately, you're not the only one to take advantage of the nice weather as the forest sees its fair share of visitors...

- A Some careless campers have left their picnic unguarded and some fairies and wild animals have gotten into it. Do you chase them off? If so, how does that go for you?

- 2 Your path is blocked by a particularly aggressive magical plant. What is it? How do you get past it? Decrease the Timer by 1.

- 3 The naiad calls out to you and asks how your day is going. If you have time to spare, Decrease the Timer by 1 and gain 3 Foraging Points as they tell you about the things they've seen.

- 4 A self-appointed ranger stops and reprimands you for breaking some forest rule. What do they claim you've done?

- 5 You come across a bipedal boar person foraging in the undergrowth. As soon as they spot you they launch into a very long, enthusiastic, and detailed description of their forage thus far. You can Decrease the Timer by however much you want and gain 3 Foraging Points for each Decrease.

- 6 You see a wisp up ahead beckoning for you to follow it. You have heard that yellow wisps are lucky and gold wisps are unlucky... but which is this? If you follow, Draw a Card: Red – It leads you to something you are looking for personally that isn't a Reagent OR a MAGICAL Reagent equal to or less than the value of this Card. Black – It leads you into Blastfire Bog. Decrease the Timer by 2.



7 A walking group tramps on by. Increase the Foraging Value of all Reagents by 3.

8 You run into the druid who offers to teach you a bit of druidic magic. What do they teach you?

9 You come across another witch foraging here. How do you both react to another witch's presence? Whenever you get this result, how does your relationship with this wandering witch develop?

10 You come into a clearing to find the giant of Glimmerwood sitting and watching something. If your Reputation is 20 or Higher, they lift you up for a conversation. If your Reputation is 19 or Lower, they pick you up and throw you into Meltwater Loch. Change Locale.

J A group of elves in little more than colourful body-paint take an interest in you and follow you for the rest of the Ailment or Downtime, asking all manner of questions about you. Gain 1 less Foraging Point per Turn but ignore any negative effects from Events. They will follow you into other Locales.

Q You wander into a junior adventurers' summer camp. The camp leader asks if you'd like to teach a class for the kids. If you do, what class do you teach? If you teach them to Forage, Draw a Card and gain that many \* Reagents from this Locale. If you teach them anything else, either Gain 1 Reputation or Gain 20 Silver. During each visit or lesson, you have a memorable interaction with one of the kids. What species are they? What is their name? What happened?

K A strange elf with antlers bursts out of the bushes and turns you into a deer! You can fix this by brewing a potion that will cure the Wrong Form Ailment (Apothecaria, pg 18). While you are a deer, reduce the Foraging Value of PLANT Reagents by 4 but you cannot collect MAGIC Reagents. How do people react to your new form?

# Blastfire Bog

In Summer, the bog is buzzing with even more biting insects than usual. Couple that with the oppressive heat and it is a miserable place to be. Unfortunately for us witches, it's also the best time of year to go foraging in the bog as medicinal flowers, magical insects, and other useful Reagents are in abundance. **Events in this Locale give Discomfort, if your Discomfort ever reaches 5, you have to leave the Locale immediately.**

- A A large insect bites you. Gain 1 Discomfort. What did it look like?

- 2 The water is low in the muggy heat of Summer. So low that you can make out the shape of something ancient buried under the drying mud. What does it look like? Do you dig it up? If so, what is it?

- A large carnivorous plant takes a bite at you. Draw a Card:  
Red – It grabs hold of you! Gain 1 Discomfort and Decrease the  
3 Timer by 1.  
Black – You manage to fend it off, Gain 1 PLANT or ANIMAL Reagent of your choice.

- 4 The blastfire has ignited a portion of the bog here! You can Decrease the Timer by 1 to put it out. If you do so, Gain 1 Reputation. How do you quench the flames? If you don't, what effect does the fire have on the bog?

- You are knocked into the water by something. It is quite refreshing.. for a moment. Draw a Card:  
5 Red – Lose 1 Discomfort as you soothe your bites.  
Black – Gain 1 Discomfort as some leeches latch onto you. How do you get them off?

- 6 You come across some sunbathing goblins who are unaffected by the biting insects. They offer you a squirt of their special insect repellent for 2 Silver. If you pay it, you may ignore any Discomfort gained from insect bites for the rest of this Forage.

- 7 A swarm of biting insects surrounds you. Gain 1 Discomfort. How do you escape them?

- 8 It is oppressively muggy and humid here. It feels like there isn't a single bit of air to be found in the whole bog! Gain 1 Discomfort.

- 9 You hear snippets of a song drifting over to you through the bog. What does it sound like? Can you make out any words? What do they say?

- 10 You and your coracle are lifted out of the water for a surprise visit to a magical shop with animal legs. The owner sells all manner of strange magical trinkets that don't have any useful purpose. They won't let you leave unless you buy something. What do you buy? How much does it cost? What does it do? If it costs less than 20 Silver, what strange side effect does it have?

- J You bump into a gatorperson who was floating under the water. How do they react to the surprise? How do you respond?

- Q You wander into the shadow of a weathered statue and find respite from the bugs and the heat and all the other nastiness of the bog. You may Decrease the Timer by 1 to rest. If you do so, Lose 2 Discomfort and you receive a vision of the past. What do you see? If you do not rest, you may ignore any Discomfort gained from the next Event you face.

- K You are chased by a giant insect that looks pretty dangerous. Draw a Card: Red – You manage to escape or fight it off but it will be back. Black – The horrible thing manages to attack you. How do you defend yourself? Gain 2 Discomfort from its bite or sting.



# Moonbreaker Mountain

There seems to be a compulsion among the peoples of the Rannoc Ranges that when the weather is good they all suddenly walk up the hills and mountains for seemingly no reason. Moonbreaker is no exception and this time of year it is full of hikers.

**Hikers are loud, during any Turn you get an Event with hikers in it, the Foraging Value of all ANIMAL Reagents are increased by 4.**

- A There is a merchant at the foot of the mountain selling Griffon brand Energy Ooze. It costs 5 Silver but lets you Increase the Timer by 1 for each pouch of ooze you drink. Energy Ooze is very volatile and cannot be stored.

- 2 You hear a magical call for help in your mind. The Rannoc Rescue Rangers have found a casualty and are calling for aid. You may Decrease the Timer by 3 to help. If you do, what help do you provide? How do they thank you? If you don't help, do you hear anything about the incident later?

- 3 You come to a bridge and find there's now a troll toll. You will have to pay 3 Silver or Lose 1 Foraging Point to find another way around.

- 4 You come across a hiker who has rolled their ankle, you can Decrease the Timer by 1 to help them. If you do so, Gain 1 Reputation.

- 5 You are challenged by some climbers to scale the rock face without magic. They lend you equipment. Draw a Card for you and a Card for the climb. If yours is Higher – you reach the top! The climbers give you some Liquid Chalk Reagent. If yours is Lower – you can't do it. How do the climbers act?

- 6 Some hikers and a giant are arguing up ahead. What are they arguing about? Do you get involved?

- 7 You find a part of the mountain that few hikers reach. It is quiet and calm and grants a beautiful view of the other Locales. Lower the Foraging Value of all ANIMAL Reagents by 5 for this Turn.

- 8 You see someone being menaced by a large mountain goat. You can Decrease the Timer by 1 to distract it for them. How do you distract it? If you do, the person finds you and thanks you later.

- 9 You meet a satyr who happily tells you what the goats have been saying about you. What have they been saying? What reply do you want the satyr to give them?

- 10 Someone has decorated the shrines here with colourful flags and ornaments. A grumpy nature spirit asks you to get rid of them. How do you respond?

- J You meet a climber who is determined to be one of the few to reach the summit. Why are they so determined? Do you give them any advice? How far up are they?

- Q You find a large group of hikers puzzling over the sphinx's riddle. What is the riddle? Draw a Card. ♥♦ – You know the answer! Do you tell the hikers? ♣♠ – You're as stumped as they are. What do you do?

- K You reach the peak. If this is your first time, use the King Event from Apothecaria pg 45. Otherwise, you find the dragon invested in another's journey. They tell you about the person trying to reach the top and their journey both physically and mentally. What do you learn about this person? How does the dragon know?

# The Cloud Isles

Among and above the clouds, these magical floating islands might seem like a great place to summer but don't be fooled. Being closer to the sun makes 'em both hotter and blinding at times.

**If you spend more than 5 Turns in this Locale without some sort of protective Tool then you must end your Forage and get cured by the Doctor.**

- A The bright sun glints off of every shiny thing in the Cloud Isles, every body of water, every crystal, even the mountains beyond making it hard to see anything! Increase the Foraging Value of all Reagents by 2.

- 2 Success! You find the Reagent you're looking for but before you can grab it, a glittering sundrake swoops down and snatches it from under your grasp. It flies off into the clouds. If you Draw this event again you find the drake and can retrieve the Reagent it stole.

- 3 You notice a flying tourship being stalked by sky pirates. Do you intervene? If you do, Draw a Card. Red – Gain 1 Reputation as you heroically prevent the pirates from attacking the hapless tourists. Black – The event was staged as part of the tour! Lost 1 Reputation as the tourists laugh themselves silly.

- 4 You come across a fisherdwarf with their rod in the clouds. They offer you a spare rod and ask you to join them. What are they hoping to catch up here? If you join them, Draw a card and gain an ANIMAL Reagent of that value. What do the two of you discuss while fishing?

- 5 You see a bright, tell tale glow emanating from some hidden place and discover a huge Star Shard! (Apothecaria pg. 27). This monster sized meteor has a potency of \*\*\* instead of \*\* and can be sold for 20 silver.

- 6 A minor god of rain follows you on a black cloud ranting about the lack of rain during Summer. No matter what you say, they refuse to leave you alone for the rest of the ailment. Increase the Foraging Value of all Reagents by 3 while they are with you. You may choose to ditch them but doing so will cause them to create a Storm for the rest of this Ailment and Downtime.



- 7 Airships and hot air balloons fill the skies. No matter where you go it seems like the entire cloud isles are hoaching with tourists. Increase the Foraging Value of all PLANT and ANIMAL Reagents by 4

- 8 Some adventurers are arguing on one of the islands, it seems their plans have gone wrong. They wave you down and ask for help, offering 20 Silver if you help them out. If you accept, Decrease the Timer by 1. How do you help them? What do they need? If you don't help, how do they react?

- 9 You see a huge creature breach the clouds. What does it look like? What else might be lurking under there?

- 10 You nearly trip over the Birder who was hiding on this island. Where were they hiding? What are they doing up here? What are they looking for? They ask if you can pick them up on your way home. To do so you must have at least 1 Timer segment left at the end of the Ailment. If you do, you gain 5 Silver and a picture of a bird.

- J You come across a tour guide who's sick of their customers getting sunburn from the cloudless atmosphere. During Summer, they will send you 10 Silver for any potions you can send them that cure (BURN\*, SKIN\* and DEHYDRATION\*)

- Q In a chance meeting you come across someone you know! They ask if they can help you while you forage. Gain an extra foraging point each turn if you allow them to help. How do they get around with you? How does it feel having a helping hand?

- K As the sun is setting you notice a few harpies, witches, and sky sailors all heading in the same direction. A summer meteor shower is happening tonight and one of the islands seems to be hosting dozens of excited star gazers who've set up hammocks, telescopes, and a fire to toast food by. Someone you know is here. Who is it? How did they get here? Did you expect to find them somewhere like this?

# Meltwater Loch

When the sun is shining and the water is warm, people of the flock to Meltwater Loch to swim and boat and relax by the waterside. It's a great way to beat the heat and feel a sense of community as the good weather keeps everyone in high spirits!

**For each ♥ you Draw, you have a pleasant interaction with someone.**

- A You come across a band of mice wearing clothes and armour and carrying little tools and weapons. They seem to want something but you can't understand them unless you drink a Wrong Form Potion (Apothecaria, pg 18). If you drink the potion, you can become a mouse. What do they want? How does it feel to be a mouse? You can now visit the mice whenever you like as long as you have a Wrong Form Potion available.

- 2 Some rowdy villagers are playing in the water and have scared all the animals away. Increase the Foraging Value of all ANIMAL Reagents by 3.

- 3 You see someone unconscious floating by on a raft. Draw a Card:  
Red – They were just asleep and seem annoyed at you waking them.  
Black – They don't respond! You may Decrease the Timer by 1 to get them to safety and Gain 1 Reputation. How do you help them? What happened to them?

- 4 You come across someone who has fallen asleep on the beach and gotten a nasty sunburn. If you can find them something that cures [BURN\*] before the end of this Ailment, they will give you 5 Silver.

- 5 You hear shouts as you realise you've gotten in the way of a boat race! Lose one of your collected Reagents as you try to get out of the way or get capsized by their passing.

- 6 The beach is in chaos as a massive swarm of gulldrakes have descended upon picnicking villagers. You can Decrease the Timer by 1 to help and Gain 1 Reputation for doing so. How do you help? Otherwise you can Gain 3 Foraging Points as the chaos keeps the noisy villagers away from the loch.

- 7 An inventor from the Highlands asks you to try out their latest watercraft technology. If you agree, Gain 3 Foraging Points per turn but if you Draw a ♣ for Foraging then the device fails catastrophically and you Lose all Collected Reagents. What is the device? How does it get you around so fast?

- 8 A diver invites you to come explore a beautiful hidden reef that they've found. If you go, Draw a Card and Gain a Reagent equal to or less than its Value. How have people not found this before? What is the most beautiful part of it to you?

- 9 You see a large fin cutting through the water. Draw a Card:  
♥ – It's a dolphin! Yay! ♦ – It's a filter feeder, phew!  
♣ – It's a villager wearing a fin! ♠ – It's a shark! You have to leave this Locale. It should be gone by next week. Don't be a hero, there will be more of them lurking underwater.

- 10 You spot Bas Bata laying out on the rocks. If you have cured its Shattered Tooth, it is sunning itself and making contented noises. If not, it is curled up in pain and you can see its Shattered Tooth. If you can make 5 potions that cure Shattered Tooth (Apothecaria, pg 16) and somehow administer them to Bas Bata then you can cure its Shattered Tooth.

- J Someone challenges you to a game in the water. What is the game? Do you accept their challenge? If so, Draw a Card for each side. If yours is Higher, you win! Gain 1 Bragging Rights. If yours is Lower, you lose.

- Q The siren has written a new song and wants you to listen to it. Do you agree? If so, what is it like? What interesting effect does the magic have on you? What feedback do you give?

- K A ghostly pirate ship has emerged from the water and has opened fire on a boat full of villagers. The cannonballs don't seem to do anything but the villagers shout for help regardless. Do you get involved? If so, what do you do? What were the pirates' intentions? Decrease the Timer by 2. If not, Lose 1 Reputation



# Dreamwater Depths

Summer is quiet in the depths. The hot water on the surface leaves the depths frigid with little oxygen or food for animals. Worse than that though is the fossilised remains of an ancient sea beast that prowls around in the depths, looking for a meal among the ghosts.

**The Fossilised Sea Beast is hunting you. Each time you Draw a ♠ for an Event, make note. Once you've Drawn 3 ♠, face the Ace Event.**

- A The fossilised sea beast lunges out of the dark and bites you. The wound tingles strangely. You have Partial Petrification (Apothecaria, pg 16) with a Timer of 10. If you do not cure it in time, you face the Consequence.

- 2 A Sea Witch offers to help you, for a price. If you accept, negate any negative effects for the rest of this Season but you must give up something precious to you for the rest of the Season. e.g. your voice, ability to go on land, etc.

- 3 You spot the Highest Value Reagent you're looking for but the fossilised sea beast is circling the area. If you want to try collect it, Draw a Card. ♥ – You get it and get out! Gain that Reagent.  
♦♣♠ – The sea beast catches you. Decrease the Timer by 3.

- 4 The ghost of an ancient witch leads you to a Reagent. Draw a Card.  
♥♦ – They lead you to one of the Reagents you're looking for.  
♣♠ – They lead you to the Reagent they were looking for. Draw a Card and Gain a Reagent equal to its Value.

- 5 You see the ghostly echo of someone hiding something. What are they hiding? Why do you think they're hiding it? If you take it, how has it fared after all these years? What happens to the ghost?

- 6 You pass through a disenchantment rune and can no longer breathe underwater. You must leave this Locale.

- 7 You find a bunch of bald wigfish hidden away in this quiet corner of the depths. If you bring them Reagents that could be used to make a wig, they will be very grateful and you may Lower the Foraging Value of Wigfish to its usual default.

- 8 The world shifts as you see the ruins as they were on the day of their great calamity. What perspective do you see the disaster from this time? What scene unfolds before you?

- 9 You see the siren down here looking concerned. Why are they here?

- 10 You find some interesting ancient runes. It will take 10 Timer segments to translate them. If you do, what do they say or do?

- J A terrible roar sounds throughout the depths as Bas Bata fights the fossilised sea beast. Draw a Card for each. If Bas Bata's Card is Higher – the fossil retreats, ignore any Events relating to it for the rest of this Forage and Gain a Fossil Bone (pg 25). If it's Lower – Bas Bata loses and has Partial Petrification (Apothecaria, pg 16). Treat Bas Bata as having a Shattered Tooth for any Events that mention it until you cure its Partial Petrification.

- Q You come across the ghostly leader of an ancient clan. If your Reputation is less than 20 – They give you a silent order. What do you think they want? How do you react? If your Reputation is 20 or more – They give you a vision from when they were alive. What do they show you?

# Hero's Hollow

The Summer heat brings droves of shade loving creatures and fairweather adventurers. The Dark Ruler likes to take advantage of this business opportunity in many ways. This year, they've selected a new theme for the dungeon. What is it? **Any item you find during gameplay that matches the theme can be sold to the dark ruler as decoration for 5 Silver.**

- A Something from the Deep Dungeon is emerging. You may either:  
Remain where you are and Gain 3 foraging points as dungeon is left eerily quiet OR Fight alongside the horde of dungeon denizens that's driving the monstrosity back and Gain 1 Reputation.

- 2 You've gotten used to half the traps being broken in Heroes Hollow but one's been fixed without you realising! You now have the ailment 'Wounded' (Apothecaria pg. 12). Gain 1 less Foraging Point per turn until you can cure it.

- 3 You round a corner and see a group of adventurers fighting a monster. The monster is clearly telegraphing its attacks but the adventurers are still losing the fight. It catches your eye and gives you an exasperated look. Do you do anything to move the fight along?

- 4 You come across a normal bear that has wandered in and it is angry. Draw a Card for yourself and 2 Cards for the bear. Whoever gets the Highest card wins. If you win, Gain Reagent. If the bear wins, you are Wounded (Apothecaria, pg 12) Gain 1 less Foraging Point per turn until you can cure your ailment. Of course... the village doctor could cure it for 20 silver.

- 5 There is a huge queue for the Corridor of Endless Misery. Unfortunately there's no other way past. Decrease the timer by 1 as you have to wait your turn.

- 6 You hear rumours that a plague of Dragon Sickness (Apothecaria pg. 12) is spreading through Hero's Hollow. If you get this result again you catch it. If you can't cure it within the ailment's timer then the village doctor has to track you down and cure you. What havoc do you wreak? How do you react to being cured by the doctor?



You come across an imp selling counterfeit 'health' potions from a stall. Each potion costs 5 silver and apparently cures any Ailment. If you give the counterfeit potion to a patient, Draw a Card.

7 ♥ – The potion cures their Ailment.

♦♣♠ – it was a fake! The patient now has the ailment 'Potion Poison' (Apothecaria pg. 14) alongside their original ailment. Lose 1 Reputation.

8 You hear a group of adventurers whispering about an ancient daemon said to be locked up in Hero's Hollow. They speculate about why the demon is there. Do you hear any interesting theories? Do you think there's truth to any of them?

9 As you creep through an old dungeon you find a group of skeletons hiding out and playing dice. They ask if you can just tell people they gave you a hard time so that they don't have to fight. Draw a card and gain a MAGIC Reagent of that value for keeping their secret.

10 A tiny barbarian child charges at you with their weapon drawn while their huge guardian watches in approval. What do you do? If you fight the child Draw 3 cards for yourself and one for the child. If the child's total is Higher they win for real. How do you react? If you win their guardian thanks you and tells them why they lost. What do they say? Each time you get this event the child gets 1 more card.

J You come across a couple of dungeon organisers arguing about a new trap that just arrived. While one of them is excited by the prospect, the other reckons it's a logistical nightmare. What is it? Why is it a nightmare? They spot you and ask for your opinion.

Q The Dark Ruler of the Underlands appears in a flourish of shadows looking flustered. One of their best denizens is off on annual leave and they ask if you can fill in. If you agree, spend the coming week working in Hero's Hollow instead of curing an Ailment. What do you do during your time here? Draw a Card:  
Red – Gain 2 Reputation and 20 Silver. Black – Lose 2 Reputation.

K You've somehow wandered into the Lil' Adventurer's arts and crafts area. A friendly orc grabs you and sits you down with a packet of art supplies. Apparently you're making Posters for Hero's Hollow today! It looks like you're not the only adult the orc has mistaken for a child. Design a poster for Hero's Hollow in your journal, champ!

# The Strange

During this Season, thousands of religious fanatics swarm the city for various reasons. The atmosphere is part cult ritual and part church family fun day. Consider what cults are around and what they want and how that gets in the way of your Foraging.

**If you Draw the same Value Card twice in a row then you are admitted into a cult.**

- A A cult is holding a ritual that just happens to use one of the Reagents you are looking for. The Lowest Value Reagent on your List has its Foraging Value increased by 8. What is the cult using the Reagent for?

- 2 Blood rains from the sky as one of the cults has called forth a minor plague. You Gain 1 less Foraging Point per Turn. What form does this minor plague take? How are people reacting to it?

- 3 The city shifts and changes, depositing you in the middle of a ritual of some kind. What do the cultists here look like? What are they doing? How do they react to your intrusion? Lose 3 Foraging Points and your Tourist Map no longer works.

- 4 A couple of cult members stop you and tell you about their cult. What is their cult called? Who or what do they worship? What little gift do they offer you to get you to sign up? Do you join? If so, what is your title? What do you have to do for the cult?

- 5 Temporary eternal darkness falls over the city as one of the cults has finished a dark ritual. You Gain 1 less Foraging Point per Turn for the rest of this Ailment. How do people navigate the dark? What do you come across in the dark?

- 6 Despite the city's best efforts, you have found your way to a tourist destination! What is this place? Why is it considered a 'must see' for visitors? What difficulties did you face in finding it? What do you do or see here?

- 7 You meet a daemon local giving out Tourist Maps to the various cult members. If you take one, Draw a Card: Red – It's a real one! Gain a Tourist Map! Black – You waste some time with it before realising its a fake. Decrease the Timer by 2.

- 8 You are suddenly outside of the city... quite far outside of the city. How in the world did that happen? Decrease the Timer by 2 as you make your way back. What interesting things do you see out here?

- 9 A small daemon plays a strange and slightly terrifying prank on you. What do they do? Draw a Card: Red – Decrease the Timer by 1. Black – Lose 2 Foraging Points.

- 10 This part of the city is quiet and untouched, almost peaceful. Gain 4 Foraging Points as wild things are in abundance here.

- J You notice that someone is following you. They've decided to become a Follower of your cult. If you play along, Gain an extra Foraging Point each Turn for the rest of the Season but you must give up 1 of your Downtime Segments to host a cult meeting each week. You can gain multiple Followers. You may turn them away.

- Q Uh oh, looks like you've wandered into a territory dispute between two cults. If you have any Followers then Draw a Card for you and a Card for each of the other cults involved in the dispute. If yours is Higher, they surrender. Gain 3 Silver x the Value of your Card. If yours is Lower, they chase you off and take one of your Followers. If you don't have any Followers, they let you leave unchallenged.

- K You come across an elaborately costumed cult leader who seems to be having a tough time. They ask for your advice on a problem they are facing with their cult. What is the problem? What advice do you give them? How does that play out?



# Harvest – Reagents

## **Pot-O-Golds ★★★ – PLANT – Isles (12)**

**-2 in Autumn and Summer | -4 during Storms**

*These golden flowers are often found growing at the ends of rainbows, much to the disappointment of novice treasure hunters who don't realise the flowers are made of real gold.*

Leaves can be sold for 3 Silver.

Stem can be CRUSHED for [FAE]

## **Silver Truffle – PLANT – Forest (8)**

**+5 in Spring and Summer**

*A particularly rare truffle with a silvery outer layer. Rich types like to grate it over their food because it neutralises nearly every poison... and taste.*

Truffle can be CRUSHED to remove all points of Poison from a Potion.

## **Golden Leaves ★ – PLANT – Village (3) – Forest (2) – Loch (3)**

**Can only be found in Autumn**

*The golden leaves of the glimmerwood trees aren't really gold but they're shiny and glittery which is enough for most people.*

Gold leaves can be CRUSHED for 1 point of Sweet as patients really like the glittering magical effect it gives.

## **Goblin Gourds ★★ – PLANT – Bog (8)**

**Can only be found in Autumn**

*These green banded orange pumpkins are guarded jealously by the goblins of blastfire due to their taste and their special cooling abilities.*

Gourd Flesh can be added RAW for [HOT] and [BURN]

## **Hermit Shroom ★★★ – PLANT – Any Locale (13)**

**Once found in a Locale, it cannot be found there again.**

*These strange mushrooms are unlike others. Instead of being part of a vast network, it seems to be a solitary thing that spreads its spores as far from itself as possible.*

Cap can be CRUSHED for any 2 [TAGS]



# Harvest — Reagents

## Sweets — MADE — Village (6)

*Chocolates, hard candies, butterscotch, mints, oh the list goes on. All delicious bites of sugary goodness that will rot the teeth out of your head if you're not careful!*

Sweets add 2 Sweet to a Potion.

Adding more than 2 Sweets to a Potion causes [TEETH ★]

# Harvest — Ailments

## NOVICE

### Blasted — [BURN ★][WOUND ★] — Timer: 6

*Unfortunately this person got a bit too close to the fireworks display and got a nasty burn. If it was their fault, give 'em some grief for playin' with bombs!*

**Consequence:** If not cured in time, the Doctor is forced to make a non-magical solution leaving them with permanent scars. Lose 1 Reputation.

## INTERMEDIATE

### Harvested — [SPIRIT ★★][WOUND ★★] — Timer: 4

*A malicious spirit tried to pull this patient's soul out of their body! No doubt they'll be back soon to finish taking in their fell harvest.*

**Consequence:** You were too slow. The spirit has left a taunting message for you. What does it say? Who or what is this spirit? Lose 2 Reputation

## ADVANCED

### Shocked — [NERVES ★★★][PAIN ★★★] — Timer: 6

*This patient found themselves on the wrong side of an angry storm and now little sparks are shooting out of them at random. Ouch.*

**Extra:** You need to brew two doses as you will get Shocked while curing them.

**Consequences:** They pass on due to the damage. The electricity destroys one of your Upgrades. Lose 2 Reputation.

## EXPERT

### Hollow Head — [CURSE ★★★][MAGIC ★★★][SPIRIT ★★★] — Timer: 8

*This patient had their head replaced with an enchanted vegetable and has been made to wander the earth looking for their lost head for all eternity.*

**Extra:** You can look for their Lost Head (15) in any Locale. You cannot cure the Ailment without finding the Lost Head.

**Consequence:** They thank you for your help and depart. Do you think they'll ever find their head?



# High Rannoc

The villagers of High Rannoc celebrate Harvest as a time to connect with one another. As the veil between the worlds of the living and the dead thin, many of the villager's ancestors come to visit.

**Ghost Goo and Skeleton Dust can be found in the Village this Season each with a Foraging Value of 5.**

- A A ghost comes to visit you with a message from the Other World. Who are they? What is the message?

- 2 Someone asks for your help making a guise for Bogle's Night. Do you help? If so, how?

- 3 There's something hanging around among the guisers that you're sure isn't wearing a costume. What is it? Why is it here? Do you approach it? If so, how does it react to being found out?

- 4 A villager invites you in out of the cold and says they'll go find what you're looking for. Who are they? What have they done to make you comfortable? Gain any non-MAGIC Reagent with a Foraging Value of 10 or less.

- 5 Pounding rain makes it hard to find anything. Everyone you meet in the Village during this Forage is grumpy and you gain 1 less Foraging Point per Turn.

- 6 While most people are excited to see their dead relatives, you meet someone who is worried about it. Why are they worried? What advice do you give them?



- 7 You find The Baron, they've left Hero's hollow and are challenging a young guiser to a duel. You'll have to step in. Draw a Card for you and a Card for The Baron. Whoever's Card is Higher wins. If you win, The Baron returns to Hero's Hollow and you Gain 1 Reputation. If you lose, The Baron demands a prize. What do you give them?

- 8 Everywhere you go, children run screaming and laughing as if you are some evil witch. Increase the Foraging Value of all ANIMAL Reagents by 5 and all PLANT Reagents by 2 as they never watch where they're stepping.

- 9 You find your Familiar talking to another animal. They seem to know each other. Are they friends? Romantic partners? Rivals? Who and what is this other animal?

- 10 One of the village children gives you some sweets. Draw a Card and gain Sweets (pg 45) equal to its Value.

- J You come across someone who has been drunk by a vampire. Start a Drunk Ailment (Apothecaria, page 12). You will also have to find out who the vampire is by collecting 3 pieces of Evidence – (Village - 10) (Manor - 7). Once you have the evidence, how do you confront the vampire and get them to stop? Once they stop, you instead run into the vampire whenever you get this event.

- Q You nip into a shop or the tavern and run into The Dark Ruler of the Underlands, keeper of Hero's Hollow. What are they doing here? How do they react to you seeing them here? Does anyone else here know who they are?

- K The Copper Fox's bartender has set up a fireworks display that looks... creative. If you stop them, Lose 3 Reputation. If you let them go through with the display, Draw a Card:  
Red Ace – A rogue firework destroys one of your Upgrades.  
Black Ace – Someone gets hurt. Start a Blasted Ailment (pg 45). Any Other Card – It all goes alright, quite nice actually.



# Glimmerwood Grove

As the days grow shorter Glimmerwood Grove loses some of its fairytale charm as elves and spiders begin their hunts; many trees start to shed their leaves while others turn brilliant gold or hues of red; and the fairies prepare for winter, often quarrelling with each other and the local animals.

- II
- The spiders of the Weaver's Wood have been expanding their webs into Glimmerwood. You can Decrease the Timer by 1 to beat back their progress. If you don't, this Event overwrites the one below it i.e. 2 is treated as an Ace. Each time you get this Event and don't Decrease the Timer, it overwrites another Event. If you do Decrease the Timer, regain the highest value Event that has been affected by the Weaver's Wood. You can never remove the Ace. This effect remains for the entire Season.

- 2
- You come across some fairies performing a strange Harvest ritual. What are they doing? They offer you a Reagent if you take part. What do you have to do? If you take part, Draw a Card and Gain a PLANT or MAGIC Reagent equal to its Value.

- 3
- You come across a fairy and a squirrel arguing over a nut. Do you get involved?

- 4
- You are approached by a novice forager who asks if they can tag along with you. If you agree, Gain an extra Foraging Point each Turn for the rest of this Forage. Who is this novice forager? What were they out here looking for? What do you teach them?

- 5
- The fallen leaves lay so thick that its hard to find anything! Increase the Foraging Value of all Reagents by 2.

- 6
- You see the truffle hunter digging up their latest find, they haven't noticed you. If you have a reason to, this is a great opportunity to get revenge. If you take revenge, you can also collect a Silver Truffle (pg 44).



- 7 Something dangerous is loose in the woods. What rumours do you hear? For the rest of the Season, if you collect an ANIMAL Reagent, Draw a Card: Red – Nothing happens, don't worry about it. Black – It has found you, you fail the Ailment. What happened? Continue from the start of Downtime.

- 8 You hear a not-so-distant howl. Whenever you Draw a ♠ the Event you're on is interrupted by a pack of wolves. Decrease the Timer by 1 to evade or fend them off.

- 9 Two animals are fighting up ahead. What are they? If you wait around, you will be able to pick up an appropriate ANIMAL Reagent afterwards.

- 10 This part of the grove is filled with the sound of construction as a team of fairy workers are turning giant mushrooms into whimsical houses. The site manager stops you and asks for any Mushroom Reagents you have to help them grow new houses. For the rest of the Season, you can come to Glimmerwood Grove and sell Mushroom Reagents for 2 Silver X their Foraging Value (they only accept mushrooms Foraged from other Locales). Once Harvest is over, the mushroom houses rot away.

- J An elf appears before you in a typically bombastic way and challenges you. What is the challenge? Draw 3 Cards for the elf then Draw 1 Card for you plus an extra Card for each Tool you own that could be useful. Highest total Value wins. If you win, the elf will answer one question honestly. What do you ask? If you lose, you must answer one question honestly. What do they ask?

- Q & K You are transported away to another world where a flamboyant elf mocks you and sets you a challenge that you must complete before they return you to this Locale. What is the challenge? What is the lesson or metaphor or punchline of it? Draw a Card to see how you fare: ♥ – Decrease the Timer by 1 as you complete the challenge quickly.  
♦ – Decrease the Timer by 2.  
♣ – Decrease the Timer by 3.  
♠ – Decrease the Timer by 4. From now on, whenever you Draw a Joker for an Event, the elf transports you away and you must face another challenge as above. If you Draw a Joker while facing a challenge, you defeat the elf and are free from their mischief.



# Blastfire Bog

As the leaves fall and the flowers rot, the blastfire bubbles grow ever larger and more dangerous. Be careful as many of the events here can Hurt you.

**If you get Hurt 3 Times, you must end the Ailment and spend your Downtime recovering.**

- II You see a yellow light flitting about above the water. It is a will-o'-the-wisp and is rumoured to lead travellers to what they seek most... or to their doom. If you like those odds, Draw a Card:
- ♥ – It leads you to all of the Reagents you need.
  - ♦♣♠ – It tricks you into a dangerous place. Gain 3 Hurt. Where did it lead you? How do you get out?

- 2 Your coracle is lifted high into the air by an enormous blastfire bubble. Draw a Card: If it is 6 or Higher, you Gain 1 Hurt. If it is Lower than 6, you land unscathed!

- 3 You notice eerily glowing leeches attached to you and realise you can't remember why you're here. Draw a Card and Lose Foraging Points equal to its Value. If you get the Queen or King, you've forgotten the Ailment you're currently on. Decrease the Timer by 1 to return to your Cottage. If you still have enough time left, you may head back out if something at home reminds you.

- 4 A friendly fairy pops a blastfire bubble before it can erupt and hurt you. They will keep you safe during your Forage as long as you keep them entertained. What do you do to entertain them? You may ignore Hurt from any blastfire bubbles for the rest of this Forage.

- 5 The way ahead splits, one route is quicker but is bubbling violently while the other is choked with vines and roots. If you take the bubbling route, Draw a Card: Red – Increase Timer by 1 and make it through unhurt. Black – Increase Timer by 1 but Gain 1 Hurt. If you take the other route, Decrease the Timer by 2.

- 6 An opportunistic goblin has set up a stall by the river here and is selling "seasonal treats." Among them is one of the Reagents you're looking for. It costs 1 Silver X its Bog Foraging Value. What other things are they selling?



- 7 You find disturbing signs that something new and dangerous has entered the bog. What are the signs? What do you think it is? If you Draw a Joker while in the Bog, it finds you and you Gain 3 Hurt.

- 8 You hear a cry for help and come across the Truffle Hunter surrounded by mushroom creatures. You could help... or you could not. Either way, what happens? How do they react?

- 9 A group of animals has moved into a ruin here. What do you think it used to be? What animals have made their home here? What effect are they having?

- 10 You find a juvenile bog dragon lying at the side of the water. It has been burned by one of the blastfire bubbles and needs help. If you want to help, you must find a Reagent that can cure [BURN \*\*] with a Timer of 4. If you manage to cure it, then the bog dragon lets you ride it for the rest of the Season. Increase all Ailment Timers by 2 for the rest of the Season.

- J As the veil between worlds thins, some spirits have returned to their bodies. One such bog mummy erupts out of the peat in front of you. It wants to know how the world has changed and has many questions. You can Decrease the Timer by 3 to answer its questions and ask a few of your own. If you refuse, it attacks you and you gain 1 Hurt.

- Q A weird looking frog hops into your coracle and you immediately come across a Reagent of your choice. This must be a lucky frog! For the rest of this Ailment, whenever an Event tells you to Draw a Card, you may choose the result instead of Drawing.

- K You hear someone talking and after some time realise that its a tree! What kind of tree are they? What does their voice sound like? They will answer one question each time you get this event. What do you ask?



# Moonbreaker Mountain

The weather is quick to change this time of year so be careful out there.

**The weather changes each time you Draw for an Event.**

♥ – Clear and sunny. Gain 1 Foraging Point.

♦ – Heavy rain. Lose 1 Foraging Point.

♣ – Hailstones. Decrease the Timer by 1.

♠ – A sudden snowstorm. Lose 3 Foraging Points.

- 7 A Some rocky creatures bounce past you as they tumble down the mountainside. You may collect a MINERAL Reagent that they've left in their wake.

- 2 You meet someone looking for a mysterious creature most people believe is a myth. They give you their details and ask if you can send them any evidence you find on your travels. Each time you get this result you find something you can send as evidence. What do you find? Do you believe in the creature?

- 3 A group of rookie mountain guides are being taught here. You overhear some very useful mountaineering/survival advice. What is it? Can you use it later in your journey? Each time you get this result you learn a new tip.

- 4 A flash flood rages toward you from seemingly nowhere. Lose 3 Foraging Points as it ravages the mountainside. How do you escape? Does anything important to you get damaged?

- 5 A huge gust of wind blows as if from nowhere. Draw a Card:  
♦♣ – You stay your ground.  
♥ – A Reagent is carried to you on the wind. Draw a Card and Gain a Reagent equal to its value.  
♠ – You are blown clean off the mountain. Change Locale. How do you survive?

- 6 First you notice the striding mountain giant, then you notice the small throng of people taking shelter from the weather underneath it. You may join them and ignore the effects of weather for the next 2 Events while it goes the way you were heading. Who is under here? What is it like keeping up with the giant?



7 A frustrated magi-photographer is trying to snap a picture of the famed Rannoc ranges but the lighting keeps changing. They ask if you can do any better and lend you their camera. If you can snap a picture in sunny conditions before your Timer runs out they will give you 5 silver. What picture do you manage to capture?

8 The sphinx leaps in-front of you and demands a riddle battle. They follow you for the remainder of the forage, exchanging riddles, whether you are willing or not. Ignore negative effects from Events but gain one less Foraging Point per turn while they are with you. What riddles are exchanged? Who wins?

9 You spot a climber on a rock face high above you climbing with no rope. How do you react? Do you encourage them or try to stop them? If you stay to watch Draw a Card. If the card is an Ace they fall. What happens?

10 A bolt of lightning strikes a nearby dewe transforming it into an angry storam. This lightning horned creature chases you around the mountainside, zapping you till it evaporates. Decrease the Timer by 1 but Gain a Storm Horn (pg 44).

J You come across a giant trying to summon a Storm (pg 2). You can stop them or help them. What do you do? How does the storm giant react?

Q An experienced hiker walks with you, telling you about their travels and giving you advice for navigating the hills. From now on gain +1 Foraging per Turn when in Moonbreak Mountain, the Rannoc Ranges, or any other mountainous Locale.

K In the constant changing of the mountain, a new, twisting path has opened up, leading deep into Moonbreaker. At the centre you find an enormous red stone. The heart of the mountain. If you touch it it tells you of something ancient and asks something of you. What does it tell you? What does it ask?



# The Cloud Isles

The usually peaceful Cloud Isles are avoided at all costs by airships in Harvest as frequent Storms turn them into death traps for all but the most capable flyers.

**A localised Storm (pg 2) happens whenever you Draw a ♣ or ♠ Face Card while Foraging here.**

- A The clouds get darker and darker as a thunderstorm brews, arcing lightning upwards as well as down. If, for the rest of the Ailment, you Draw an A in the Cloud Isles you are hit and fail the Ailment. Take the next Downtime to recover.

- 2 The wind blows hard moving the islands and making it difficult to keep your footing. If you are airborne change to a different Locale as the wind blows you out of the sky. If not, Lose 4 Foraging Points.

- 3 A rainbow blooms ahead of you, its arc ending on one of the islands. Could the rumours of a pot of gold be true? If you choose to investigate, Draw a Card and Decrease the Timer by 1. If the Card is a King or Queen, the rumours were kind of true! You find a patch of Pot-O-Golds (pg 44). If the Card is anything else, you find a leprechaun who asks why you're following them.

- 4 A lost messenger pigeon alights on your arm and looks at you wearily. What is the message on its leg? Who is it addressed to? What Locale do they reside in? Will you deliver it for the poor tired bird?

- 5 Hailstones the size of golf balls start falling from the sky. Decrease the Timer by 2 to take shelter and wait for them to pass or Change Locale.

- 6 You spot an familiar looking item that's blown up here from a Locale below. Do you know who it belongs to? If so do you take it to return it to them later?



- 7 Your path is suddenly blocked by a wild herd of torna-does. You'll have to wait for them to pass or you'll be blown off course. Decrease the Timer by 1

- 8 You come across a demigod of storms trying to come up with a new type of rain. They ask for you to help them... brainstorm. If you do, you can negate one weather related event's effect in the future. Do you ever recognise your new type of rain?

- 9 You notice a harpy making preparations for a coming storm. What are they doing? How will it help? Do you offer to help?

- 10 You find some harpies playing in the wind. They laugh at your flying skills and offer to teach you to fly like a harpy. Once you've spent a total of 5 Timer segments with these harpies you can ignore any adverse effects caused by wind during flight. What are they like? What do they teach you? How are they to learn from?

- J You come across a group of young witches on brooms led by a professor. The professor asks if you could use your local knowledge to teach the witches about the area. Do you agree? What do you teach them?

- Q The ground disappears beneath you as, without warning, you are summoned to the hall of one of the Rannoc gods. It is preparing a great feast and demands you help it prepare. If you agree, decrease the timer to 0 but gain the Spatula of the Gods (Pg 3) How do you help? How does it go? If you refuse then all Foraging Values increase by 5 for the rest of the season as the gods interfere. What happened when you refused?

- K A large, flying creature flies past you, it's going in the same direction as you are and provides excellent protection from the storms, as long as you stay out of sight. You can stay near the beast and gain immunity from all weather events but if you draw an A it spots you, chases you from the Locale, and won't allow you back in until the week is over.



# Meltwater Loch

With the changing seasons the gulldrakes of Meltwater Loch have flown south to warmer lands. Unfortunately they've been replaced by their bigger, meaner counterparts from the Frozen North.

**Any time you Draw a ♠ while in Meltwater Loch Lose 2 Foraging Points as the gulls harry you.**

- A The surface of the loch is still and your reflection clear. As you look down it winks at you and hands you a Reagent. Draw a Card and gain a Reagent with a Foraging Value equal to or Lower than that Value.

- 2 A particularly large gulldrake harries you until you give it a Reagent you have collected during this Forage. What do you give it? If you have no Reagent to give it, it steals the next one you find.

- 3 The siren and the naiad call out to you from the water. They need your help to get something they can't reach. What is it? Do you help them get it?

- 4 You find the fisher dwarf camped out on an island. They're desperate to hook a specific prize before it goes out of season. While the two of you are talking they get a bite. Draw a Card. If it's a K they've hooked their target! They ask you to come out with them during your next Downtime to celebrate! If the card was an A their rod snaps. How do they react? If the card was anything else, what do they catch?

- 5 Through the mist you see the silhouette of a ghostly figure rowing a boat. It's hard to make out their features but they look like someone you know. When you get close they disappear. Were they ever really there? What do you make of this?

- 6 You see lights bloom from the depths, faint at first, but glowing brighter as they approach the surface. A number of ghosts emerge from the water and float above the surface for a time before drifting off in one direction. Where do you think they're going? Gain 3 Foraging Points as they light up the loch.



- A kelpie emerges from the water. If your reputation is under 10 it watches you for a while and swims off. If it is between 10 - 32 it charges and attempts to drag you under the surface. Decrease the
- 7 Timer by 2 and lose 2 Foraging points. How do you escape? If your Reputation is 33+ it allows you to ride on its back. You may move between Locales with large bodies of water in them without Decreasing the Timer for the rest of this Ailment/Downtime.

- 8 You are suddenly bonked on the head by a golf ball. A golfer hurries over to you. Are they here to apologise or just to retrieve their ball? Why are they even playing golf on the loch?

- The mist is thick here. As you pass through it begins to solidify into shapes around you, playing out a scene. Draw a card:
- A-5 – A scene from your past plays out. What is it? Why is it significant?
- 9 6-10 - A scene from your future plays out. You may negate the effect of one event in the future.
- JQK - Something important that's happening elsewhere plays out to you. What is it? Who's involved? What does this mean?

- 10 You spot the naiad looking lightly lost. They feel homesick for the forest but they can't go back until Spring. Do you do anything to help? If so Draw a Card and gain one PLANT Reagent of that Value. Each time you get this event how are they coping? Are they getting more comfortable?

- J An elf dressed in Autumn colours emerges from the mist. They seem to be walking on the surface of the water with ease. They decide you ought to "Shift your perspective" and the world flips upside down. You are now under the loch with the water's surface beneath your feet. You can't get through the surface until you meet someone in an event who will help you. All Foraging Values are the same but you can't leave the Locale until you get help flipping the right way up. What is the world like from this new perspective?

- Q A ghostly pirate ship emerges from the water and its captain asks for your help. What do they want? Do you help them?

- K The captain of a departing ship calls you over and asks if you want them to bring you something from distant shores when they return in Spring. Where are they heading? What do you ask for? You may decide how much Silver to pay for it.



# Dreamwater Depths

With the fossilised sea beast at rest once again, life has started to return to the depths. As the veil between worlds is thinnest during Harvest, the ghosts in the sunken ruins become clearer and brighter.

**You can hear the voices of the ghosts down here during this Season.**

- 4 Leaves begin to rain down from the surface, gently at first, then turning into a dancing flurry of life as fish of all colours and sizes begin to circle and take advantage of the abundant food. Gain any ANIMAL Reagent from this locale.

- 2 A ghostly figure illuminates one of the quiet parts of the city. Even in this form they exude an overwhelming feeling of loneliness. They reach out for you. If you touch them a vision of a living person quickly flashes through your mind. Do you know this person? Why do you think the ghost would show you them?

- 3 An ominous feeling rumbles through the water. A piece of the ancient city is breaking apart and you must abandon your search here to escape. Lose 3 foraging points How did you escape? What damage has the city suffered? How do you feel about it?

- 4 You hear a faint clicking sound and come across the diver photographing a huge mural that seems to tell a story. What does it look like? What story do you think it tells? Do they agree with you or do they take something different from it?

- 5 As you're swimming through a labyrinthine street, you hear sobbing from one of the buildings. Through some feat of architecture, there is a dry corner where you can emerge from the water. Someone from the village has ended up here! They say something dragged them down. Do you trust them? Do you help them? If you do, Change Locale to either Meltwater Loch or The Village.

- 6 As you're swimming, you are joined by an otter who seems to take a shine to you. It senses you're looking for something and decides to help. Each turn Draw a Card as it brings something to you. On a Q or K it finds the Reagent you're looking for! Otherwise it brings you something completely unrelated. What things does it bring you each turn?



- In a shadowy part of the deep depths you recognise the jagged shape of the fossilised sea beast curled around a trove of Reagents. You can see the Reagent you're looking for but you'll only have time to grab
- 7 it if you're very lucky. If you try: Draw a card:
- ♥ – You get the Reagent you're looking for.
  - ♦♣♠ – You awaken the sea beast! Reactivate Summer's Depths effect for the rest of this Ailment.

- You hear a sea witch's voice ring through your head. They're demanding you bring them an ANIMAL Reagent from the Depths. Choose the Reagent they ask for. They will not ask for the same
- 8 Reagent twice. If you bring them the Reagent before the current Timer is up, they give you something... distasteful as a reward. What is it? If you don't bring them the Reagent in time, you gain no more Foraging Points until you do.

- You come to a place that looks... different. You could swear you've been here before but something's changed. What's changed? What
- 9 do you think caused it? Draw a Card and gain a MAGIC Reagent of your choice that's now been unveiled. What do you think caused this?

- The path you're swimming through gleams with silver as dense streams of fish school through the area. They seem to be going
- 10 somewhere. Where do you think they are headed? Decrease the Foraging Value of all ANIMAL Reagents by 3 but increase the Foraging Value of other types by 2 for the rest of the Forage.

- You jump as a huge piece of rubble falls towards you. You realise at the last second that it's ghostly, just like the inhabitants here. As it
- J passes through you you see the memory of this area collapsing for real. What scene unfolds?

- At the bottom of the loch floor you see a pool of glassy... water? Extending upwards from it is a fishing line with an ornate, magical
- Q looking hook at the end. You see the reflection of yourself holding the rod on the other side. What do you make of this? Do you do anything to the hook?

- With Bogle's night approaching, the veil between worlds grows thin. A ghost approaches you with a message for a spirit on the
- K surface. What form does the message take? Does the spirit on the surface have a reply?



# Hero's Hollow

With the Summer rush over, Harvest is a time of rest for the dungeon. The denizens pick up the pieces and the Dark Ruler begins drawing up their plans for next year's theme. Don't be fooled into thinking that means it is safe though.

- A You haven't seen another living thing for a long time now. You are surrounded by a silence deeper than any you've heard before. It whispers something to you. What does it say?

- 2 A monster from the dungeon asks you if you can escort them to something called 'The Manor' for a big party. If you accept you must lead them through an event from the Village, Glimmerwood Grove, and if you have the Bogle's Night expansion - Weaver's Wood. They give you 10 Silver for your troubles. How do you two get on? How do they react to 'normal' things? If you've never heard of the Manor, what do you think it is?

- 3 You find the Trap Master sulking amongst a mountain of crumpled designs. They tell you that they're burnt out and on the verge of leaving. They ask if you can take over for them for a while while they let their creativity recharge. If you do, Lose 3 reputation but no negative trap events affect you until next Harvest. If you do, what kind of traps do you make? Are there any consequences throughout the year?

- 4 You walk in on a group of new monsters being shown around the dungeon. If you're quick, you can sneak into the induction and learn some secrets. What new monsters are starting? What history do you learn about Heroes Hollow? Negate 1 negative Event in Heroes Hollow in the future since you learned about it here.

- 5 You round a corner into a room of imps lazing all over the furniture. Draw a card: Red – they find a way to not notice you. What do they do? Fall asleep? Stubbornly look the other way? Black – They grumble and pick up their weapons. Decrease the timer by 1 as you deal with them.

- 6 A ghost swoops at you from an unexpected place. When you recover It asks for feedback on its scaring skills. What do you say? If you give it feedback, does it take it on board if you get this event again?



7 You notice the shadow of a huge spider scuttling behind you. When you turn around it's gone. It seems to be stalking you. If you get this event again during this Forage it catches you. Decrease the timer to 0 as you escape from its web. How do you get out?

8 You come across broken trap after broken trap here. The summer mob really did a number on this place. Increase the Timer by 1 as you can move with confidence through this part of the Hollow.

9 You hear an ominous hiss that sets your hairs on end in the tunnels ahead. They're pretty winding, you could probably avoid whatever made that noise, right? Either Decrease the timer by 1 to go another way or Draw a Card: ♥♦♣ – You get through safe.  
♠ – You meet the basilisk's gaze and now have Partial Petrification (Apothecaria pg. 16).

10 You emerge into a lavishly decorated room with a sleeping vampire at the centre. You may try to steal some of their venom but it's a dangerous game. If you do, Draw a Card: Red – They're still asleep. Black – they catch you! Gain the Drunk Ailment (Apothecaria pg. 12). If you are caught a second time, you gain the Vampirism ailment (Apothecaria pg. 19). Either way, you get some Vampire Venom (Apothecaria pg 29).

J A horned denizen of the dungeon runs toward you holding an invitation. You're invited to the Heroes Hollow's own version of the Spooky Soiree. They assure you that it's much scarier and tell you that they're going as a human shopkeep. They shudder at the thought. Do you decide to go? If so how does it differ from High Rannoc's affair?

Q You find the Dark Ruler of the Underworld slumping on their throne. They are often in a pensive mood this time of year and open up to you about some surprising aspect of their past. Why are they telling you this? Do they need advice? Confidence? Or do they just like to monologue? Each time you get this event they reveal something new about themselves.

K You overhear some monsters are planning a 'Denizens night out'. One grabs you and asks where you think you should all go. Apparently they think you're one of them. Do you go out with them? If so, where do you go? What havoc do you get up to?



# The Strange

While the people of the Rannoc Ranges dress up as monsters and ghouls at this time of year, the daemons of The Strange are doing their best at being *normal*. The Festival of Normalcy is, ironically, a weird time where daemons dress up like people and try to do normal people things.

## Be normal.

- A All of the MAGIC Reagents have been removed in order to make the place more "normal". Increase the Foraging Value of all MAGIC Reagents in The Strange by 10 for the rest of the Season.

- 2 You come face to face with a daemon animal that is wandering around the city. Draw a Card: Red – It's someone's pet. Gain an ANIMAL Reagent of your choice. Black – It's a dangerous animal! Decrease the Timer by 1.

- 3 It is tax day and the daemons are confused by the concept. Draw a Card for you and a Card for the daemons. If yours is Higher, they accept whatever excuse you give to avoid the taxes. If yours is Lower, they take half of your collected Reagents as tax!

- 4 Some daemons pretending to be your grandparents decide to shower you with affection and gifts. Gain 10 Silver and Draw a Card. Gain a Reagent with a Foraging Value equal to or lower than the Value of the Card.

- 5 If your Reputation is Higher than 25 – you are invited to give a talk at the auditorium on some aspect of human life. If you do, what is your talk about? What questions do you get asked? If your Reputation is Lower than 25 – you are invited to attend a talk. Who is it by and what is it about? Do you go? If so, how is it?

- 6 One of the demons has got themselves a "dog". What does the "Dog" look like? they ask you if you want to pet it...



- 7 You wander into the middle of a heated debate between two "normal people". They're arguing over the correct way to use something. What are they arguing over? How do they each claim it should be used? Do you correct them?

- 8 The streets are filled with the cacophonous sound of some daemons trying to play 'normal music' on their strange instruments. What song are they trying to play? What does it sound like on their instruments? Increase the Foraging Value of all ANIMAL Reagents by 5 for the rest of the Forage.

- 9 A daemon recognises your pointy hat and demands your help for their very normal ailment. What human ailment do they claim to have? If you can make them a Potion that cures any 2 [TAGS] they will gladly accept it and you Gain 1 Reputation. If not, they accuse you of not taking their Ailment seriously and you Lose 1 Reputation.

- 10 A daemon pretending to be a human thinks that you are a daemon with a very good costume. They offer you 5 Silver if you can give them advice on how to act human. What advice do you give them?

- J You come across someone who has been brought here by daemonic magic. They ask if you can get them out of here. If you change Locale during this Forage, Gain 1 Reputation. If not, they follow you until you finish the Ailment. Gain 1 Less Foraging Point each Turn.

- Q This portion of the city has been redecorated to look as much like a normal human town as possible. What have they done to cover up the usual weirdness? What mistakes have they made in their impressions? Do not Gain any Foraging Points this Turn.

- K A daemon pretending to be a perfectly normal human stops you and introduces themselves. What very normal human name have they given themselves? What normal human job do they claim to do?



# Winter ~ Reagents

**Ice Caps ★★ – PLANT – Bog (6) – Forest (10)**

**Only Found In Winter**

*Like miniature icebergs floating amongst the snow, these peculiar mushrooms draw heat out of anything they come into contact with.*

Caps can be BOILED for [HEAT]

**Wild Carrot – PLANT – Forest (4) – Village (4) – Mountain (6)**

**+3 in Spring & Autumn | +5 in Summer**

*A hardy cousin of the domesticated farm carrot, these purple vegetables are a staple of highland broths.*

Carrot can be BOILED to Add 1 Sweet to a Potion.

**Frozen Goblin Hairs ★★ – ANIMAL – Bog (8)**

**+4 in Spring | Not Found in Summer or Autumn**

*Most goblins are bald but some, like potatoes, sprout little white hairs. When frozen, these hairs can be harmlessly plucked.*

Hairs can be added RAW for [COLD]

**Cold Blood ★ – MAGIC – Dungeon (5)**

**+3 in Spring & Autumn | Not Found In Summer**

*Not literally blood that's cold but more the metaphorical cold blood. Look, don't get snippy with me, I didn't name it! You can find it on weapons that've taken a life.*

Blood can be added RAW for [BLOOD] and [SPIRIT]

**Mirror Glass – MAGIC – Loch (12)**

**Only Found In Winter | Cannot Be Found During a Storm**

*A special type of ice so pure and reflective that it reflects back not just light but the truth.*

Glass can be BOILED to remove all Poison from a Potion.

**Enchanted Carrot ★★★ – MAGIC – Village (13)**

**Only Found In Winter**

*Quite often, a child will make a wish on their snowy effigy and it'll come to life during the night. Before it does, all the magic gets stored in its carrot nose.*

Enchanted Carrot can be skinned then BOILED for [MAGIC]

**Winter Fur ★★ – ANIMAL – Forest (8) – Mountain (10)**

**Only Found In Winter | +2 during Storms**

*Some animals grow special winter coats that are much better suited to the cold winter months.*

Fur can be CRUSHED for [COLD] or [HAIR]

# Winter ~ Reagents

## **Presents – MAGIC – All Locales (13)**

### **Only Found In Winter**

*Every year, strange presents can be found littered around the Rannoc Ranges. Almost as if they were dropped by someone flying overhead...*

What do you find inside?

Presents can be given to other people.

## **Marshmallow – PLANT – Forest (9) – Bog (4)**

### **+2 in Summer**

*A chewy root that, with a little sugar, makes a delicious treat!*

Marshmallow can be added RAW to add 2 Sweet to a Potion.

# Winter ~ Ailments

## **NOVICE**

### **Festive Fever – [MIND ★★][MAGIC ★] – Timer: 10**

*This patient is showing all the hallmark signs of believing that true love and the magic of the holidays will solve all their problems. Best cure them quick.*

**Consequences:** They spread the fever to the rest of the town. The villagers are sickeningly festive for the rest of the Season. How do you cope?

## **INTERMEDIATE**

### **Holiday Haunted – [SPIRIT ★★★][MOOD ★] – Timer: 6**

*For some reason, this patient keeps seeing ghosts with strange warnings to change their ways.*

**Consequences:** They change their ways. How do they change? Draw a Card: ♥ – Gain 3 Reputation. ♦♣♠ – Lose 1 Reputation.

## **ADVANCED**

### **Brain-freeze – [MIND ★★★][COLD ★★★][PAIN ★★★] – Timer: 4**

*The afflicted ate something too cold and is paying the price. If not cured quickly, who knows what will happen?!*

**Consequence:** Their mind has frozen completely and put them in a coma. Lose 2 Reputation. Who looks after them now?

## **EXPERT**

### **Humbugged – [MOOD ★★★][COLD ★★★][HAIR ★★★]**

#### **Timer: 6**

*It seems that this patient's distaste for the holiday is spreading and sucking the joy and colour out of everyone! They must have humbugs!*

**Consequence:** No-one cares about the holidays this year. There is no Winter Festival. What do people do instead?



# High Rannoc

Winter in High Rannoc is a time of celebration. Enchanted lights are hung up around the town, people make sculptures out of the snow and the smell of winter treats and the sound of music can be heard from most homes.

**You can give gifts to the villagers. These can be Reagents, Silver, or something you made during your Downtime. Gain 1 Reputation for every 10 Gifts you give during the Season.**

- A A mini-avalanche of snow falls off one of the roofs and buries you. Decrease the Timer by 1 while you get yourself out and warmed up.

- 2 Decorations are hung up around the village and beautiful lights are placed everywhere. Decrease the Foraging Value of all Reagents by 1 as this makes it much easier to spot them.

- 3 You spot some children playing with an animated snow sculpture. What does it look like? How do you think it became animated? Do you do anything about it?

- 4 Some villagers invite you to toast marshmallows and share stories with them. What story sticks out to you most. Gain 1 Marshmallow (pg 64).

- 5 The snow is coming down heavily. Increase the Foraging Value of all Reagents by 1 each Turn.

- 6 Some passing mountaineers have stopped on their way to Shimmersnow Valley and tell you tales of this magical place. If you have completed that expansion, they tell you the story of your exploits, not realising who you are. What do they get wrong? If you haven't started or don't have this expansion, they tell you a story about an evil Ice Queen. What do they say she has done?

- 7 Some animals have wandered into the village looking for food and warmth. Draw on a Familiar Table of your choice to see what they are. If appropriate, you may gain an ANIMAL Reagent.

- 8 The Copper Fox is hosting an event and you're invited to take part or host. What is the event? A quiz? Karaoke? Talent Show? Or something else? If you go, Decrease the Timer by 1. How does it go?

- 9 Someone from another culture is preparing for their own winter celebration and invites you to take part. Who are they? What is their celebration called? What form does the celebration take?

- 10 A magical snowball hits you. Another witch is visiting the village and wants a playful duel. Draw a Card for you and a Card for them. Whoever's Card is Higher wins. If you Win and are on a Forage, they will come with you. Gain 1 Extra Foraging Point per Turn. If you Lose, they are too busy boasting to be of any help.

- J You come across someone who is really getting into the spirit of the season. What are they doing? How do people react to them?

- Q One of the shopkeepers is struggling to keep up with demand and asks you for help. If you have Maker's Market, you can sell your creations to the shopkeeper each week rather than wait for the end of each month. If not, you can Decrease the Timer by 2 at any point to make something and Gain 10 Silver.

- K Someone gives you a gift but asks you not to open it until the Frostfall Festival. What do you think it is? How do you thank them?



# Glimmerwood Grove

Glittering snow blankets the ground and muffles all sound in the forest. The last remaining leaves and the Glimmerwood trees cast beautiful colours onto the cold snow canvas making the whole forest feel like a painting in progress. Be mindful of those that call the forest home for winter is a time of rest and hunger.

**Animal Reagents have their Foraging Values Increased by 3.**

- H You come across the druid hibernating in an animal form. What animal are they? If it is urgent you can wake them and gain 5 Foraging Points but will Lose 1 Reputation as they complain about you to everyone.

- 2 This part of the forest looks very different from how it used to. What's changed? Why?

- 3 As the temperature drops lower and lower the air crystallises around you into sparking diamond dust. It hovers glittering in the air.

- 4 A fimbwolf's howl breaks the silence and is quickly picked up by more. These powerful magical beasts have come from the frozen lands to the north and are hunting you. Start a Timer with 3 Segments, if it runs out while you are in this Locale, they find you and your Forage ends. You must spend your Downtime recovering from the attack. How did you escape?

- 5 You discover that the snow here is loose, powdery, and deep as you sink through to a grotto beneath it. Decrease the Timer by 1.

- 6 While trudging through the deep snow you find some pigloos! The boars inside are resting but if your Familiar is with you, it can ask them where to find a PLANT Reagent. Draw a Card and reduce the Foraging Value of a PLANT Reagent you're looking for by that much.

7 The snow is so thick here it muffles all other sound. Through the silence, you hear a whisper; the voice of the forest. What does it say?

8 Someone has built a snow sculpture here. What is it? Who do you think built it? Do you add anything to it?

9 You find a moment from the past year recreated and frozen in time. How has it been recreated? Stone? Plants? Snow? What is the scene? What feeling does it give? How do you think it got here?

10 Hidden ice cracks beneath your feet and you are plunged into freezing cold water. How do you get out? Decrease the Timer by 2 as you have to find a way to dry off and warm up.

J You find an old animal close to death in the snow. Draw a Card: Red – It needs warmth to recover! You can Decrease the Timer by 1 or give it a Reagent that treats [COLD]. If you do, this animal and its offspring may come visit you whenever you are in Glimmerwood.

Black – It is too late for it to recover. What comfort do you give it in its last moments?

Q The snow disappears around you as you emerge onto a brilliant white marble courtyard. Elves with blades made of frost and moonlight surround you and attack as if it were an elegant dance. Draw a Card: 1 - 10 – You get cut and immediately return to Glimmerwood. Decrease the Timer by 1 and Lose 5 Foraging Points. Face Card -- You make it through the dance and impress their leader who wordlessly bestows a gift upon you. Once per Forage this magical gift lets you ignore the effect of an Event that involves snow, ice, or cold water. Once you have succeeded at the dance, the elves do not attack you when you appear, what do they do instead?

K You spot a colourful gift that has been dropped on the ground. It is addressed to someone in one of the Locales you have access to. Who is it for? What do you think it is? If you deliver it before the end of the Season, Gain 1 Reputation.



# Blastfire Bog

Blastfire seems to soften during the winter. The mud hardens, the insects rest or die, and the blastfire itself actually provides a welcome warmth. Visitors to the bog should watch their step though as the goblins tend to freeze themselves in the mud over winter and breaking one is a very harrowing experience.

- 8 The ice cracks beneath you, dropping you into freezing cold muddy water. Decrease the Timer by 1 to dry off or reduce your Downtime by 3 to push onwards soaking wet.

- 2 You come across a goblin who is having difficulty freezing themselves for the winter. They demand you help. If you have a Reagent with [HOT] you may freeze them immediately or you can Decrease the Timer by 2 to freeze them another way. If you help them, what happens? If you don't, what insult do they hurl at you?

- 3 The air is so thick with spores it's like a fog. Increase the Foraging Value of all Reagents by 1.

- 4 Dozens of useful mushrooms are growing here! Draw a Card and gain 2 Mushroom Reagents with a Foraging Value equal to or less than the Card's Value.

- 5 You come across a ceremonial freeze-bog. A group of goblins in robes politely but firmly try to force you into the freezing mud. Draw a Card for them and 2 Cards for you. Highest Total Value wins. If you win, you break free and can explain that you're not a goblin. If you lose, you get stuck in the mud. Decrease the Timer by 2 to get out and warm up again.

- 6 You fall through a gap in the roots of a mangrove tree and end up in some underground ruins. What purpose did these ruins once serve? How can you tell?

- 7 Draw a Card: ♥ -- You hear a hissing above you and get out of the way before the snake can grab you. ♦♣♠ -- A large snake wraps itself around you. It seems to just want your warmth and will let you go in a while. If you have a Reagent that cures [COLD] you can give it to the snake to get out now or you can Decrease the Timer by 2 to wait out the hug.

- 8 You come across some bogfolk dancing around a large bonfire. Moth people, gators, goblins, and more are celebrating together and invite you to join them. What are they celebrating? Draw a Card and Gain a Bog Reagent equal to its Value or lower.

- 9 You feel very tired all of a sudden. Start a Timer with 4 Segments. You need to find a Reagent that cures [SLEEP] before the Timer runs out or you will fall into a deep sleep and fail your current Ailment. What caused the sudden unnatural tiredness?

- 10 A talking tree calls out to you and offers to tell you the location of a Reagent if you sit and talk with it for a while. If you do, Decrease the Timer by 1 and Halve the Foraging Value of a Reagent on your list. What do you talk about?

- J You see a mass of bobbing lights approaching then realise its a moth person with a pack full of lamps. They offer you a special lamp for 3 Silver. If you buy it, Reduce the Foraging Value of ANIMAL Reagents by 2. The lamp lasts for 2 weeks before burning out.

- Q The moss covered bones of a dragon lay at rest here. If you sit and listen, they will tell you stories of the past and of death. If you leave an offering of a Reagent or Silver then you may collect a Reagent of Value 10 or Lower here when you next get this Event.

- K You push through a curtain of hanging moss to find a once noble hall lying in ruins. Inside you find skeletons clad in crowns and the tattered remains of fine clothing. Something about them seems... familiar. What happens if you bring the crown to The Crownless King (Apothecaria, Blastfire Bog) or The Moonlit Queen (Nightfall, Blastfire Bog)? If you get this event again, what else do you find?



# Moonbreaker Mountain

Thick powdery snow covers Moonbreaker down to its foothills. There are few other folk willing to brave the mountain this season and for good reason. Watch your step and mind your voice lest you get buried!

**When you Draw a Card for Foraging, make a note of its Suit. If you Draw a Card from each Suit there's an avalanche! Lose all of your Foraging Points and reset this Effect.**

- A You hear a sound like thunder as the snow begins to move around you. Something nearby has caused a small avalanche. How do you escape? Lose 3 Foraging points.

- 2 Sinister shrieks, flitting shadows, you notice the telltale signs that a pack of snowdrakes is hunting you. You can either Decrease the Timer by 1 to deal with them or discard a Reagent to distract them. How do you deal with the problem?

- 3 The slopes in front of you open out in an expanse of white snow, but hidden crevasses lurk underneath. You can either Decrease the Timer by 1 to go another way or you can brave the snowfield. If you brave the snow, Draw 3 cards; If any of them is an A, the snow collapses under you and fall in. If this happens Decrease the timer by 3. How do you get out? What happens while you're down there?

- 4 You find a Yeti huddled around a fire in an icy cave. They invite you in to sit with them for a while. If you have the Shimmersnow Valley Expansion, they tell you about the plight of their homeland and either ask for your help or tell you the story of how it was saved. If you don't have Shimmersnow Valley, they tell you a Yeti Legend.

- 5 You find a snowboarder sitting by the path. They tell you they've done all the official trails on Moonbreaker and ask you if you have an idea for a new trail, since you know the area so well. What do you suggest? If you help them, they give you 5 Silver as thanks. If you get this result again, how did their last run go? Do you come up with another?

- 6 In a small, frozen glade, you find a snow creature hopping around with a life of its own. It has a PLANT Reagent of some kind as part of its features. Draw a Card to determine the Foraging Value of the Reagent then choose one that is equal to or lower than that Value. It will let you take it if you can replace it with another Reagent of your choice. What does it look like? How does it act?

- 7 As you walk along a high ridge, the snow underfoot suddenly cracks and falls beneath your feet, turns out you were walking along a cornice! Draw a Card – if it is 10 or higher, you manage to react and get to safety. If it is lower than 10, you are swept down the mountain. Decrease Timer and Foraging points by 1

- 8 In a sheltered valley you come across a huge herd of giant, fluffy herbivores. Their heat has melted huge swathes of snow around them and smaller animals flock to them for shelter. Gain 3 foraging points.

- 9 You spot a Reagent you need, but it's atop a huge waterfall that's turned to ice. You can try to climb up to get it but it looks risky. If you decide to climb the waterfall Draw a Card. If you Draw a ♠, you fall and get the Wounded Ailment (Apothecaria pg. 12). You can no longer gain Foraging Points until you cure your Wounded Ailment.

- 10 The sky blazes in multi-colour as a huge comet streaks across the sky above you. There are some legends that say that comets like this foretell important events. Do you believe them? Gain a Star Shard (Apothecaria Pg. 27)

- J As you walk through a deep trail of pristine snow, you notice footprints walking beside you, as though made by someone or something invisible. They overtake you and lead you to a secret place. Draw a Card and gain a MAGIC reagent of that value or Lower. What do you think was making the footprints? Do you try to interact with them?

- Q As you near the top of the Mountain you hear a voice. You're not alone up here. Someone is singing passionately. What are they singing about? Why? If they spot you, what do they do? Do they stop? Invite you in for a duet? How do you react? Each time you get this event, write about your relationship with this musical character.

- K As you finally crest the icy peak, you find the glittering black dragon waiting for you. It asks you to reflect on your journey over the year and it does the same. When the two of you are finished speaking, the dragon spreads its wings and allows you to climb on, taking you to where you need to go. Increase the Timer by 3



# The Cloud Isles

Lined with troll-sized icicles, the Cloud Isles glitter and gleam in the low winter sun like diamonds hanging in the sky. It is a place of beauty and of danger as the cold air, fragile ice, and obscuring snow can cause even the most experienced mountaineer to plummet without warning. Make sure you've got your broom or another way to fly!

- A The air is getting unbearably cold. No amount of extra clothes and heat charms can ward this chill. Unless you can find Shelter in an event you must leave the Cloud Isles in 2 turns

- 2 Some of the islands have frozen together, making them easier to search. Gain 3 Foraging points. Does anyone live on these islands? Does this have any interesting consequences?

- 3 You see the Birder near frozen solid on one of the islands. The poor sod explains they came up to get a glimpse of a special bird but don't have a way back down. What where they looking for? You can take them with you. If you do, Decrease the Foraging Value of all ANIMAL Reagents by 4.

- 4 The snow beneath you turns to powder as you fall through!  
Decrease the Timer by 1 as you get yourself out of whatever horrible situation you've just ended up in.

- 5 The sky suddenly goes dark as the silhouette of a dragon flies overhead. If you've met the dragon of Moonbreaker Mountain before it matches pace with you, asks what you're doing, and tells you a story that your situation reminds it of.  
If you've never met before, it flies off into the clouds.

- 6 You spot a small island with nothing on it apart from a solitary present. It's addressed to you. Do you touch it? What's in it? Who or what do you think is behind this strange phenomena?

- 7 You see a magnificent ice bridge built between two islands. A group of young fauns are daring each other to walk along it. They notice you and challenge you. If you agree, Draw a Card for you and 3 for them. Whoever Draws the Highest Card gets furthest along and wins 10 silver. If anyone Draws an Ace the bridge collapses with them on it. What happens?

- 8 Snow is falling so heavily on an island that it's starting to sink under the weight. You can Decrease the timer by 2 to stop its fall, otherwise it crashes down in another locale. Gain 1 Reputation if you stop it. How do people thank you if you stopped it? Where did it land if you didn't? How does this affect the area?

- 9 On the bottom of an island you notice that, tucked almost out of sight, is a makeshift village full of docked airships. This sky pirate haven might have a rough atmosphere but it can provide some much needed Shelter. If you can tell the pirates a story about your exploits that impresses them, gain 1 Reputation. Be warned though, they have a knack for seeing through tall tales.

- 10 You spot a group of animals flying by that definitely shouldn't be flying. What are they? How and why do you think they are here?

- J You find the Postal Harpy and their hidden workshop. They offer you shelter and explain they've been making gifts for everyone. They ask you to keep it secret and ask if you could bring them anything interesting they could use over the season. What do they do with the things you bring them? What do you bring them?

- Q Booming laughter surrounds you as you near a blue skinned giant dropping huge snowballs off the side of their island! Why are they doing this?! Do you try to stop them? If so Draw a Card for each of you, if yours is Higher, you stop them and Gain 1 Reputation. If yours is Lower, they cast you down to one of the Locales below. If you used a Broom to get up to the Cloud Isles, it is broken and will take 8 Downtime Segments to repair.

- K You come across one of the minor gods of winter. They tell you they're struggling to make each snowflake unique and ask you to design one for them. If you agree, design a snowflake and Draw a Card; the struggling god gives you a MAGIC reagent of that value as a reward. Each time you get this result write about your relationship with this put upon god.



# Meltwater Loch

During winter, the surface of the loch freezes and on good days, people from all over come to skate on its surface. On most days though, you might go hours without seeing another soul. *Bliss!*

**While generally safe, there is a chance the ice can crack beneath you. If you Draw the same Suit for 3 Events in a row, you fall through and must Decrease the Timer by 2 to get out and warm up.**

- H You see some mice wearing clothes and armour. It looks like they're in trouble. What's happening to them? You may Decrease the Timer by 1 to help. Unfortunately, you can't understand them unless you take a Wrong Form Potion (Apothecaria, pg 18) and turn into a mouse. If you haven't taken a Wrong Form potion, they give you a random Reagent. Draw a Card and choose a Loch Reagent equal to or lower than its Value. If you do take a Wrong Form potion, they find the highest value Reagent you're looking for and bring you it.

- 2 A large group of villagers are out skating here. One of them offers you something to ward off the cold. Gain a Reagent of any Value that cures [COLD \*]. They invite you to join them if you have your own skates.

- 3 You find a gull Drake struggling with the freezing temperatures. You can Decrease the Timer by 1 to help it. If you do, then you may ignore the negative effects of 1 Gull Drake Event. The more times you help during this Season, the more times you can ignore effects in the future. If you don't help, nature takes its course. Poor thing.

- 4 You meet a winter elf skating gracefully across the ice. They offer you their hand and ask you to join them. If you do they enchant your feet to glide magically across the ice. Gain an extra Foraging Point per turn until you leave the Locale.

- 5 You meet some villagers swimming in the freezing water. They invite you to join. Decrease the Timer by 1 if you do. Lose 1 Reputation if you don't as they say you're chicken.

- 6 You see the silhouette of some great beast pass under the ice beneath your feet. Was it Bas Bata or something else?

- 7 The surface of the loch begins to shimmer with flowing green and red light. If it is Night – the lights light up the night, Decrease Foraging Values by 3. Otherwise, it is just beautiful.

- 8 Someone or something has been playing on the ice here. Who or what was it? What marks have they left?

- 9 You hear a dull thump and see the siren and the naiad swimming on the other side of the ice. They try to communicate with you. What are they doing? What do you think they're trying to say?

- 10 A thick layer of snow covers the loch here. It's impossible to see which parts of the ice are thin. You may Decrease the Timer by 1 to take it slowly or go quickly and take the risk. If you move quickly, Draw a Card: ♠ – You fall through. Decrease the timer by 2 to get out and warm up. ♥♦♣ – You get lucky and make it through dry.

- J You notice a cu-sith watching you from atop a large rock. Draw a Card; If it's Black it barks. You must leave the Locale within 3 Turns. If it is Red it remains quiet and the area around it is an unseasonal pocket of Spring. You may use the Spring foraging value for any Loch Reagents this Turn.

- Q You hear a chilling howl. A fimbulwolf has caught your scent. Start a Timer with 3 Segments, if it runs out while you are in this Locale, they find you and your Forage ends. You must spend your Downtime recovering from the attack. If you meet the cu-sith within this time it fights the Fimbulwolf, allowing you to escape.

- K You find a patch of water, still and unmoving like a mirror. If you step into it, you can explore the Mirror World, a reflected reality much like yours but with strange subtle differences. You are stuck here until you get this Event again or find another way to switch world. Luckily there are plenty of patients in the Mirror World for you to cure. How does this world differ from yours? Change up the Events as you like to fit these changes.



# Dreamwater Depths

Despite the quiet and isolated nature of the depths, you are never truly alone here. Winter is a great time to explore the ruins but be warned, other magical creatures like to dive deep to avoid the cold.

**Surface is frozen and you need to Draw a Card to leave this Locale.**

♥ or ♦ – You find a way through the ice!

♣ or ♠ – You can't find a way out. Decrease the Timer by 1 and Draw again.

- 1 The water around you turns dim as you swim to the lowest levels of the ruined city. By your own light or that of some creature of the deep you find something that hints at something dark that was happening back when the city still stood. What is it? What do you think it means?

- 2 An ominous shadow forms in the distance, a huge shark is swimming your way. If you can keep your cool, it should keep swimming. Decide how likely it is that you will panic and Draw a Card. If you would be easily scared by the situation, you must Draw a ♥ to stay calm. If you are somewhere in the middle, you must Draw a ♥ or ♦ to stay calm. If you have nerves of steel, only Drawing a ♠ causes you to make a sudden movement. If you panic, the shark attacks and you are forced from the Locale and the Timer Decreases by 3 as you recover.

- 3 Lights start to twinkle, slowly at first but increasing until hordes of bio-luminescent jellyfish light up the depths. Gain 3 Foraging Points per Turn for the next 2 Turns.

- 4 Your search leads you deeper and deeper into the depths. The darkness is so thick here any light you use barely shows an arms length in-front of you. Until an Event specifically mentions that you are somewhere else in the Depths, you gain no Foraging Points.

- 5 As you swim close to the surface, you notice a pod of large carnivores menacing a smaller creature on the ice. You may Decrease the Timer by 1 to chase them off. Do you do anything or let nature take its course?

- 6 You spot someone else swimming down here. An attractive stranger approaches you, looking to chat. What do they say? Draw a Card: Black – You notice they're hiding their hooves, it's the kelpie in disguise. You manage to get away before they can ambush you. Otherwise – Decrease the Timer by 2 as they manage to get close enough to drag you down.

- 7 Somehow, regardless of your view on the matter, you seem to have made friends with a small, horned whale. Each Turn during this Forage it brings you a different fish related Reagent.

- 8 A seal swims up to you and starts talking, revealing themselves to be not only a selkie, but to have been someone you've known from the surface! Who were they? Are you surprised? How do you feel about this. Does this change your relationship? Each time you get this result, write about how you interact under these new circumstances.

- 9 You come across the naiad looking for a place to call home over winter. They ask for your help. You may Decrease the Timer by 1 now or return during your Downtime to help the naiad find somewhere suitable. Once you have helped, anytime you get this event the naiad will instead want to show you the progress they have made with their new home.

- 10 You come across a diver with a magical camera. They ask if you can help them snap photos of sea creatures while you're down here. During this Forage anytime you encounter a creature through an Event, you can take a picture and earn 2 Silver. What do your pictures look like?

- J You feel a powerful rush of water as Bas Bata has found you and seems in a playful mood. Unfortunately its idea of play is to steal the Reagent you were looking for and swim off, goading you to chase it. You must continue Foraging as usual and Drawing events while you chase it until you Draw a ♥ or find another of the Reagents.

- Q You hear a deep melody as a pod of gigantic whales with glowing patterns on their skin swims in the same direction as you. Ignore or cancel any negative effects from Events for the rest of this Forage as the pod protects you, lights the way, and effortlessly breaches the ice.

- K While exploring one of the ruins, you come across a spell frozen in the ice. If you touch it, it is released and you learn a new magical ability. What is the spell? What can you use it for?



# Hero's Hollow

Dungeoneering is a seasonal hobby and winter is the off-season. Only the most hardcore adventurers would dare enter a place like Hero's Hollow in the winter as monsters tend to be a lot more... murderous.

**You are likely to get Hurt in this Locale. If you get Hurt 3 times during a Forage or Downtime, you must end the Forage or Downtime to go home and heal.**

- A You feel a tap on your shoulder. A security orc asks if you're old enough to be here this season. They challenge you to a fight to prove yourself. Draw 3 Cards for yourself and 4 for the orc. If your Total is Higher, you win and they apologise for the inconvenience. If their Total is Higher they carry you out of the dungeon and you are forcibly moved to another Locale.

- 2 You come across a skeleton slumped against the wall. It never used to be there... Does this concern you?

- 3 A monster attacks you! It seems they aren't holding back this time. Draw a Card for them and a Card for you. If yours is Lower, you get Hurt. How do you escape or end the fight? If yours is Higher, you manage to beat them or escape unharmed.

- 4 You descend into a series of twisting caverns lit faintly by torches. The way out snaps shut. Something lurks in the darkness. You must stay in the light. You can choose to: Decrease the Timer by 2 to move carefully, Decrease the Timer by 1 to move quickly but get Hurt, or rush through, losing no time but get Hurt twice.

- 5 You receive a message from the Dark Ruler of the Underworld asking you to leave. What form does the message take? What does it say? How do you react? Why do you think they sent this?

- 6 The passage you are in suddenly erupts in deadly looking traps both ahead of and behind you. Draw a Card to get through them. If you Draw a ♦♣ or ♠ you get through unharmed. If you Draw a ♡, you get Hurt and must Draw again. What form do these traps take?

- 7 You find a makeshift camp in a small, secluded corner of the dungeon. The person who made it is fast asleep. Outside their tent, you spot a potion that would heal all of the Hurt you've gained so far, but then, that would be stealing... What do you do?

- 8 You run into an enemy you've met before. Something seems to have come over them. Draw a Card: ♥ – They let you pass. ♦♣♠ – They attack you and don't hold back. Draw 3 cards. For each ♠ you Draw, you get Hurt during this fight. What happens? Do you fight them or escape?

- 9 You bump into a good natured dungeon denizen you've met before. They seem to be on janitorial duties for the season. They bemoan the situation and offer to help you out of protest. They remain with you until you face a threatening event. Gain an extra Foraging Point per turn while they are with you. How do you find their company? What do you talk about?

- 10 You hear a faint sobbing and follow it to a locked jail cell. The person inside is scared out of their wits at what will happen to them if they don't get out. You could help but it won't be easy. You can Decrease the Timer by 2 to help the captive escape. How do they thank you if you do? What will happen to them if you don't?

- J You find a small pocket of safety, a room with a small fire lit in the centre. The fire is being tended by an old adventurer who looks like they've faced hardships you could only imagine. They offer you a seat and tell you a story from their homeland. As you leave they give you a potion that will cure the Wounded Ailment while the fire seems to have eased your pain. Remove any Hurt you have.

- Q You have disturbed a powerful denizen of the dungeon who is not pleased about the interruption. You must fight them or come up with a way to placate them. Who and what are they? Why are they so angered by your presence? What do you do?

- K To fight them, Draw 4 Cards for them and 2 for you. You get an extra Card for any Tools you have that might be useful in this fight. Whoever has the Highest Total wins.  
If you Win, they offer you a prize of some kind. What is it? How did you beat or placate them?  
If you Lose, Gain 3 Hurt. How do you manage to escape?



# The Strange

Mind your head as the weather outside is frightful and while you have work to do, the hot black snow will make it hard. On the plus side, the daemons are feeling fairly festive.

**You can give gifts to the denizens of The Strange. These can be Reagents, Silver, or something you made during your Downtime. Gain 1 Reputation for every 10 Gifts you give during the Season.**

- 7 The heat is unbearable and you find yourself very quickly growing fatigued. You may only stay here for 1 more Turn, after that you will have to leave The Strange. What is causing this unnatural heat?

- 2 Black snow falls from the sky, it's hot! Increase the Foraging Value of all Reagents by 3. How do you protect yourself from this hot black snow?

- 3 Some daemons have made snow daemons out of the hot black snow. What is the most unsettling feature of these creations?

- 4 Some helpful daemons give you something to keep you cool. What have they given you? How does it help? You may ignore the Ace Event during this Forage.

- 5 The city shifts and warps as the bells toll. Your Tourist Map (pg 7) is no longer of any use. Sorry.

- 6 Strange, festive music plays throughout the town as cheerful daemons go carolling. A group surrounds you and sings one of their weird songs at you. What are the words? What does it sound like? How do you react?

- 7 One of the volcanoes outside of the city erupts, pouring purple lava through the streets. Strangely this lava seems to follow you and will even flow uphill to reach you. For the rest of this Forage, if you Draw a ♣ then you gain no Foraging points that Turn as you have to run away from the lava.

- 8 A generous daemon gives you a present but says you can't open it until the end of the Season. What does the present look like? When you open it, Draw a Card: Red – It's something nice. What is it? Black – It's a prank. What is it?

- 9 The path you're taking suddenly shifts and brings you inside a shop. The daemon proprietor welcomes you as if you are a customer and starts giving you the hard sell. What are they selling? They are willing to throw in one of the Reagents you're looking for if you spend at least 10 Silver. What do they call this special offer?

- 10 You meet a version of yourself from a different time or different life. How do they differ from you? What are they doing here? Draw a Card and Gain that many Foraging Points as they give you the helpful advice you need for this Forage.

- J The Great Daemon, leader of all those who call this city home, is giving a speech. What is the speech about? How do you hear it? Unfortunately, the large crowds make finding Reagents even harder. Increase the Foraging Value of all Reagents by 2.

- Q Another magic user waves you over to join them for a quick bite. Who are they? Have you met before? If you join them, what weird daemon food do they share with you? What do you talk about? If you decline, how do they respond?

- K You come across a building full of ghostly echoes and living memories. What was this place? Who lived here? What happened to them? You may Decrease the Timer by 1 in order to Gain a Reagent. Draw a Card and Gain a Strange Reagent equal to or lower than its Value. How do you find this Reagent?



# Storm Reagents

This collection of Reagents and abilities can only be found during a Storm.

## **Storm Horn ★★★ – MAGIC – Mountain (7)**

*The electrically charged horns of a dewe that's been struck by lightning. Don't try to take it before the storm has evaporated or you'll be sorry.*

Horn can be CRUSHED for [NERVES] and [SLEEP]

Horn can be BOILED for [HAIR]

## **Hover Caps ★★ – PLANT – Isles (4) – Mountain (6)**

### **+2 in Winter**

*When the winds blow hard enough these mushrooms turn inside out and ride the storm, dispersing their spores across the whole world.*

Caps can be BOILED for [INFECTION]

## **Raw Lightning ★★★ – MAGIC – Any Locale (10) except Depths Requires a Wand to Collect**

*Many a foolish witch has tried to collect this reagent without being prepared. Remember, it is still lightning and should be respected so wear rubber wellies.*

Lightning can be added RAW for [NERVES] [SLEEP] and [GHOUL]

## **A Storm's Applause ★ – MAGIC – Any Locale (8) except Depths Requires a Wand to Collect**

*Not just a regular thunderclap but a thunderous applause from the storm gods themselves. In olde times witches used to perform daring feats to obtain this.*

Applause can be used to scare off a threat during an Event without facing the negative consequences or challenge it poses.

Applause can be used RAW to cure [EAR]

## **Black Cloud ★ – WATER – Any Locale (4) except Depths Requires a Broom to Collect**

*With all that energy pulsing through it, the clouds of a storm are full of potential!*

Black Cloud water can be added to a Potion to add 1 ★ of Potency to a Reagent.

## **Powerful Winds**

### **Requires a Broom to Use**

*It takes years of practice to ride a storm so don't be upset if you get it wrong the first few times!*

You can use the Powerful Winds to travel to another Locale without Reducing the Timer. To do so, you simply choose to use them then Draw a Card for you and a Card for the winds.

If yours is Higher, travel to the Locale of your choosing!

If yours is Lower, travel to another Locale that isn't the one you wanted.



# Storm Ailments

## Novice

**Storm-sneeze** – [MOOD ★][EAR ★★] – Timer: 8

*Whenever this patient sneezes it's like a thunderclap right in front of their face.*

**Consequences:** They sneeze and deafen you for a week! How do you cope with this? Where do they go for treatment instead? Lose 1 Reputation.

## Intermediate

**That Tingly Sensation**

[SKIN ★★][SENSES ★★][BONES ★★] – Timer: 10

*Whenever a storm comes, this patient can feel it in their bones. IT builds and builds until the full force of the storm comes out in a single touch.*

**Consequences:** They give someone else the Thunderstruck (Apothecaria pg 16) Ailment! You have to treat them now.

## Advanced

**A Wicked Curse**

[CURSE ★★★][MAGIC ★★★][MOOD ★★] – Timer: 8

*This patient has been cursed by some witch-hating foe so that any storm that finds them tries its very best to drop a house or other unlikely weight upon them!*

**Consequence:** You took too long. What landed on them? Where is it? Lose 4 Reputation.

## Expert

**Lightning Nod**

[CURSE ★★★][NERVES ★★★][BURN ★★][PAIN ★★] – Timer: 6

*This poor sod must have a lightning rod wedged where the sun doesn't shine because every time there's a storm, they get struck by lightning!*

**Consequences:** Lightning strikes your cottage, killing them and destroying 2 of your Upgrades! What do you do now? Lose 4 Reputation.



EXPLORE THE CHANGING SEASONS

GATHER NEW REAGENTS

CURE NEW AILMENTS

&

FACE 400+ NEW EVENTS

IN THIS MUCH REQUESTED EXPANSION

TO APOTHECARIA

