



*Apothecaria*

*Maker's  
Market*







# **Maker's Market**

**Come one, come all to the Maker's Market!**

**Last week of every month in the High Rannoc village square!**

**Jewellery**

**Paintings**

**Sculptures**

**Woodcrafts**

**Tools**

**& Metal Goods**

**Commission requests can be posted on the town notice board at any point during the month for general fulfilment.**

**Stall spaces are free to local residents!**

**5 silver to travelling merchants**

**3 silver with a Maker's Market Season Ticket**

# The Artificer

Nothing is ever simple for a witch and it seems that crafts are no different. When you start this expansion, the formal letter of challenge on the next page will arrive from an Artificer who has set up their workshop near High Rannoc.

It seems they view you as something of a rival and intend to make things difficult. Whenever you are out exploring for Maker's Market related Materials or for Ailment related Reagents, there is a chance that the Artificer's automatons have caused some problem.

Until you complete this expansion, any time you draw a card for an event and that card's suit is ♠, draw another card to see which of the following events takes place as part of your original event:

A	Automatons have stomped through here recently. +5 Foraging Value to all ANIMAL Reagents until the end of this Forage.
2	This area has been carelessly harvested already. +5 Foraging Value to all PLANT Reagents until the end of the Week.
3	An automaton needed to emergency charge in this area. +8 Foraging Value to all MAGIC Reagents until the end of the Week.
4	The Artificer has placed some sort of machine here. What is it? What does it look like?
5	Pollution from one of the Artificer's creations has affected this place. What has changed here? What can you do to fix it?
6	The Artificer's automatons have claimed this area and chase you off. Lose 3 Foraging Points and skip this event. Where have they claimed?
7	One of the Artificer's drones detects what it's looking for in your basket and steals it. Randomly discard 1 Material or Reagent.
8	An automaton asks you if you're looking for Materials or Reagents. If you are looking for Reagents, ignore any ♠ for the rest of this Forage.
9	Conveyor belts have been laid out through this Locale. Increase the Timer by 1 as you can ride them around.
10	Something here has been damaged by the Artificer's creations. What is it? Can it be fixed?
J	An Automaton dropped something here. Draw a card and gain a Reagent or Material equal to its value that can be found in this Locale.
Q	There's an automaton here, it looks damaged. What do you do with it? Do you help it? If so, gain the Damaged Automaton (page 14).
K	The Artificer is here in person. What do they want? What is happening to them?

**All Foraging Value Changes are Locale Specific**



To the hedge witch of High Rannoc

I am the Artificer, master of machines, ender of hunger, aegis of the future, and CEO of the Enterprise. It has come to my attention that you have turned your attentions from mere potions and poultices and have now deemed yourself a “Maker”.

Very well.

It is in the best interests of the people that the mass production of the Enterprise be unimpeded and yet they cling to handmade tat like yours as if it were handed down by the God of Crafts itself. A frustrating mindset of the countryside that must be amended.

Over the next year, I propose that you and I have a wager.

If my automatons and I can fulfil more Commissions than you, then you will publicly support me and my work.

If you can fulfil more Commissions than me, then I will... adjust my business model. You will be able to guide my Enterprise so that it may continue to serve the common good as best as it is able.

Until then, best of luck and so on and so forth,

The Artificer

*My real name is my own until I know I can trust you.*

To determine how many Commissions the Artificer completes each month, draw a card and divide its Value by 2. Minimum 1 each month.

As you play, you'll have opportunities where you meet the Artificer. Consider then what their personality is. Do they believe they're doing the right thing? Can they be made to see the error of their ways?

Win or lose, the end result may be unexpected depending on where you let the story take you.

# Making

There comes a time in every witch's life when they want to do something, anything other than make potions and while there's plenty of exciting things to do around these parts, sometimes we just want to *make* something.

The next few pages contain all the information ye need to get started with various craftin' hobbies including:

- Blacksmithing and Jewellery Making
- Painting
- Sculpting and Woodworking

You can dabble in 'em all at once or just do one or a few, ain't no-one gonna tell you how to live yer life.

Makin' anything follows the same general steps:

- Get a Commission or an Idea (page 5 & 6)
- Decide what Materials/ Woods/ Metals/ Pigments etc you want to use
- Go find 'em and bring 'em back
- Make the thing using yer various new Tools

Course, the particulars might work out different but that there's the basic How To of any craft.

Oh, and to keep ye right, yer Craft Levels (which are much like yer Reputation) are as follows:

**Novice – 0 to 10**  
**Hobbyist – 11 to 20**  
**Expert – 21 to 30**  
**Master – 31+**

After each project, whether it be a Commission or Idea, you gain 2 Craft Levels. Once your Craft Level reaches Master, ye must undertake a Masterpiece (page 28 & 29) to prove yer skill and earn the title.



# Ideas

There're two reasons to make something. The first is that ye just want to make something for the sake of making somethin'. The second reason is that someone is willin' to pay ye or could really use yer help and ye'd like to be a good neighbour.

Each is as valid as the other.

Making an *Idea* is somewhat less demanding than other types of creation as there is no *Consequence* for failure nor is there a *Deadline*.

To make an *Idea* all you need to do is:

- 1) Come up with an *Idea* for what you want to make
- 2) Determine what Materials/ Woods/ Metals/ Pigments etc you'll need for your craft
- 3) Utilise your Tools to refine those raw supplies into usable ingots, paints, etc
- 4) Put your creation together and tally up the Foraging Value of all the raw ingredients to work out its Value (page 6) and either gift it to someone, keep it for yourself, or take it to the Maker's Market at the end of each month.

And that's really all there is to it (excepting a few Tool specific nuances which are explained later). You've a lot of freedom in how you approach yer crafts so ye'll need to use some common sense.

Then there's the other type of craft work which I've written about on the next page.

# Commissions

This is what we call a Commission, these're things that someone else wants/needs you to make. Usually these have a *Deadline* and some *Requirements*.

*Deadlines* tend to be measured in Weeks but can go as long as Seasons and often have a *Consequence* if you fail to meet 'em.

Ye'll generate the *Requirements* for each Commission through the handy dandy table below and work out what it is they want.

But let's look at a full Commission and how to make it.

First, we determine what Crafts we're going to be using. This will determine the sort of item ye'll be making. No point askin' a Painter for a broadsword now is there? Ye can choose this yerself.

Secondly, ye'll draw on the Commission Details table to see who is asking, why they want ye to make something and what the Deadline'll be.

Once ye have all of that information, ye'll have something like this:

**Commission from the local Butcher** (*Ace*)

**Reason: Replacing Broken Thing** (*Five*)

**Craft: Blacksmithing** (*Decided by self*)

**Deadline: 1 Week** (*Three*)

**Value: 9+**

Nice and simple, seems like the Butcher wants us to make some new knives. It's up to you what Materials ye use to achieve that and yer Tools will have some say in that (page 9 - 14).

Each Commission requires the use of a selection of Materials whose combined Value is greater than the Value generated by the Commission Details.

This is determined by adding up the Value of your 3 cards (*Ace*, *Five*, and *Three* for the Butcher's Knives). In this case, the value is 9. Quite cheap.

You can double up on Materials i.e. 3 Dead Steel Ingots for a total value of 18 but each Material must be Foraged for individually.



# Commission Details

Card Draw	Who	Reason	Deadline
A	Villager	For Fighting!	1 Week
2	Adventurer	For Decoration	
3	Monster	For Daily Use	
4	Traveller	Scaring Would Be Threats	
5	Merchant	Replacing Broken Thing	
6	Friend	A Gift	2 Weeks
7	Foe	To See What You Make :)	
8	Familiar's Friend	Fixing Broken Thing	
9	Strange Demon	For My Pet	3 Weeks
10	Patient	For A Ritual	
J	Spirit	For Fun!	1 Month
Q	Witch	For A Quest	
K	Famous Hero	It's A Secret	1 Season

# Getting Started

To get started with a craft, you'll need to buy or make the basic Tools that are listed below. As you progress, you'll be able to buy or make better Tools which will unlock new advantages.

All of these Tools are found on pages 9 to 14 and each has its own unique mechanics so read the descriptions of your Tools carefully and take note somewhere in your journal.

## Blacksmithing

To get started you'll need to buy a *Small Anvil*, a *Simple Forge*, and a *Smith's Hammer*.

## Jewellery Making

To get started you'll need to buy or make a *Gas Torch* and *Jewellery Pliers*.

## Painting

To get started you'll need to buy or make a *Boar Hair Brush* and find something to use as a *Canvas*.

## Sculpting

To get started you'll need to buy or make a *Simple Chisel*.

## Woodcrafting

To get started you'll need to buy or make a *Simple Saw* and a *Simple Chisel*.



# Tools

Many Tools can be bought from a Merchant in High Rannoc or any of the other villages but they can also be made through a variety of means.

To buy a Tool, simply pay the cost in Silver. To make a Tool, you will need to be able to provide the appropriate Materials.

A universal rule is that Failure at any stage of a project Decreases the Timer by 1 but grants a Bonus +5 on the next attempt.

## Blacksmithing Rules

METALS must be turned into Ingots before they can be used.

Draw a Card to turn an Ingot into your desired shape.

Each METAL has a different Difficulty, your Card + any Bonuses must be higher than that Difficulty in order to successfully shape the Ingot.

## Blacksmithing Tools

**Smith's Hammer – 10 Silver – Required.** Used to make Metal Goods.

**Small Anvil – 20 Silver – Required.** Gain +1 when shaping Ingots.

**Simple Forge – 30 Silver – Required.** Turns raw METAL into Metal Ingots. Max 1 METAL per use. Each use Decreases the Timer by 1.

**Old Moulds – 30 Silver or 2 Riverborn Tin – Gain +3** when shaping Ingots but the Old Moulds are destroyed and cannot be re-used except as Recycled Remnants (page 17)

**Dwarven Anvil – 100 Silver or 5 Starmetal – Gain +3** when shaping Ingots.

**Dragon Fire Forge – 150 Silver or X Metal Ingot – Turns raw METAL** into Metal Ingots. Max 5 Metal per use. Each use Decreases the Timer by 1.

**Legendary Anvil – 300 Silver or 5 Mythril – Gain +6** when shaping Ingots and the Value of any METAL used is increased by 5.

**Sun Fire Forge – 10 Starmetal – Turns raw METAL into Metal Ingots.** Does not Decrease the Timer when used.

## Jewellery Rules

METALS must be softened and shaped via a Tool before they can be used. Materials can only be attached to an item once it has passed any other Craft Rules. i.e. METAL into Ingot and passed the card draw for shaping. Simple Jewellery has  $\frac{1}{2}$  the Value its Materials would otherwise confer.

## Jewellery Tools

**Jewellery Pliers – 10 Silver or 1 Riverborn Tin – Required.** Used to attach Jewels and other attractive things to Metal Goods or make Jewellery.

**Gas Torch – 20 Silver – Required.** Used to soften METALS for shaping. Decrease the Timer by  $\frac{1}{4}$  of the Foraging Value of the METAL being softened.

**Sanding Paper – 10 Silver** – Brings any WOOD or METAL or JEWEL to a shine. Draw a card and Increase the project's Value by  $\frac{1}{2}$  of the Card's Value. Sanding Paper is destroyed after use and needs to be re-bought.

**Basic Mandrel – 20 Silver** – Allows you to size and shape your Material accurately. Increase the Value by 3.

**Gem Cutter – 50 Silver or 1 Dead Steel** – Used to cut Jewels into attractive shapes. Decrease the Timer by 1 when using but increase the Value of the Jewel by 5.

**Diamond Tipped Scribe – 50 Silver or 1 Diamond** – Allows you to write messages or carve runes into a project. Draw a card and if it is greater than or equal to 5, Increase the project's Value by the Card's Value. If the card was less than 5, lower the Value by double the Card's Value as it is damaged. Decrease Timer by 2 when using.

**Silk Rope – 5 Silver** – Used to create Simple Jewellery. Simply select up to 3 Materials to attach as a necklace or bracelet. This uses up the Silk Rope. *Spider Familiars can provide Silk Rope for free.*

**Burnisher – 30 Silver or 1 Strange Silver** – Removes any damage from a piece of Jewellery. Redraw once per project when using the Diamond Tipped Scribe or Sanding Paper and choose which Card to take.



### Painting Rules

The final Value of a Painting is determined by the Frame and how many PAINTS were used. Each PAINT adds 2 to the Value.

Mixing PAINTS allows you to access more PAINTS than are listed. These also add 2 to the Value of the Painting.

PAINTS can be stored for 1 Season before they dry up and are no longer usable.

### Painting Tools

**Boar Hair Brush – 5 Silver or 1 Boar Hair & 1 WOOD – Required.**

Used to paint. Caps the Value at 10.

**Canvas – 10 Silver or 1 Sail – Required.** Canvas is used-up once a Painting is finished and cannot be re-used.

**Detailed Frame – X Silver or X WOOD –** Increases the Value of the Painting by  $\frac{1}{2}$  the cost in Silver or by the Foraging Value of the WOOD used.

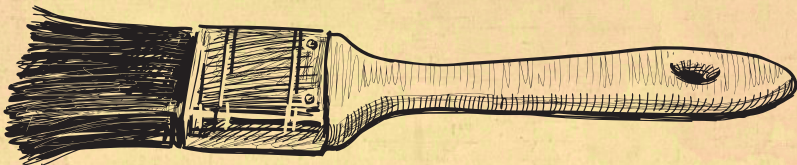
**Travel Easel – 20 Silver or 3 WOOD –** You may paint portraits of people you meet by Decreasing the Timer by 2. You can then gift them the Painting or draw a Card and gain Silver equal to the Card's Value + any Tool bonuses.

**Palette Knife – 10 Silver or 1 Riverborn Tin –** Add 2 to the Value of any Painting.

**Unicorn Hair Brush – 80 Silver or 1 Unicorn Hair & 1 Dryad Wood –** Used to paint. Removes the cap on the Value.

**Fairy Contract – Won 20 Events involving Fairies/ Pixies/ Elves –** Any colour you want can be gotten for you by the fae folk. Decrease the Timer by 1 as they find a suitable PAINT.

**Everwet Palette – 200 Silver –** Your PAINTS never dry out.



### **Sculpting Rules**

Each Sculpture starts out at 20 Points x your Craft Level  
(Novice = 20 | Master = 80)

Each Point left by the time the Deadline arrives lowers the Value by 1 to a Minimum of 0.

Tools can be used to remove these Points.

### **Sculpting Tools**

**Simple Chisel – 10 Silver or 1 Riverborn Tin – Required.** Used to sculpt WOOD and STONE into Sculptures. Decrease the Timer by 1 to reduce the Points on the Sculpture by 3.

**Clay Cutters – 10 Silver or 1 Recycled Remnant** – Used to sculpt CLAY or WAX into Sculptures. Decrease the Timer by 1 to draw a Card and reduce the Points on the Sculpture equal to the Cards' Value.

**Simple Carving Knife – 15 Silver or 1 Dead Steel** – Used to sculpt WOOD. Decrease the Timer by 1 to draw a Card and reduce the Points on the Sculpture by the Card's Value.

**Through-seer – 50 Silver** – This device lets you see any hidden weaknesses in a piece of WOOD or STONE. Re-draw any Cards of a value lower than 3.

**Dwarvish Auto-Chisel – 80 Silver** – Shape STONE with an ease only the dwarves know. Decrease the Timer by 2 to draw two Cards and reduce the Points on the Sculpture equal to the Card's Values.

**Golem Ritual – Cannot Be Bought** – If you have the Golem (Apothecaria, page 7) then you can task it with preparing a STONE or WOOD for you.

If you can give the Golem a Week it will reduce the Points on a Sculpture to 0.

Otherwise, Decrease the Timer by 2 to draw three Cards and reduce the Points on the Sculpture equal to the Card's Values.



## Woodcrafting Rules

Draw a Card to turn an WOOD into your desired shape.  
Each WOOD has a different Difficulty, your Card + any Bonuses must be higher than that Difficulty in order to successfully shape the WOOD.

## Woodcrafting Tools

**Simple Saw – 10 Silver or 1 Recycled Remnant – Required.** Used to cut WOOD to shape.

**Belt of Sanding – 40 Silver** – Increases the Value of Wooden Goods and Metal Goods by 5.

**Simple Chisel – 10 Silver or 1 Riverborn Tin – Required.** Gain +1 when shaping WOOD.

**Jack Plane – 20 Silver or 1 Dead Steel & 1 Pineshroom –** Used to smooth and flatten WOOD.

**Finishing Oil – 30 Silver – 3 Uses** – Apply to a project involving WOOD to increase its Value by 12.

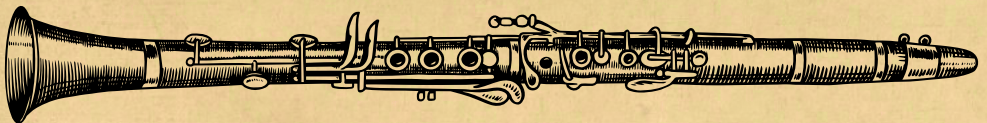
**Humble Hand Drill – 20 Silver or 3 Cave Copper** – Decrease the Timer by 1 to Gain +4 when shaping WOOD.

**Dwarven Drill – 80 Silver** – Gain +5 when shaping WOOD. Does not Decrease the Timer.

**Eternal Adhesive – 15 Silver** – Ensures the chosen parts will never come loose. Increase the Value of the project by 10.

**Measuring Square – 50 Silver** – Draw a second Card whenever you are working with WOOD, STONE, or METAL.

**Elvish Flute – 100 Silver or 5 Dryad Bark** – Shape WOOD through song like the elves do. Lower the Difficulty of all WOODS by 2.



# Damaged Automaton

One of the Artificer's arcane automatons, its inner working exposed by damage. It will take a great deal of effort to repair it to full working order but you've never been one to leave a patient behind, have you?

Each step of the Automaton's repair process grants new bonuses and new questions.

Once it has been fully repaired, it will take you to the Artificer's secret workshop, letting you slip past security and end the Artificer's meddling before the year has passed or as a second solution if you failed to win the wager.

## **Step 1: Batterypot & Dwarvish Rune**

*Awake but unmoving, the Automaton can answer simple questions with a yes or a no.*

**Planning Ahead** – Ignore the first ♠ Event of each Forage as you can ask your new-found friend what to expect.

## **Step 2: Cave Copper & Riverborn Tin**

*With an arm repaired, the Automaton can answer questions with more description and draws a helpful schematic*

**Helpful Schematic** – Gain +3 to all projects

## **Step 3: Strange Silver & Glimmerwood Oak**

*Arcane blood flowing and faceplate repaired, the Automaton is able to sit up and communicate better.*

**Patient Placator** – People like to talk when they're nervous and the Automaton provides a great conversational partner. Increase the Timer of all Ailments by 1.

## **Step 4: Thornwood & Heartfire Ruby**

*The complex heart of an Automaton that gives it true life, curiously missing from the original.*

**Life Itself** – The Automaton has reached true life and is as aware and thinking as anyone else. It wants to help you stop the Artificer's Enterprise and free the others. Do you help it? If so, turn to Facing the Artificer (page 15).



# Facing the Artificer

With the Damaged Automaton's help, you'll finally be able to enter the Artificer's Workshop.

Consider what you see as you explore this labyrinth of factories, conveyor belts, and storage rooms. What sort of machines do you come across? What does it look like?

As you explore, draw Cards to see what sort of things you come across and bonuses/ penalties you receive.

A & 2	You awaken a powerful machine guard. -1 Card to you.
3 & 4	A storeroom! Draw a Card and gain 5 Reagents whose highest Foraging Values are equal to or less than the Card's Value.
5 & 6	You trip a security system. What does it do? -1 Card to you.
7 & 8	You spot an animal that's found its way in. Do you help it get out? -1 Card to you but gain 1 Reputation.
9 & 10	You come across some important looking machinery. +1 Card to you if you break it.
J & Q	Sleeping Automatons, your friend thinks they can convince them to help. + 1 Card to you.
K	You find the Artificer's Office and may face them or continue exploring.

Once you have found the Artificer in their office, it is time to face them. They are unlikely to give in without some sort of conflict so consider what form that may take. A fight is the most likely but Artificers are strange folk and may instead challenge you to a card battle using mechanical monsters.

Either way, draw three Cards for you and three Cards for the Artificer and then apply any bonuses or penalties you gained from exploring the Artificer's Workshop.

If you win, what tricks did the Artificer employ? How did you overcome them in the end and what rules do you set down for them to prevent them from hurting anyone or anything again?

If you lose, what happened? How did they get the better of you? How do you escape and how do you prepare for your next attempt?

# Metals

## **Goblin Gold — METAL — Bog (4) — Loch (6)**

### **Difficulty: 5**

*This shimmering metal is often confused for gold by those too desperate or greedy to know the difference. Often used in cheap jewellery making as it is very soft.*

Draw a card upon completion:

♥ or ♦ – add 5 to the Value. ♣ or ♠ – remove 2 from the Value

## **Dead Steel – METAL – Dungeon (6) – Depths (11)**

### **Difficulty: 7**

*Left for centuries in crypts and caverns, these ancient weapons and armours absorb some form of life from the ghosts that once owned them.*

## **Riverborn Tin – METAL – Mountain (4) – Isles (6) – Loch (7)**

### **Difficulty: 4**

*A useful metal for any would-be metalworker or jeweller, this hardy tin can be found by wading into near enough any river and digging through the mud.*

## **Strange Silver – METAL – Strange (8)**

### **Difficulty: 8**

*This multi-coloured metal can be found growing in cubes at the edge of the Strange's purple lava fields. Careful when handling it as it can be sharp!*

## **Coffin Nails – METAL – Dungeon (2)**

### **Difficulty: 2**

*When the undead rise, they burst the lids of their coffins, leaving many good nails just lying around! Careful where you step.*

## **True Silver – METAL – Forest (11)**

### **Difficulty: 7**

*Considered by many to be the purest metal, true silver burns the skin of any cursed being that touches it. Werewolves, vampires, the fae winded, and others. Careful when handling it!*

## **Mythril – METAL – Dungeon (13)**

### **Difficulty: 12**

*Named so for its rarity, this legendary metal has been used in every hero's sword, shield, chainmail, aglets, and kitchenware since time immemorial.*

Adventurers and Heroes pay Double the Value for Mythril.



**Star Metal – METAL – Isles (10) – Ranges (13)**

**Difficulty: 15**

*Chunks of metal and stone hurtle around above the sky. Sometimes they fall down from the realm of stars. Best be quick if'n ye see one land as miners from all over swarm them like ants at a picnic.*

**Gold Chips – METAL – Mountain (12) – Dungeon (13)**

**Difficulty: 9**

*Noble dragons coat their scales in molten gold in order to armour themselves while protecting their eggs. When it's time for the parents to switch protector and hunter, they scrape the gold off, leaving bits behind.*

**Cold Iron – METAL – Shimmersnow (8) – Strange (5)**

**Difficulty: 8**

*Eons of cold has set into this ore, chilling it beyond the heat of any mere blacksmith's furnace. Considered one of the hardest metals in all the lands.*

**Recyled Remnants – METAL – Workshop (1) – Village (3)**

**Difficulty: 4**

*It takes a crafty eye to know the difference between junk and stuff waiting to be reborn. Old tins, tools, pipes, all are potential works of art in the right hands.*

**Holy Platinum – METAL – Mountain (11)**

**Difficulty: 12**

*Sometimes referred to as Paladin Steel, this holiest of metals was apparently placed upon the earth in the tears of some ancient god. Jewellers love it.*

**Coral Steel – METAL – Depths (7)**

**Difficulty: 6**

*Strange beasts lurk in the depths of the loch and this one is no different. Somehow it makes a natural metal shell around itself that can be harvested without harming the wee beastie.*

**Cave Copper – METAL – Dungeon (5)**

**Difficulty: 4**

*A favourite of the Artificer, going by its prevalence in the automatons. Most consider this a working metal but it can be pretty enough if treated right.*

# Woods

## **Dryad Bark – WOOD – Forest (10) – Bog (13)**

### **Difficulty: 10**

*Always get permission when harvesting a dryad's bark as they are not keen on thieves and you do not want the forest to be angry with you!*

*How do you convince the dryad to give you some bark?*

## **Driftwood – WOOD – Loch (3)**

### **Difficulty: 3**

*Smoothed by the waves and the sand, this wood has a special texture and is full of memories.*

## **Float Wood – WOOD – Isles (9)**

### **Difficulty: 5**

*Imbued with the same magic as the Isles that birthed it, this wood floats gently in the air like driftwood in the clouds.*

## **Mimic Shavings – WOOD – Dungeon (13)**

### **Difficulty: 2**

*Mimics trim their woody carapace to blend in with their surroundings, if gathered fresh enough their shavings will blend in with whatever object they are attached to. You may choose another WOOD, METAL, or Material in the Project and have the Mimic Shavings turn into that instead.*

## **Coffin Wood – WOOD – Dungeon (2)**

### **Difficulty: 3**

*While most undead won't appreciate you taking their coffins, there are more than a few left unclaimed.*

## **Pineshroom – WOOD – Bog (7) (Unavailable in Summer)**

### **Difficulty: 6**

*These tall fungi are as tough and fibrous as a pine tree a hundred times their age... if you catch them at the right time of year. Otherwise they are soft as mush.*

## **Starwood – WOOD – Ranges (13) – Isles (13)**

### **Difficulty: 7**

*Legends say that eons ago a ship made of starwood with sails of pure night sailed from another world and crashed in the Rannoc Ranges. A flight of fancy, surely? Doubles in Value if paired with Starmetal (page 17) on a project.*



### **Glimmerwood Oak – WOOD – Forest (7)**

#### **Difficulty: 5**

*The glittering wood of Glimmerwood is famous across the world for the magical qualities the fairies and fae folk imbue it with.*

### **Thornwood – WOOD – Dungeon (4)**

#### **Difficulty: 10**

*Sharp and reclusive, few people use thornwood as it is a nightmare to work with. Inevitably, this has led to well crafted thornwood being laden with praise by other makers.*

Gain an extra Craft Level if successfully shaped and utilised in your project.

### **Wood Scraps – WOOD – Village (3)**

#### **Difficulty: 4**

*Old milk crates, broken skis, snapped shields, wherever you look there's always a bit of old wood that can be recycled into something new!*

### **Ancient Wood – WOOD – Glen (9)**

#### **Difficulty: 8**

*Tough and unusual, this wood is unlike anything else found in the Rannoc Ranges.*

### **Frozen Willow – WOOD – Valley (5)**

#### **Difficulty: 8**

*Icy cold and frozen solid, these special trees are a nightmare to cut down but well worth it for their strength!*

### **Highland Pine – WOOD – Ranges (5)**

#### **Difficulty: 5**

*A common wood among the Rannoc Ranges. Very common as a building material, especially among the newer villages who don't have the patience to work stone.*

### **Wyrd Wood – WOOD – Hold (13) – Dungeon (13) – Village (13)**

#### **Difficulty: 13**

*Rare and thankfully so, this strange wood constantly changes shape until the minute it meets flame at which point it sticks to its shape no matter what you do to it.*

You must draw a King in order to shape this WOOD correctly but if you succeed, it adds 50 to the Value of the project.

# Pigments

## **Coldrust Blue – PAINT – Ranges (7) – Dungeon (7)**

*This magical mould grows on metal rich stones, chilling the air around it as it spreads. When mixed properly, it makes a beautiful blue.*

Allows the use of the colour Blue.

## **Ghost Green – PAINT – Dungeon (8) – Village (13) – Depths (9)**

*When ghosts and phantoms pass through solid matter, they leave behind a viscous substance that still baffles the wizard community. Makes a good green paint.*

Allows the use of the colour Green

## **Gunpowder Black – PAINT – Isles (10) – Loch (11)**

*All the boats that Bàs Bàta has sunk over the years have at least one barrel of now-useless gunpowder. Too wet to explode it nonetheless makes a great black paint.*

Allows the use of the colour Black

## **Sun Petal Yellow – PAINT – Forest (9) – Mountain (13)**

*These beautiful flowers absorb sunlight all Summer so that they may glow with it throughout Winter.*

Allows the use of the colour Yellow.

## **Starlight Pigment – PAINT – Ranges (9)**

*Glittering and gleaming in the caves of the Rannoc Ranges, this peculiar pigment was used by the ancient highlanders to great effect. Colour wise it's a light blue.*

Allows the use of the colour Blue.

## **Blood Meal Red – PAINT – Bog (9) – Loch (7)**

*It's not always best to learn how the sausage is made. Look for leech dens and you'll find piles of this pigment waiting to be harvested. Makes a great red once cleaned.*

Allows the use of the colour Red.

## **Orange Mould – PAINT – Forest (11)**

*This slime mould grows on the side of fallen trees where it eats away at the rotting bark. Very good for pigment but don't take too much, it has an important job to do!*

Allows the use of the colour Orange.

## **Fairy Glitter – PAINT – Forest (13)**

*Shimmering dust falls from fairy wings like dandruff from that head of yours.*

*While it has a little use medically, the older glitter can be used for decoration.*

Increases the Value of a Painting by 5.



# Pigments

## **Beet Pink – PAINT – Village (9) – Forest (6)**

*Beets are wonderful aren't they? Tasty, good for every meal, and they can even be used to make a pink pigment for painting! Nothing beats a beet.*

Allows the use of the colour Pink.

## **Brown Earth – PAINT – Any Locale (2)**

*Brown is all around us an' while its a boring colour, it's an important one. Scoop up some good rich dirt and you can make brown paint easy as can be.*

Allows the use of the colour Brown.

## **Chalk White – PAINT – Mountain (5)**

*Chalk has been used for cave painting since before we had history. Nowadays we mix it with a few things to make a smoother paint but the premise is the same.*

Allows the use of the colour White.

## **Newberries – PAINT – Forest (7)**

*While their skins might be a pastel blue, the juice inside is a rich purple and can be used to make a very royal looking paint.*

Allows the use of the colour Purple.

## **Reactive Slime – PAINT – Loch (13)**

*The slime of these snails is rather peculiar in that it goes through the full spectrum of colour as it ages. Harvested at the right time, it can serve as any colour.*

Allows the use of a colour of your choice.

## **Inspiration – MAGIC – Any Locale (JOKER)**

*Inspiration can come from the unlikeliest of places but it can always improve a piece.*

Whenever you draw a Joker, you may find this special Material. How does the current Event inspire you?

Increase the Value of the project by 20.

***Paints can be mixed to make new Paints at any point.***

E.g. Yellow and Red makes Orange.

**This uses up both Paints.**



# Materials

## **Glow Worm Silk – ANIMAL – Ranges (4) – Dungeon (7)**

*These glittering worms leave shining trails of silk all over the caves they call home, giving many travellers and animals a handy light to see by.*

## **Amethyst Antler – ANIMAL – Forest (11) – Bog (8)**

**-4 in Winter | +2 in Summer**

*These brilliant antlers are unique to Glimmerwood Grove and are all the rage among rich tourists and folks looking to get in touch with their heritage.*

## **Feathers – ANIMAL – Forest (4) – Mountain (6)**

*Songbirds and corvids, tits and gulls, the cast off feathers of our avian friends hold a magic of their own that the druids are loathe to share.*

## **Sail – MADE – Loch (4) – Isles (9)**

*Old sail can be found on sale all over the Rannoc Ranges but you can cut out the middle merchant and just collect it from the loch yerself.*

## **Old Bones – ANIMAL – Dungeon (7) – Forest (9)**

*Necromancers absolutely love the grim look that skulls and ribcages give but you can find bones being used in all manner of things that don't look "necromantic".*

## **Liquid Crystal – MAGIC – Strange (13)**

*Every so often, the peculiar mechanical people that wander The Strange will cry liquid crystals that shimmer and change colours. If you collect it in time, it makes a beautiful shine.*

Can be applied as a PAINT or treated as a METAL.

## **Snail Glue – ANIMAL – Forest (2)**

*The trails of snails are icky sticky things, or so my mother used to say when she sang in the garden.*

## **Dwarvish Runes – MAGIC – Hold (7) – Mountain (11) – Dungeon (13)**

*The dwarves have lived in the Rannoc Ranges for centuries and their runes can still be found in nooks and crannys. Just be careful not to take ones that are in use. Apply a random Magic effect (page 26) to your project.*

## **Battery Pot – MADE – Workshop (5) – Village (10)**

*Ranging from the size of a thimble to barrels and bigger, these ingenious creations can imbue things with electricity without the need of magic or special reagents. Adds 10 to the Value of your project.*



# Materials

## **Dreamclay – CLAY – Depths (10) – Glen (6)**

*As the dreamwater flows from its unknown source, some rich clay riverbanks have become imbued with the same magical properties and unique colours.*

## **Beeswax – WAX – Forest (5)**

*The bees of Glimmerwood Grove are much larger and friendlier than most but that don't mean there's no danger. Bee very careful when collecting from a hive!*

## **Elvish Marble – STONE – Forest (13)**

*Azure stone with veins of white, this stone is said to have been brought over from the Fae-Lands by elves long ago. Not much remains of it now though.*

## **Mountain Bones – STONE – Mountain (10)**

*The deep stone of the mountain is often guarded by jealous dwarves and lurking beasts but know where to look and you can find some pieces that have broken through to the surface.*

## **Float Stone – STONE – Isles (7)**

*The floating islands of the Cloud Isles are full of a powerful magic that, if worked correctly, allows for the creation of floating sculptures that are highly sought after in the city.*

## **Candy Rock – STONE? – Village (8)**

*A stone hard sweet spawned by a confused sorcerer. Much appreciated by the young and the sweet toothed.*

## **Bubble Stone – STONE – Depths (9)**

*This near translucent stone has some of the loch water trapped inside itself. Difficult to work but highly worth it for the unique aquarium-like appearance. You may add a fish or plant reagent to this project to increase its value by the chosen reagent's Foraging Value.*

## **Shadow Stone – STONE – Dungeon (8)**

*Dark and ominous, this obsidian like stone seems to whisper in the voices of the dead. Definitely a love it or hate it situation as some deliberately seek it out.*

## **Rannoc Rock – STONE – Any Locale (5)**

*Good old fashioned stone, just right for sculpting without all the fancy bells and whistles.*

# Jewels

## **Birth Stones – MAGIC – Any Locale (13) Once per Season**

### **Requires a WAND to Collect & a Jewel of any kind**

*Taking a jewel of the right kind to a birth and performing the ancient rites imbues it with a protective magic that will last their entire lives.*

Adds 20 to the Value of your project.

## **Void Crystal – JEWEL – Hold (13) – Dungeon (13)**

*The dwarves went wild looking for these a few years ago, I'm still not sure why as it fills all who look upon it with a sense of longing and loss.*

## **Mood Stone – JEWEL – Forest (9) – Village (12)**

*Most folk love these jewels as they change colour depending on the mood of the person touching it. Though there are disagreements about what the colours mean.*

## **Shocking Sapphire – JEWEL – Lightning Fields (10) – Workshop (13)**

*This bright jewel contains the fury of a thunderstorm within it making it incredibly dangerous to work with and therefore, very valuable.*

## **Heartfire Ruby – JEWEL – Bog (12)**

*Said to grow hotter as one approaches their true love, this brilliantly red ruby often grows in the shape of a heart and is used in many forms of golemancy.*

## **Purity Diamond – JEWEL – Forest (13) – Mountain (13)**

*Cleansed by the flowing rivers, this gem is only ever found in the purest waters. Never buy one from a merchant, they charge a fortune for them.*

## **Lucky Emerald – JEWEL – Bog (7) – Loch (10)**

*The goblins claim these emeralds grant good luck when worn, whether that's true or a clever multi-generational scam remains to be seen.*

## **Moonstone – JEWEL – Mountain (13)**

*A piece of the moon capable of purifying illness, it is said that wearing one of these will prevent all but the most dire of ailments.*

If made into Jewellery, the wearer will never be a patient.

## **Crystal Sun – JEWEL – Mountain (10) – Valley (13)**

*A drop of sunlight crystallised by wild magic, this jewel emits a gentle warmth and light.*



### **Garden Stone – JEWEL – Forest (7)**

*These jewels are widely sought as they look like they have a teeny-tiny forest growing inside of them. Moss, petals, even tiny animals in the rarest ones.*

### **Common Quartz – JEWEL – Mountain (3)**

*People often overlook it as they get used to its presence but quartz is a beautiful gemstone that can make projects look just that little bit fancier.*

### **Song Stones – JEWEL – Forest (10) – Lodge (5)**

*Each stone produces a different note and when cut correctly, can be used to make the most beautiful music you'll ever hear.*

Using a Gem Cutter on this JEWEL increases its value by 15 instead of 5.

### **Scout's Stone – JEWEL – Dungeon (8) – Depths (9)**

*These colourful gemstones can come in many different forms but share one unique characteristic, they glow when near certain things. With a little bit of magical coaxing, you can train the stone to sense whatever you so desire.*

Can be used to make a project for yourself that lowers the Foraging Value of a type of Reagent by 1. Choose PLANT, ANIMAL, JEWEL, etc

### **Ancient Amber – JEWEL – Glen (11)**

*Formed millions of years ago, this fossilised tree sap sometimes contains insects, bones, scorpions, or feathers. Certain folk go crazy for it.*

When you collect a piece of Ancient Amber, draw a Card and check below:

♥ or ♦ – It contains an ancient thing! This piece has an extra 5 Value

♣ or ♠ – Nothing inside but still very beautiful.

### **Hailinite – JEWEL – Slopes (9)**

*Magic meeting magic can produce all manner of strange results. In Shimmersnow Valley it is possible to find storms of topaz like jewels that have fallen from the Everstorm.*

### **Cavern Crystal – JEWEL – Hold (6) – Village (5)**

*Much loved by the dwarves, these crystals form the backbone of many hold's trade and it's not hard to see why.*

### **Magicite – JEWEL – Any Locale (13)**

*Crystals of raw magic that form on the edge of ley lines. They shine with every colour of the rainbow and many more besides. Be careful of its latent magic.*

Apply a random Magic effect (page 26) to your project.

# Magic Effects

The Dwarvish Runes and Magicite Materials can apply random magical effects to your projects.

You don't need to use these Materials to imbue a project with magic, however these powerful effects are the only ones that grant bonuses.

- A **Fish Whisperer** – Whomever so wields this magic can speak to fish in their own secret language.  
**Bonus:** Increase the Value by 5 or Lower Foraging Value of Fish related Reagents by 3 if you keep the project for yourself.

- 2 **Insect Repelling** – Biting midges, mosquitoes, and all the other parasites of the countryside avoid this project like the plague.  
**Bonus:** Increase the Value by 10 or ignore any Event involving midges or other biting insects.

- 3 **Warm** – A pleasant warmth emanated from this project at all times even in the grimmest of environments.  
**Bonus:** Increase the Value by 10 or use to enter the Shadowstorm in Shimmersnow Valley

- 4 **Luckless** – Whoever owns this project seems to have the worst luck as disaster follows them like a bad smell.  
**Bonus:** Decrease the Value by 20. What little bad things happen to the person who possesses it? If you have it, what little nuisances happen each day?

- 5 **Bonded Item** – Only the accepted owner of this project can have it. Thieves will find it literally vanishing from their grasp.  
**Bonus:** Increase the Value by 20. If you keep it, you may always have it in your possession despite any Events or story moments.

- 6 **Paired** – Somehow this project is two things at once. A hat and also a cat, a sword and a quill.  
**Bonus:** Draw a Card, the project's Value is equal to that Card's Value. What strange thing has your project paired with?



**Weightless** – Like the Cloud Isles above, you and this project weigh next to nothing and may float with ease.

- 7 **Bonus:** Increase the Value by 20. You will sometimes see this person in the Cloud Isles  
If you keep it, it provides the same benefit as the Broom.

**Magic Source** – Whomever so wields this project gains all the magical potential of a witch.

- 8 **Bonus:** Whoever you give this to can now cast spells. How do they react to this? Do they become a witch? Do you mentor them?  
It has no benefit to you as you already have magic in you.

**Desirable** – This project bends the minds of mortals to it, calling upon them to care for it and look upon it.

- 9 **Bonus:** Increase the Value by 100 but whoever you sell it to goes missing. If you keep it, draw a Card each day to see if you can fight off its influence. ♥ or ♦ – You may play normally. ♣ or ♠ – Decrease any Timers by 2 as you spend a while looking at it.

**Future Sight** – Every now and then the magic provides a glimpse of a future that may or may not come to pass.

- 10 **Bonus:** You see a future event involving the person who you are making this project for. What do you see? Draw a Card and make note of it, living this event when you next draw that Card.

**Sentient** – This project is granted the ability and intelligence to speak in a way that goes beyond the usual talking spells we cast.

- J **Bonus:** Automatically succeed on any Card draws during this project's creation as it guides you through.

**Connected** – By holding tight and thinking hard, one can travel to the Locale where this magic originated.

- Q **Bonus:** Increase the Value by 25 or you may use it to not Decrease the Timer when moving to the chosen Locale. The Locale cannot be changed.

**Pocket Realm** – The meta-physics of it is too hard to explain so suffice to say that this project can be used to enter a room sized pocket realm.

- K **Bonus:** Increase the Value by 50 or keep for yourself to never lose Reagents/ Materials because of a Foraging Event.

# Masterpieces

When you first start out with each hobby it'll feel like you'll never become a Master but trust your gut and you'll reach that lofty title in no time.

Once you've acquired all the right Tools and Upgrades, you'll be able to undertake a Masterpiece. Completing a Masterpiece is how you get that title and they often come with a helpful reward to boot.

Each hobby's Masterpiece is listed below along with the Tools you'll need to create it; the Materials you'll need to collect; and the benefit it provides once made.

## Painting – Painter's Portal

Many paintings are lauded as windows into other worlds but very few actually reach that level. In order to reach the rank of Master, you will have to paint a portal to the Painted World.

**Requires:** 20 PAINTS & Inspiration & Unicorn Hair Brush

**Benefit:** You may explore the Painted World Locale (page 30 & 31)

## Jewellery Making – A Witch's Gift

It is the greatest honour of a witch to give a newborn child safety and a magical gift. The form of the gift matters not but its power is important. Be sure to give them something that will benefit them, lest ye make us all look bad!

**Requires:** 1 Birth Stone & 1 Magicite with a positive effect

**Benefit:** Gain 10 Reputation and become the child's Godparent. What becomes of the child as they grow up? How do you and the parents get on?

*This provides a great opportunity for a future playthrough as you could play as this child after your current witch goes missing.*





## Woodworking – Soul Bound Wand

Most witches can make wands and most wood workers can make pretty looking sticks but only a true master of magic and woodcraft can make a wand worthy of binding one's soul to.

**Requires:** Any WOOD & 1 Magicite with the Magic Source effect

**Benefit:** You are able to extract purer effects from MAGIC Reagents. Increase the Potency of all MAGIC Reagents by 1. How does it feel to have a proper wand? What changes can you feel in your magic?

## Blacksmithing – Arcane Aegis

There are many who consider the greatest feat of blacksmithing to be a sword that can cut stone like paper but we are not in the business of harm. No, the greatest blacksmithing creation is a shield that can protect from any and all harm.

**Requires:** 1 Mythril & 1 Star Metal & 1 Holy Platinum

**Benefit:** You may ignore up to 3 Events per Forage. What does this magical shield look like? How does it protect you?

## Sculpting – Animal Golem

Many sculptors consider a Masterpiece to be something beautiful, something that could be considered art and while that is one way of doing it, a true test of a witch sculptor's skills is that of an animal golem, a stone beast that lives as much as you or your Familiar.

**Requires:** 10 STONE & 1 Heartfire Ruby

**Benefit:** Gain a second Familiar. Go through the Familiar making process to determine its shape and Skill (Apothecaria, page 10). What quirks does it have? What is its name?

Unfortunately, it is very much alive and still can't be used at the same time as your usual Familiar.

# The Painted World

## Accessible once you have made the Painting Masterpiece (page 28)

A living pocket realm of painted things. Arcane artists from across the world come here to make their mark and contribute to the evergrowing painted landscapes and to express themselves in ways they normally can't.

- A You come across a painted creature, impossible in our own world without some serious magical interference. What is it? What effect does it have on the painted world around it?

Gain Inspiration (page 21) for your next project.

- 2 The landscape ends here, fading out in wide brush strokes onto a white void. A voice urges you to create, to make something here. What do you paint into the world? Decrease the Timer by 2.

- 3 You come across a scene that boggles the mind. Upside down castles, melting clocks, elephants with snakes for trunks, whatever it is it's surreal. What do you see? How do you feel about it? What do you think the original artist meant by it?

- 4 A painted person greets you and welcomes you like a tour guide. They ask if you'd like to be shown around the beautifully detailed painted city. If you agree, Decrease the Timer by 5 but gain 3 new Paints. What interesting things did you see? What did the city look like? What art style was it done in?

- 5 You hear a distant crying but when you get near all you find is a childishly painted flower. Do you keep looking for the source? If so, draw a Card and Decrease the Timer by its value. What other childish clues do you find as you search for the lost child? How did they get here? What do you do with them once you find them?

- 6 A voice calls out to you, it seems a painted person is stuck and needs your help. What do you paint to help them out? How are they stuck and how did they get into their current predicament?



- 7 It seems you have an admirer as you come face to face with a painted version of yourself. What features has your admirer gotten wrong? Do you talk with your portrait self? How do you feel about this doppelganger's existence?

- 8 You are hailed by a painted person... no, an arcane artist? Somehow this artist has painted themselves a new appearance. What do they look like? Do you take the opportunity to paint an avatar of your own to inhabit in this weird world? If so, what does it look like?

- 9 By sheer luck you've come across a famous landscape, people travel from all over the world to view paintings of this place and you're actually in it! What is so special about it? Gain Inspiration (page 21) for your next project.

- 10 You catch some young witches painting vulgar things on someone's creation. Do you chase them off or leave them to it?

- J You see a floating frame much like the one you entered through. Do you step through? If so, where do you end up? Do you meet anyone? How do you get home? Decrease the Timer by 3 if you do but gain an "Exotic Material" which increases the Value of your next project by 20.

- Q Another arcane artist is exploring the Painted World and invites you to join them on a walk as they show you the things they have created here. Who are they? What have they painted into the world? Does the walk become something more?

- K The world shifts around you into colours new and more vibrant than you've ever experienced before. From out of the beautiful chaos steps the Muse. They show you something that inspires you. What is it?  
Start a project related to this and increase its Value by 50.

# Commission Ideas

While generating Commissions, I thought it might be a good idea to give some of the examples I thought of as a jumping off point for anyone who has gotten a little stuck.

**Adventurer + It's A Secret + Painting** – They have given me permission to view a recurring dream of theirs via a spell and have asked me to paint it as accurately as possible. For what reason, I do not know.

**Traveller + For Fun + Blacksmithing** – The long roads are boring enough with nothing to do, so I have made them a Ye Olde Travel Games kit with a pegged chessboard, ludo, and tafl!

**Merchant + For Decoration + Sculpting** – A witch knows magic and my sculpture shows that. Made of Mimic Shavings and Dryad Wood this mascot says slogans and deals to passersby. Sort of like those Singing Bass trophies but \*magical\*

**Famous Hero + For A Quest + Jewellery Making** – Part of me wants to reference *Lord of the Rings* but lets be original and say that they're off to slay some terrible beast and need protection. True Silver is a must for their necklace in that case.

**Witch + Fixing Broken Thing + Woodcraft** – A great opportunity to make a new friend as I repair her broken wand and chat over tea. How did it get broken in the first place? A good story opportunity there!

**Famous Hero + For Fun + Painting** – It's a portrait isn't it? A self portrait to commemorate their time in the Rannoc Ranges.

**Foe + For Fighting + Blacksmithing** – The Baron in Hero's Hollow has managed to lose its favourite sword and wants a new one. Dead Steel is definitely getting used for such a creepy customer.

**Witch + For Daily Use + Painting** – A good artist can imbue a painting with emotions, a witch can do much more. This painting invigorates any who look upon it and gets our witch friend up and ready to start his day!

Feel free to include interesting magical effects in your creations, you are a witch after all!



