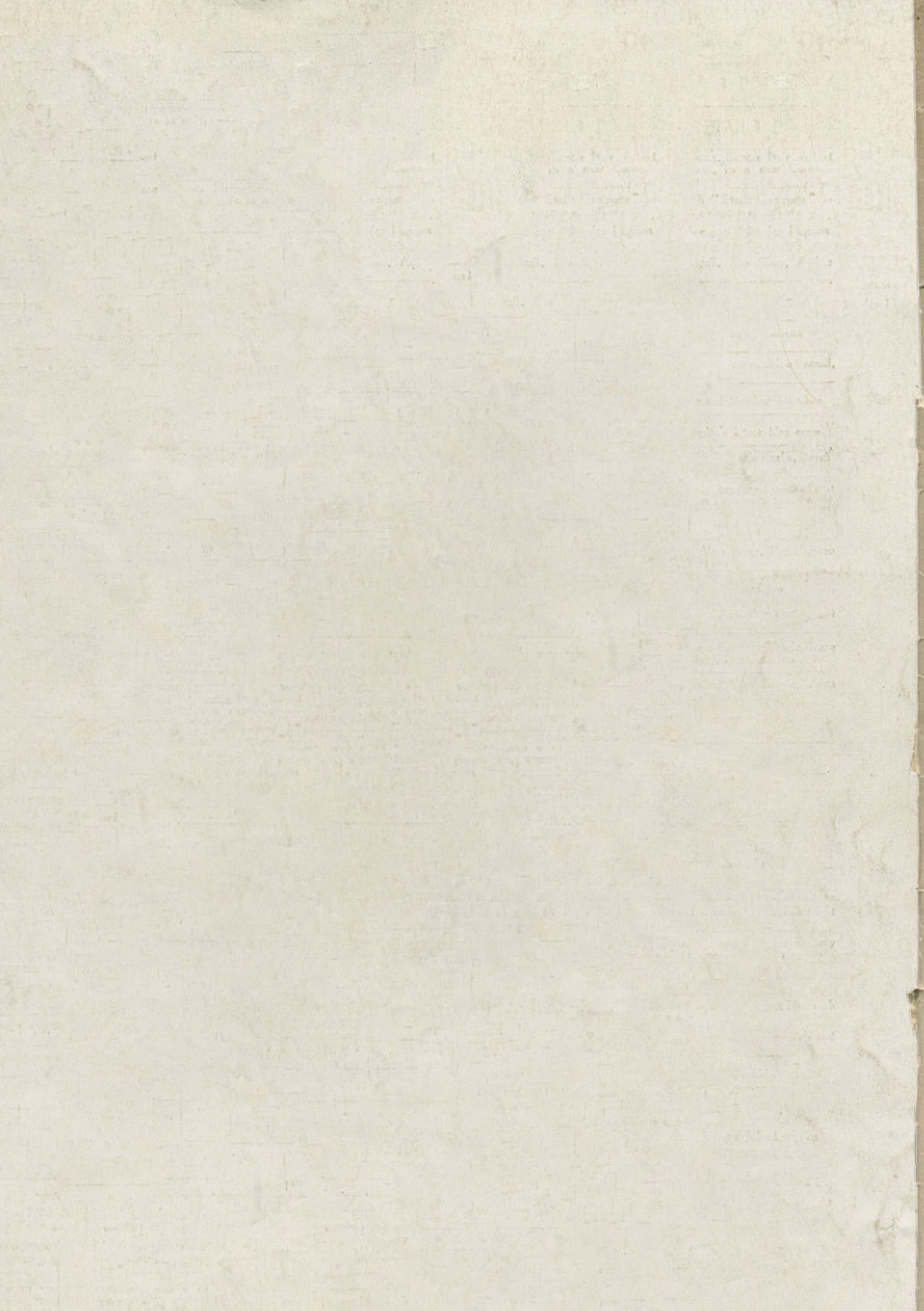


Apothecaria



Nightfall



*“Under cover of night
In the pale shadows of the moon
The known becomes a stranger
The familiar gone too soon”*

I'd hoped you'd have a bit more sense than to go wandering around at night but needs must, don't they? There're ailments that only really show themselves at night and reagents that are impossible to find during the day.

The Locales around High Rannoc change greatly during the night and while some can be beautiful, they can be frightfully different as well.

Before you go, make sure to be prepared. You'll need a **light source** of some kind. A Lantern, a Wand, a Wisp, whatever it is, as long as it can help you see.

The usual restrictions apply to each of the Locales as well. You won't be able to visit the Slopes until you deal with the Ice Queen, you can't visit The Strange until the Portal has been opened, etc.

Good luck out there and make sure to wrap up, it gets cold at night!

New Tools & Upgrades

Lantern – 10 Silver

Cocooned in glass and steel, the light of this lantern is kept safe from rain and wind. Allows you to Explore Locales at Night (excluding Dreamwater Depths)

Wand – 100 Silver

Used for collecting certain MAGIC reagents and casting helpful spells around the cottage.

Allows you to Explore Locales at Night (includes Dreamwater Depths)

Wisp – Cannot be Bought

A surprisingly friendly and only slightly mischievous little ball of light that follows you.

Allows you to Explore Locales at Night (includes Dreamwater Depths) and you gain +1 Foraging Points per Turn.

Dream-catcher – 50 Silver

Enchanted threads catch dreams both good and bad. Very useful for a committed witch.

Protects against the negative effects of the Nightmare Hair reagent and lets you catch 1 Dream per Ailment.

Sorcerer's Spell – Cannot Be Bought – Can be gained multiple times

A useful spell taught by a strange sorcerer in a demonic city.

Gain one of the following effects:

- **Imbue:** Choose a [TAG], you may imbue the potion with a spell that cures that [TAG]. This spell has a maximum potency of **
- **Search:** Draw a card and gain or lose that many Foraging Points. Red cards are gained. Black cards are lost. Can only be used once per Forage.
- **Teleport:** Move to another Locale without Decreasing the Timer once per Forage.



Garden Crypt – 300 Silver

Much better than a closet for one's skeletons. The poor things will be able to rest in peace here.

Any Skeletons you help during an Ailment or Downtime can come here to rest in comfort and safety.

Once per Season you can ask the Skeletons to fetch a reagent of any value for you.

Dark Altar – 400 Silver

The forgotten gods in Hero's Hollow aren't always bad, some are just misunderstood and could use a friend.

Burn 1 Foul Incense (page 13) to commune with a forgotten god. During a commune you may ask questions about it, talk casually, and gain 1 of the following boons:

Water – Gain 2 Foraging Points per Turn in the Loch or Depths.

Shadow – Gain 2 Foraging Points per Turn in the Hollow or Strange

War – Ignore the effects of 1 Event during your next Forage

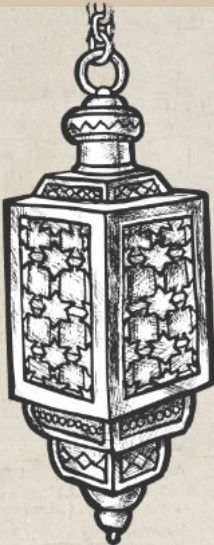
Knowledge – Draw a card and start your next Forage with that many Foraging Points.

Secrets – Automatically succeed at the first Character event you find

Dwarven Lämp– 70 Silver

Designed in such a way that the moths don't get burnt by the flame but where you can still collect their wing dust.

Draw a card at the start of each Ailment, if the card is a ♥ then you gain a Moth Dust (page 10). Otherwise, the lämp is empty.



Village Rules

The villages of the Rannoc Ranges don't run their business in the late hours of the evening when the moon rules the sky so any Forages you want to do at Night will have to be done without the help of the village facilities.

Unless!

And I do stress that this is not to be done lightly.

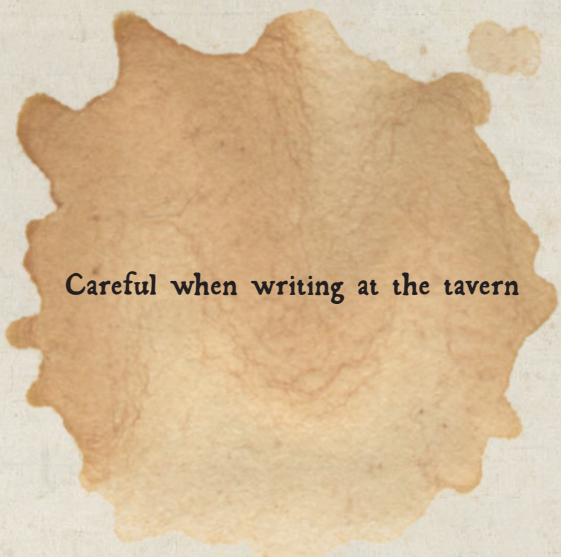
Unless the *Ailment* is important enough to warrant waking folk. If that is the case, you may use any of the village facilities but consider how they may react to be woken so late at night.

The only exceptions to this are:

The Ritual Circle (Apothecaria) – no-one runs it so there is no-one to wake.

The Dungeon (Wild Highlands) – you are given free access to the prisoner.

The Copper Fox Tavern & any Expansion Inn/ Tavern – the denizens of these establishments are often awake at strange hours so there is no issue with stopping by even in the early hours of the morning.



Careful when writing at the tavern

Novice Ailments

1 – 3) Restless Leg – [FEET ★][NERVES ★]

A not uncommon affliction, this patient struggles to get to sleep at night as their leg jostles wildly and often kicks out, waking them and their partner.

4 – 6) Stub Toe – [PAIN ★★][FEET ★] – Timer: 6

Not to be trivialised as a simple stubbed toe, this poor bugger has stubbed their toe so hard it's shorter than the other.

Consequence: They visit the village doctor instead and can't walk for a month. Lose 1 Reputation.

7 – 9) Insomnia – [SLEEP ★★][MOOD ★] – Timer: 8

There is little worse than getting no sleep as this patient has discovered. Each night they grow more tired and irritable but sleep remains elusive.

Consequence: They get terribly grouchy and snap out at someone and say something utterly horrid. What do they say? Who do they say it to? Lose 1 Reputation.

10 – Q) Ill Chill – [TEMPERATURE ★★][COUGH ★] – Timer: 6

This poor sod went wandering too late and got stuck out all night, now they've developed a nasty cough and are chilled to the bone.

Consequence: They try a home remedy instead. What nonsense do they try? What happens? Lose 1 Reputation either way.

K) Star Struck – [SENSES ★][WOUND ★] – Timer: 6

This unlucky stargazer was looking at the wrong spot at the wrong time and got hit by a piece of falling space rock.

Consequence: They develop a deep mistrust of space and refuse to go out at night. Lose 1 Reputation.



Intermediate Ailments

1 – 3) Empty Rest – [DREAM ★★][SLEEP ★★][MOOD ★] – Timer: 6

To pass every night with no company except the inky blackness of unconsciousness is a terrible fate and is exactly what this patient is suffering from.

Consequence: With no dreams, the patient ends up becoming terribly boring and lacks all creativity. How does this affect them? Lose 2 Reputation.

4 – 6) Snoremancy

[MOUTH ★★][MAGIC ★★][SLEEP ★★] – Timer: 6

People often complain that their partners snore loud enough to wake the dead. Well that's exactly what this patient's necromantic nighttime noises do.

Consequence: A recently deceased villager is brought back as a zombie.

7 – 9) Over-Tipsy – [SENSES ★★][POISON ★★] – Timer: 4

This patient has had just a tad too much to drink and has become a nuisance to themself and others. For the sake of all involved, sober them up.

Consequence: They pass out in your cottage and wake up with a Hangover (Apothecaria page 13). If you don't cure them of this Ailment during your Downtime, lose 1 Reputation.

10 – Q) Brawled Out – [WOUND ★★][PAIN ★★] – Timer: 4

Adventurers have a nasty habit of celebrating their quests by drinking to excess and fighting each other like the well adjusted individuals they are.

Consequence: They get left behind by their adventuring party and have to spend time at your cottage while they heal the old fashioned way. Draw a card, the adventurer stays with you for that many weeks until their party returns. What odd jobs do they do around the cottage? What is it like having a long-term patient? How do they take being left behind?

K) Night Owl – [SENSES ★★][SLEEP ★★][STOMACH ★] – Timer: 8

This patient has lost grip of their senses and now, when night falls, can be found hanging around in trees and hooting.

Consequence: They commit too fully to the belief that they are an owl and try to fly with painful results. Did they survive? Lose 2 Reputation.

Advanced Ailments

1 – 3) Fright Light

[MAGIC ★★★][GHOUL ★★★][SPIRIT ★★★] – Timer: 8

This patient has such an intense fear of the dark that they've become a beacon to all the things that go bump in the night.

Consequence: Something gets them in the night. What was it? Lose 4 Reputation.

4 – 6) Sleep Lost – [SLEEP ★★★][SENSES ★★★] – Timer: 10

Sleepwalking can be troublesome enough on its own but this unfortunate sod has managed to sleepwalk out of the village entirely!

Extra: Add Lost Patient – Any Locale – Rarity: 10 to your foraging list.

Once you have found them, they can be dragged along while you find any remaining reagents or taken back to the cottage.

Consequence: Lost in their sleep, they aren't heard from again. What rumours spread about them? Lose 4 Reputation.

7 – 9) Midnight's Toll

[CURSE ★★★][SKIN ★★★][SPIRIT ★★] – Timer: 6

By the wicked hands of a cruel witch or a malicious fae the afflicted has been cursed so that they become a terrible sight to behold upon the stroke of midnight till the dawning of the sun.

Extra: The other option is to find their “true love” and have them kiss. You may treat their “true love” as a reagent with a Foraging Value of 30 and may bank cards towards that Foraging Value. Banked cards cannot be used to find other reagents and cannot be un-banked.

Consequence: The spell takes a firm hold and cannot be broken by your potions. The only cure now would be their “true love” which you can search for during your Downtime. Until then, lose 3 Reputation.

10 – Q) Sunburn

[BURN ★★★][TEMPERATURE ★★][GHOUL ★★★] Timer: 4

Not the beach variety but the vampiric kind. This poor soul was out too early.

Consequence: They have to retreat to their lair and grow moody. You cannot visit Hero's Hollow during your next Forage.

K) Light Hearted

[SENSES ★★★][BURN ★★★][SKIN ★★★] – Timer: 6

The afflicted has developed a moth-like obsession with lights and has been burnt.

Consequence: The village doctor takes them in for the long healing process. What help does the doctor ask for over the coming weeks? Lose 3 Reputation.

Expert Ailments

1 – 4) The Were Curse

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

Lycanthropy might be the most famous but it is by no means the only -thropy out there. This patient has been bitten by something that carried the curse and now turns into a were-something each night.

Extra: Draw a Card and check the Were-What table opposite to see what type of animal the patient turns into.

Consequence: The curse is given too much time and is now incurable. How do they live with their new curse? Do you ever run into them at night? Lose 4 Reputation.

5 – 8) Dreamstate

[DREAM ★★★][MAGIC ★★★][SENSES ★★★][MOOD ★★★] – Timer: 8

The afflicted is having a contagious dream that is slowly but surely spreading to everyone in the village. I hope for your sake that it's not the dream with the feet.

Consequence: You and everyone else in the village are pulled into the shared dream. Draw a card to see how many weeks it lasts. What is the dream world like? How do you escape? Lose 4 Reputation.

9 – Q) Unstabled Nightmares

[SLEEP ★★★][MAGIC ★★★][MOOD ★★★] – Timer: 13

Horrific creations are conjured from the afflicted's unending nightmares to terrorise the entire village. Worse still, they protect their unwitting creator.

Extra: To administer the potion, you'll have to get past the Nightmares. Draw a card for you and a card for the nightmares. If yours is higher – you get it to them and cure them! If yours is lower – the Nightmares stop you. Decrease the Timer by 1 and try again if there is time.

Consequence: The Nightmares steal their creator away into the night. What foul tidings do you hear about them? Lose 6 Reputation.

K) Star Sighted

[CURSE ★★★][SENSES ★★★][TEMPERATURE ★★★] – Timer: 8

The afflicted lives in perpetual night, unable to see or feel the sun. While this makes for excellent stargazing, it leaves them pale, cold, and miserable.

Consequence: They see something that hides behind the sun that terrifies them into becoming a hermit. What do they describe? Lose 5 Reputation.

Were~What?



A

Rat

Pigeon

2

Beaver

Toad

3

Otter

Salamander

4

Badger

Eel

5

Pine Marten

Turtle

6

Pig

Eagle

7

Squirrel

Seagull

8

Cat

Raptor

9

Highland Cow

Robin

10

Goat

Penguin

J

Human

Falcon

Q

Bear

Owl

K

Wolf

Drake

Forest & Bog Reagents

Nightcap ★★ – PLANT – Forest (5) – Bog (7)

These nocturnal nuisances are beautiful blue mushrooms with star like patterns. Their spores induce instant dream filled sleep in any who breathe them in.
Spores can be added RAW for [SLEEP] and [DREAM]

Unicorn Powder ★★★ – ANIMAL – Forest (9) – Wild Lodge (6)

While unicorns slumber, the fungi in their horn breaks down and spores out with great healing effect, curing the sleeping beast of any ailment.
Powder can be added RAW for [INFECTION]

Wisp Fire ★ – MAGIC – Forest (1) – Bog (3)

Requires a WAND to Collect

These normally malignant little blighters love nothing more than to lure travellers into the bog or some other terrible fate. Get revenge by using their fire for good.
Fire can be added RAW for [SENSES]

Dryad Sap ★★★ – MAGIC – Forest (8)

-4 in Spring and Summer

The blood of dryads runs thick like the trees they inhabit. They give it freely to those who are in need of it but be careful of its price.
Sap can be BOILED for [WOUND] and [PAIN] but can only be gathered once per Season.

Moth Dust ★ – ANIMAL – Forest (6) – Bog (4)

+2 in Winter | -1 in Summer

While not the most appetising ingredient for a potion, the dust that falls from moth wings can be used to great effect.
Removes 1 point of Poison
Dust can be added RAW for [POISON]

Dragon Moth Dust ★★★ – ANIMAL – Bog (12)

The dragon moths used to be the pride of Glimmerwood but something happened long ago and now only one remains. The dust from its wings has great power.
Removes all points of Poison
Dragon Dust can be added RAW for [POISON] [CURSE]

Deathweeds ★★ – PLANT – Bog (8)

+2 in Winter

Thankfully these nightmarish vines hide beneath the mud during the day but at night, they prowl, entangling anything they can grab as they drag it into the bog.
Weeds can be BOILED for [WARTS] and [RASH]

Mountain & Clouds Reagents

Night Quartz ★ – MINERAL – Mountain (2)

These glowing crystals light up the foothills of Moonbreaker Mountain whenever the moon shines upon them.

Quartz can be sold for 2 Silver.

Quartz can be CRUSHED for [MOOD]

Snippet of the Mountain Song ★★★ – MAGIC – Mountain (11)

Requires a WAND to Collect

The moonlight dancers leave behind an echoing song that makes poets and bards weep like children and lifts normal folk out of the deepest miseries.

Song can be used for [MOOD] unless they have Bard Boils.

Balloon Gas ★★ – MADE – Isles (6)

The lighter than air gas used to make the various airships of the world float is a great cure for many bodily issues. Just be careful not to light it.

Gas can be added RAW for [LUNGS]

Nectar of the Gods ★★★ – MAGIC – Isles (11)

The demi-gods are obsessed with this glowing honey water, claiming it gives them strength and potent magical powers. Guarded jealously in casks during the day it flows freely during their nightly parties.

Nectar can be DISTILLED for [MOOD] and [SENSES]

Galaxy Dust ★★★ – MAGIC – Mountain (12) – Isles (8)

-3 in Winter

When the sky is dark and the belt of the galaxy hangs high above, keen eyed witches may spot the shimmering space dust falling like glowing snow.

Dust can be added RAW for [MAGIC]

Aurora's Light ★★★ – MAGIC – Mountain (13) – Isles (11)

Requires a WAND to Collect

The light from the Aurora Lighthouse fills sailor's hearts with joy with every pass.

Light can be DISTILLED for [MOOD]

Meteor Rain ★★★ – WATER – Isles (10)

When icy meteors burn up in the skies above, they rain down upon the whole of the Rannoc Ranges but only in the Cloud Isles can you get it while its still fresh. Definitely easier to find at night as the bright flash of it above can be seen for miles around.

Rain can be added RAW for [CURSE]

Loch & Depths Reagents

Ghostly Grog ★★★ - MAGIC - Loch (10) - Depths (13)

Look, my area of expertise is ailments not afterlives. I have no idea how they managed to get the ghost of grog but I do know that it makes an excellent reagent.
Grog can be BOILED for [GHOUL] and [SPIRIT]

Claw Coral ★★ - ANIMAL - Loch (9) - Depths (4)

Some species of crab like to coat their pinchers in this surprisingly tough coral in order to give them the upper-claw in a fight. Best to find it not on a crab if able.
Coral can be CRUSHED for [BONES]

Ghost Light ★★★ - MAGIC - Loch (13) - Dungeon (11) - Depths (9)

Requires a WAND to Collect

Not just any ghost will do, they need to have that special something. As awful as it sounds, think of them like a fine wine, the older the ghost, the better the light.
Light can be DISTILLED for [SPIRIT]

Dreamwater ★★ - WATER - Loch (7) - Depths (5)

Sprayed by the easily spooked pillowfish, this oily water is great for patients struggling to find sleep whether they want to or not.
Dreamwater can be DISTILLED for [DREAM]

Otter Snotter ★ - ANIMAL - Loch (2)

+3 in Winter

I know it's gross but some of the old recipes call for things like this to remind people that witches aren't to be called upon for every cough and sniffle!
Snot can be BOILED for [COUGH]

Pressure Bubble ★★ - MAGIC - Loch (10) - Depths (5)

Divers speak of these dangerous bubbles with greater awe and respect than any shark or kraken. They can be spotted by their tell-tale shimmering.
Bubble can be added RAW for [EAR] and [BLOOD]

Ancient Anger ★★ - MAGIC - Depths (9) - Dungeon (12)

Requires a WAND to Collect

Aged like a fine wine, the anger that the old ghosts feel is unlike anything a mortal can understand.
Anger can be DISTILLED for [MOOD]

Dungeon & Strange Reagents

Vampiric Supplement ★★- MADE - Dungeon (6)

Some vampires don't like the idea of drinking blood and have created an ethical supplement. Some witches have done the same for cauldron staples like eye of newt.
Supplement can be added RAW for [BLOOD]

After using this reagent, draw a card, if it is a ♥ then the vampire catches you and demands recompense; 10 Silver or blood. Which do you choose?

Trap Oil ★★ - MADE - Dungeon (1) - Workshop (4)

Any good trap keeper uses the purest trap oil to ensure that their devious machines keep running long after the dungeon has been abandoned.

Adds 2 Points of Poison

Oil can be BOILED for [BONES] or [EAR]

Foul Incense ★- MADE - Dungeon (3) - Strange (5)

Cults and species with different senses of taste to us use these awful smelling incense sticks to commune with their gods.

Adds 1 Point of Poison

Incense can be used for [SENSES]

Incense is needed to use the Dark Altar (page 3)

Nightmare Hair ★★★ - MAGIC - All Regions (10)

These twisted denizens of the dreamlands sometimes sneak through to the waking world to find new minds to prey on. Don't keep too much of this in the house without a dreamcatcher!

Hair can be CRUSHED for [DREAM]

If you collect this reagent and have no Dreamcatcher (page 2) then you are plagued by nightmares and must Decrease the Timer by 1 at the start of the next Forage.

Twisted Poison ★★ - MADE - Dungeon (4)

Some people take our craft and turn it on its head. Thankfully we can play the ol' reverse reversal card and use their poisons for good with the right know-how!

Adds 3 points of Poison

Poison can be DISTILLED for [POISON] and [STOMACH]

Infernal Sauce ★ - MADE - Strange (2)

Every street food vendor in that strange shifting city of demons has a bucket of this sauce hidden somewhere in their cart. It is horrifically spicy.

Adds either 3 points of Poison or Sweet. Draw a card to see which the patient thinks it is: Red - Sweet. Black - Poison.

Sauce can be BOILED for [TEMPERATURE]

High Rannoc Village ~ Night

The familiar cobble streets and cottages take on a strange and unfamiliar appearance at night. Few lights are lit besides the tavern and the glowing blue face of the Lunar Tower which softens the shadows with a mystical light. It is quiet and yet the faint sounds of life can be heard everywhere.

- A You overhear an argument through an open window as you pass by. Who is arguing? Over what? Is it serious?

- 2 Your familiar introduces you to one of the village animals that they've already met. With your familiar translating, what do you talk about? What secret of the village does it know?

- 3 The village's guard seeks you out to ask your advice in a mysterious and potentially magical crime. What happened? Choose 3 cards and make a note of them then shuffle them back into the deck. Whenever one of these cards come up, you find a clue. Once you find all 3 cards, solve the crime and gain 1 Reputation.

- 4 A denizen of Hero's Hollow is wandering the streets looking awfully lost and confused. Who are they? How did they end up here? They ask if you can guide them back to the dungeon and offer a reward. If you do, Decrease the Timer by 1 and draw a card to gain a Dungeon reagent equal or less than the card's value.

- 5 One of the villagers is out for a nightly walk and asks if you'd like to come with them. What do you chat about?

- 6 A traveller has arrived at the village in the dead of night and found there is no room at the inn. They ask if they can stay at your cottage for a few nights and say they will pay 10 silver per night for the trouble. Who are they? Do you take them in? What is it like having a guest? What help or hindrance are they?

- 7 The doctor is up with a difficult patient, it sounds like they could use a hand! What is the patient suffering from? Draw a Novice Ailment and start a secondary Forage. If you succeed, gain 2 Reputation.

- 8 As you pass by the Ritual Stone you feel a strong magic in the air. Reduce the Foraging Value of all MAGIC reagents by 4 during this Forage or Downtime.

- 9 A brawl has broken out at The Copper Fox and the inn-keeper begs your help in putting an end to it. Draw a card for you and two for the brawlers. If your card is higher – you get them to stop. How? Gain 1 Reputation. If your card is lower – they keep fighting and you get dragged into it. How does it end?

- 10 A friendly villager has left a package for you at the Copper Fox Tavern. Draw a card and gain a reagent equal to its value from any Locale.

- J A ghostly figure stands in the town fountain. If you ask, it explains that it is bound to the statue here. Do you stay and talk for a while? If so, take one of the Jokers from the deck and place it aside, at any point during your Downtime or Forage, you may uncover it to find a First Steps (Apothecaria, page 53) clue.

- Q A restless adventurer wanders around the village, they explain that they can't sleep as some part of their quest has them concerned. What is their quest? What concerns them? What advice or consolation do you give them?

- K You catch one of the villagers sneaking back to their house, careful to stick to the shadows. They have something terribly suspicious on their person; cultist robes, a dirty shovel, a bag of silver, or something else. What excuse do they give? What proof do you have? What comes of this encounter?

Glimmerwood Grove ~ Night

The mystical appearance of Glimmerwood is amplified at night as Will O' Wisps flit between the glittering trees and shining flowers. The gentle glow of ley-lines and standing stones bathes the forest in soft light which makes it easy to explore even without a lantern.

No Light Source Needed

The wisps try to lead you somewhere. Do you follow? If so, draw a card:

- A
- ♥ – They take you to a reagent! Gain any one Forest reagent.
 - ♦ – They lead you to something of value (worth 20♦). What is it?
 - ♣ or ♠ – They trick you into something foul. What situation have you found yourself in? Decrease the Timer by 1.

- 2
- As you cross a shallow stream you see a naiad dancing in the light of the moon. Their feet touch the water's surface but do not sink beneath. They invite you to dance and when all is done, they leave you by a rare reagent. Gain any Forest reagent of value 10 or more.

- 3
- You spy someone from the village creeping through the woods. Who is it? Draw a card to see if you can follow them and discover what they're up to. If you confront them outwith the woods they claim to have no knowledge of it.
- Queen or King – You catch them! What are they doing?
Any other card – They disappear out of sight.

- 4
- Something follows you through the woods, always watching. Its presence scares animals into hiding and makes the dark woods darker. What rumours have you heard about this being? Do you ever see it? Lose 3 Foraging Points.

- 5
- You come across a piper playing for an audience of beasts. Their song seems to have attracted one kind of creature in particular tonight, what is it and what does the song sound like?
Do you stop to listen or talk to the piper?

- 6
- You come upon the troll bridge where someone is in a deep argument with the toll troll about the cost of passage. Do you get involved? Do you have any ideas on how to make them both happy?
The troll does not let people pass for free but will listen to ideas. If you want to leave their response to fate, draw two cards, if they match in colour, suit, or number, they agree to your idea!

7 You spy something glowing at the bottom of a glittering dark stream. Draw a card and gain a MAGIC reagent equal to or lower than its value.

8 Walls of thorny vines erupt from between the trees, trapping you in a clearing with a very grumpy dryad. The forest strikes out at you before the dryad wakes fully and calls it off. Draw a card to see if you get hurt. Red – You're alright. Black – Something hit you. What was it? Decrease the Timer by 1 as the dryad heals you.

9 In a starlit clearing up ahead you see a herd of sleeping unicorns. If your Reputation is less than 20, they are spooked by you and flee. If your Reputation is greater than 20, they let you approach. Gain a Unicorn Powder reagent (page 10) and heal any wounds you have.

10 The enchanting sounds of elves dancing and singing can be heard from deep in the woods, it draws you nearer but no matter how much you search you cannot find them. Decrease Timer by 1.

J You round a glittering tree and see a were-creature standing alone in a moonlit clearing. Do you know them? What are they doing? Do you approach them?

Q One of the mischievous wisps starts to follow you. It seems curious about you and stays by your side for weeks. You now have a Wisp (page 2) for the rest of the Season.

K The nightcaps are springing! Their beautiful glittering spores spread like mist through the woods, breathing them in causes you to fall into a deep sleep till morning. Gain a Dreamcap reagent but Decrease the Timer by 3.

Blastfire Bog ~ Night

The Bog never sleeps but its choir does change. Gone are the bird song and toad croaks, replaced with the chirping of insects and the drums of goblins. Keep watch for the eyes in the shadows lit by the blastfire and watch your step, there is nothing worse than being stuck in the swamp at night.

- Your coracle hits something and tips you out into the frigid water.
- A Lose a collected reagent (and potentially a shoe) as you struggle to get back in.

- 2 A group of young goblin foragers stop you and ask if they can tag along with you for the night. Gain 3 Foraging Points per turn but draw a card when you choose to end the Forage.
Red – All is well. Black – They've stolen one of your reagents!

- 3 You notice the fireflies flashing in strange rhythms tonight, almost as if they're trying to send a message. What do you think they're trying to say?

- 4 Some strong as stone bracket mushrooms circle their way up a tree here letting you get a good view of the swamp around you. Gain 3 Foraging Points.

- 5 Your coracle bumps into a moss covered alligator which takes a bite out of your paddle. How do you get away? Decrease the Timer by 2.

- 6 As you pass beneath the hanging leaves of a willow tree, the branches suddenly dart out and grab you! Draw a card to fight it off:
Red – You manage to break free and escape. Lose 1 collected reagent
Black – The tree manages to take a bite before you get away, injuring you. Decrease the Timer by 3 as you tend your wounds.

7 A cloud of moths swarms around your light source plunging you into darkness. Lose 2 Foraging Points as you stumble around in the dark for a while.

8 Some goblins invite you over to their mossy hut and ask if you'd like to trade. Treat this like you would a visit to Bits & Bobs (Apothecaria, Page 31). The reagents you can choose must be from the Bog, Forest, or Loch. If there are no reagents equal to a card's value, lower the card's value by 1 and check again.

9 The ground beneath you shakes and raises to reveal that you are stood on the back of a small island turtle. It slowly marches off but before you dismount, draw a card and gain a Bog PLANT reagent equal to that value.

10 You come across a skeleton tangled in the weeds of the bog. It looks like they're trying to rise from their grave and got stuck. Do you help it out? Where does it go?
If you have the Crypt Upgrade, any skeletons you free will go there.

J Luck is on your side as you come across the Blastfire Night Ferry, a reinforced riverboat run by musical gatorfolk. They invite you on-board to eat, sing, dance, and ride on through the bog. What colourful character do you meet tonight? What songs are sung?
Gain a Bog reagent of value 10 or less from the dining room.

Q You meet an old goblin shaman tending to their herd of mossy toads. They recognise you as a witch and ask to trade a recipe with you. What potion recipe do you tell them? What do they tell you?
Gain 3 Foraging Points as they tell you where to find the reagents.

K You squeeze through a hole in an old stone wall and are suddenly buffeted by a blast of wind from mighty wings. A dragon sized moth flutters in the centre of a ruined temple with no ceiling. It asks your name and introduces itself as The Moonlit Queen. It tells you of the future, what does it say will come to pass? Each time you get this result, write about a new prophecy or future vision.

Moonbreaker Mountain ~ Night

At night, the great peak of the mountain juts so high against the night sky that it seems to pierce the moon, stealing its light to shine down its northern face and causing the moonstones and night quartz to shine like fallen stars.

No Light Source Needed.

- A You hear a distant scream echoing up across the mountain from a neighbouring locale! If you go help, choose a locale and Decrease the Timer by 1. Draw a card in that locale, a villager or a character mentioned in that event is in trouble in a way, shape, or form that can be helped by your presence. Ignore any penalties mentioned in the event. Gain 1 Reputation or a reagent of equal value for helping.

- 2 The wind picks up ushering heavy sheets of rain before it and drenching the mountain side... and you. Lose 3 Foraging Points as the rain washes away tracks and makes it hard to see at all.

- 3 You come across some goat kids playing around on the glowing night quartz. As one hops between the outcroppings, a bit of quartz breaks off. Gain a Night Quartz (page 11).

- 4 An exhausted courier passes by you, near collapsing from the effort. They explain they've got an important letter for someone in High Rannoc. Who is the letter for? Decrease the Timer by 1 if you choose to deliver it.
The courier sends you a thank you letter after your next Forage.

- 5 You crest a small rise and spot a wildcat! If you have anything a cat might like, you can give it to the wildcat to earn its trust.
If you have earned the trust of the wildcat, it leads you to an ANIMAL reagent equal to the number of times you've given it a gift.

- 6 From your vantage point on the mountainside you can see the crisscrossing web of magical leylines that cover the Rannoc Ranges. Gain 4 Foraging Points.

7 Travellers have bedded down for the night here, their strange tents and bivouacs a sharp contrast to the mountain around them. One of them sits awake still and gestures you over to talk. Where are they from and where are they going?

8 A terrible bark echoes up the mountainside, the cù sith is hunting. Where do you take cover? Decrease the Timer by 1.

9 A passing gull-drake takes its chances and swoops at you! Draw a card for you and a card for it. If yours is higher – you dodge it. If yours is lower – It grabs your bag and steals a reagent! Lose 1 reagent you've collected during this Forage.

10 As you pass by one of the Guardian Stones, it lets out a dull wail and puts out its blade to stop you from going any further. What danger do you think it may be keeping you from? Lose 2 Foraging Points or Decrease the Timer by 1 as you'll need to find another route.

J People made of moonlight leap and dance across the blue-green grass of the lower hills until they reach a standing stone. Once they stop, they whisper to you in an ancient choir, a secret about the mountain. Gain 3 Foraging Points. What is the secret?

Q **You fall through a thin patch of earth into some sort of mole-person village. The near blind animal folk welcome you warmly and trade stories of the surface for their own. Usefully, there is a mole merchant here who can be bought from in the same manner as Bits & Bobs (Apothecaria page 31)**

K You make your way to the peak and see that the moon is in fact exceptionally close. The dragon sits in the bright moonlight, glowing from its energy. It offers you some of the harnessed energy and tells you a story about the moon. Gain 4 Foraging Points as the moon's energy attunes your tools.

The Cloud Isles ~ Night

At night the Cloud Isles are lit by the Aurora Lighthouse as it guides airships through the treacherous terrain. For those that can explore its majesty, the islands can be a place of unmatched beauty and incomparable danger.

- A cloud of black furred bats bursts from one of the island caves.
- A They fill the air making it near impossible to see or fly. Lose 3 Foraging Points.

- 2 A herd of black pegasi go flying past just above you. One of their riders challenges you to a race round the isles. If you race, draw a card for you and two for them. Highest single card wins. If you win they offer you one of the pegasi whenever you visit the isles. With this reward, you gain 2 Foraging Points per turn in this Locale.

- 3 A terrible gust blows you off your broom! How do you slow your fall? Draw a card to see which Locale you land in:
♥ – Glimmerwood Grove ♦ – Meltwater Loch
♣ – Moonbreaker Mountain ♠ – Hero's Hollow

- 4 One of the airships lets out a flare, prompting the others to do the same until the isles are lit by a bright red light. What does that flare mean? Gain 4 Foraging Points.

- 5 The sky is lit up by the burning trails of meteors as they shower down from space. Many folk take this as an omen of things to come and there seems to be some truth to it. Draw a card to see what it fortells: Red – Fair fortune. Start the next Forage with 4 Foraging Points. Black – Ill omen. Decrease the next Ailment's Timer by 2.

- 6 You realise a little too late that this island is the roost of a sleeping dragon. Draw a card to sneak through: Red – You make it past silently! Black – You wake the dragon and it is furious. The only way to escape is to Move to another Locale. Where do you go? You cannot return to the Cloud Isles during this Forage.

- 7 The captain of a docked airship waves you over and asks what brings you out so late at night. If you have the time, they share stories of far-off places and, for their own good luck, give you 1 silver. Decrease the Timer by 1. If you haven't the time, they let out a flare to aid you. Gain 4 Foraging Points.

- 8 You stumble upon a group of gods and demi-gods in the middle of a wild party. Someone asks what you're the god of. What do you tell them? How do you keep up the ruse? What godly gossip do you get told by loose lipped deities? Gain 1 Nectar of the Gods (page 11)

- 9 A shot rings out in the night as a shard hunter shoots at you from one of the smaller islands. Draw a card for them and a card for you. If theirs is Higher – They shoot your broom causing you to crash into another Locale. Choose a Locale to Move to. If theirs is Lower – You avoid their shot. How do you react to this attack?

- 10 As you take a moment to rest an unnatural sleep takes you. In your dreams you are visited by a strangely lucid stranger who introduces themselves as the God of Dreams. They take you on a journey through your dreams to reveal something to you but you can only remember a small fragment of it. What do you remember?

- J The Aurora Lighthouse keeper beckons you to join them, providing you with a warm cup of tea and some profound musings about the stars and sailors. What saying sticks with you?
Whenever you get this result, write about the lighthouse and its philosophising protector.

- Q You land on an island where a class of young witches from the Arcane Academy are getting a lesson on celestial bodies. What do you learn about the cosmos above?

- K A falling star burns in the sky above you, illuminating the floating islands for a few magical moments. Make a wish and draw a card.
Joker – In some way, throughout the game, it comes true. What did you wish for? How does it begin to manifest?
Otherwise – Who knows. Perhaps one day it will.

Meltwater Loch ~ Night

Night black and tranquil, the loch is a place of serene relaxation for some and unsupervised parties for others. But be warned, strange things lurk beneath the waves of the loch... and above them too.

Keep an eye out for the bountiful fauna that comes to the loch at night.

- A In the darkness the water slowly lights up as bioluminescent fish start to school below your boat. The lights become more and more plentiful as the fish form intricate, dancing patterns. After reaching a crescendo they gradually disperse leaving an animal reagent. Draw a card and treat it as an ANIMAL reagent of the same value.

- 2 As you pass an island you spy an orange glow and hear low voices. Some campers are sitting around a fire telling ghost stories, when they see you they invite you to join, assuming you must have some real spine tinglers. Do you know them? Do you tell a story? If so, what is it?

- 3 The surface of the loch here is covered in glowing, milky algae. It looks beautiful but you know it's poisonous to touch. Decrease Foraging Points by 3.

- 4 Tendrils of thick fog roll over the waves and before you know it you are floating in a world of white. It's impossible to navigate. Decrease the Timer by 1.

- 5 You hear an ominous scrape as your boat is struck by some sharp obstacle, unseen in the dark. The thing is useless now! You'll have to swim. The Timer Decreases by 2 instead of 1 in Meltwater Loch this Forage.

- 6 The water is still, like a mirror reflecting the starry sky. You look down and notice that your own silvery reflection is beckoning you. Draw a card: 1 - 6: They are trying to be friendly with you
7 - J: They are trying to give you a warning
Q - K: They manage to switch places with you! Decrease the timer by 3 as you find a way back. What happens in the reflected world?

7 You find a (possibly) familiar siren asleep by an island but it seems their sleep is troubled. If you approach they wake, shaken, complaining of nightmares. What were they dreaming of? Do you try to help?

8 You not so much hear as feel the silent wings of an owl glide overhead. It flies in wide circles, silhouetted against the moonlit sky. On its last lap it drops a reagent on your boat and flies off into the night. Draw a card and gain a MAGIC or ANIMAL reagent equal to its value.

9 The night goes silent and your ears sharpen. You hear faint splashing from a spot near the shore. When you shine your light on it you see a bustling patch of water teeming with nocturnal life. This place is more alive now than it ever was during the day! Increase Foraging value by 2

10 The stars glow above you and your boat rocks gently side to side. On the wind you hear faint, beautiful music. Sleep washes over you like a gentle wave. Draw a card to resist and add 1 to the result for each level of severity on your ailment. If the result is higher than 5 you resist the oncoming fatigue. Otherwise Decrease the Timer by 2

J A large group of small animals are sleeping in a tangle, curled up on the beach and floating in the water. They seem to be forming an adorable, fuzzy minefield. Decrease the Timer by 1 to go around or draw a card to pick your way through. If the card is 5 or more you make it past in skillful silence.
If not they awaken, and they are furious! Lose 1 reagent.

Q The ghostly sailors are having a party and somehow rope you into joining them. What do they get up to? What death tales are you told? What mischief do they cause on the loch? Decrease the Timer by 3 but gain a Ghostly Grog, Ghost Light, and a Ghost Goo (Apothecaria page 29) reagent.

K Occasionally you spot a figure just on the edge of your vision. When you finally get a good look it seems to be a mer-person but with monstrous, anglerfish-like traits. They seem curious about you but try to stay out of sight. Do you manage to get close to them? Why were they hiding? Each time you get this result write about your relationship with them.

Dreamwater Depths ~ Night

When the sun sets and the moon rises, the ghosts of Dreamwater Depths come out in droves to mirror their past lives. While many cannot see or feel you, there are a few special cases. Be careful, young witch, exploring by ghost light is not for the faint of heart and the depths have worse things still.

- A A passing ghost stops and stares at you, as does another, and another, until an entire crowd surrounds you. What could they possibly want? Can they somehow see you? As creepy as it is, their light makes it easier to see here, gain 3 Foraging Points.

- 2 As you pass by an unseen hole, you spook a pillowfish which sprays a cloud of Dreamwater at you. Draw a card for you and a card for the fish. If yours is higher – you escape! If your is lower – you fall asleep and have a vivid dream. Decrease the Timer by 1 and move to Meltwater Loch as you wake on the shore.

- 3 You come across an ox sized crab and it doesn't look too pleased that you're here. Any ♠ cards you draw while Exploring during this Forage are interrupted by the cantankerous crab. If the event has a Negative effect, it happens automatically. Why is it so angry?

- 4 An anchor drops down from above, breaking part of the ruins. What did it break? Do you find out whose anchor it was?

- 5 You interrupt two merfolk trying to have an intimate moment. They are none too pleased and accuse you of snooping. How do you defuse the situation? If you get this event again during this Forage, they tell everyone that you were spying on them. What repercussions does this misunderstanding have later on?

- 6 You see something glinting and shining in a hole just up ahead. It looks big enough for you to squeeze through? Do you? Draw a card:
♥ – It was a reagent! Gain a Depths Reagent of any value.
♦ – It was treasure! Gain something worth 50 silver.
♣ or ♠ – It was a creature's lure. It wounds you, forcing you to leave the depths to recover. Decrease the Timer by 3.

- 7 A ghost stops and speaks at you. There is no sound but you can make out some of the words by watching their mouth. What disjointed message can you make out? What clue does their expression give?

- 8 The dull and muted sound of a bell ringing cuts through the silence and you see ghosts making their way to the temple. If you go near, you can hear the faint far off sound of singing and a snippet of their sermon. What is said? What tone does it have?

- 9 You see the glint of a shiny pearl in the centre of a truly massive clam. If you try to grab it draw a card for you and a card for the clam. If your card is higher than its by 4 or more – You grab it! Keep it as a decoration or sell it for 100 Silver! If your card is lower at all – The clam snaps shut, trapping you inside. Decrease the Timer by 8.

- 10 The Sunken Bell atop the coral covered clocktower tolls loud and clear causing all the ghosts to change to a dull red. What does this mean? How does their behaviour change for the worse?

- J You find an entrance to Hero's Hollow and remnants of an ancient battle. What do you think happened here? Do you take anything? You may now travel freely between Dreamwater Depths and Hero's Hollow without Decreasing the Timer.

- Q A ghost passes through you and for a moment you see the depths as they were in its day, before they were underwater. What do you see?

- K You come upon Bàs Bàta sleeping in its lair surrounded by ship parts and bright coral. If you have cured its Broken Tooth, Bàs Bàta is no threat and wakes at your presence, turning playful in seconds. If you haven't cured its Broken Tooth, draw a card for you and for it. If your card is higher – you may pass. If your card is lower – it wakes and chases you through the depths! Decrease the Timer by 2.

Hero's Hollow ~ Night

While most of Hero's Hollow is in perpetual darkness, somehow the denizens seem to know if it is day or night. Different creatures walk the dungeon's hallways and the dungeon itself seems to become just that little more devious.

- A You come across a little creature repairing one of the dungeon's traps! What does it look like? Do you talk to it or scare it off?
Decrease the Timer by 1 as you'll need to watch your step tonight.

- 2 You hear whispers up ahead. It sounds like one of the villagers has come to the Hollow for some strange purpose. What are they whispering? Does anything respond to them? Do you confront them?

- 3 Moving quietly, you step into the shadows of a chamber filled with cultists in the middle of some strange ritual. As you watch, you recognise one of the villagers! What are they doing? Do you let them finish the ritual or interrupt? What happens?
If you confront them outside of this event, what do they say?

- 4 While exploring a quiet part of the dungeon, you come across a book that someone has just left lying around! If you take it back to the Library at any point, gain 5 Silver.

- 5 Schlorp! You've stood in a slime and while it's easy enough to get off of your shoe, it seeped right in and is uncomfortably gross feeling. Gain 1 less Foraging Point per turn than you normally would (min. 1) or Decrease the Timer by 1 to clean your sock/foot.

- 6 An ominous click, a rattling rumble. You've triggered a deviously complex and fiendish trap. Draw a card:
♥ – It is broken! Nothing happens
♦ – It was just a prank trap. What minor inconvenience do you face?
♣ or ♠ – You narrowly avoid the danger but lose all your collected reagents in the process. What was the trap? How did you escape?

- A shady looking potion seller greets you as you enter a chamber full of bubbling concoctions, glowing vials, and other showy nonsense.
- 7 They offer you an Energy Potion for 10 Silver. If you take it, draw a card: ♥ – Gain Foraging Points equal to the card's value. Otherwise – You feel terribly sick. Decrease the Timer by 2.

- 8 Two chatty ghosts appear through the wall beside you and seem to get the fright of their after-lives. They ask who you are and what you're doing in the Hollow. Gain 4 Foraging Points as they're happy to float around with you and chat about the dungeon.

- The gentle sound of snoring fills this room as you realise too late that you're in a monster's lair. Draw a card to sneak out:
- 9 Red – You make it!
Black – You wake the monster and it is angry. Lose 2 Foraging Points as it chases you through the dungeon.

- 10 A strange looking altar stands alone in this temple chamber. As you approach, a voice rings out asking for an offering of 2 Silver. If you pay, the altar speaks of the god that it serves and bestows a vague blessing upon you. What god does it serve and what does it apparently bless you with?

- J Music fills the air as you enter what looks like a concert hall. A group of monsters have taken the stage and are playing a strange song while the crowd dances and sings. Before you can react, someone grabs you into the dancing. Decrease Timer by 1.

- Q Dust fills the air as you push back a hanging curtain to reveal an ancient arcane laboratory. Its contents have been scattered around and broken but there may be something useful here. Decrease the Timer by 1 to find a Dungeon reagent of any value.

- K You run into the Dark Ruler of the Underlands as they are dealing with a dungeon dispute. They ask for your wisdom on the matter and have the two denizens explain their dispute to you. What are they arguing about? What do you advise? Gain 1 Reputation.

The Strange ~ Night

The constantly shifting city is confusing enough during the day but with the added confusion of darkness and the dangers it brings one thing is for sure – the dark backstreets are no place for a tourist to get lost!

Without the Tourist Map, do not gain Foraging Points each Turn.

- A The moon above you laughs and cackles in a terrible fashion, making it hard to concentrate on the task at hand. Lose 2 Foraging Points.

- 2 You come across one of the box headed machine people sitting on a doorstep, its screen displaying a strange image of something. What is it showing? Does the creature awaken from its “sleep”?

- 3 The rules have changed during the night and now something utterly benign lands you in trouble with the city guards. What did you do? Decrease Timer by 1 or pay the fine by drawing a card and giving them Silver equal to the card’s value.

- 4 The way is blocked by a gargantuan demon who has had too much to drink and went for a healing nap. Decrease the Timer by 1 as you’ll need to find another way around.

- 5 Some demonic youths are wreaking havoc in the streets and have chosen you as the target for their pranks. What mischief do they cause? How do you get them to stop? Lose 4 Foraging Points.

- 6 Some demons are playing a game in this street and invite you to join. What are they playing? Do you play? If so, draw a card for you and a card for your opponent. If your card is higher – You win! For the rest of this Forage one of the demons acts like a Tourist Map. If your card is lower – You lose, pay up! What do you give them?

7 A vicious beast emerges from the sewers beneath the city and chases you! What does it look like? How do you lose it? Lose 3 Foraging Points.

8 A helpful demon calls down from their balcony to ask where you're headed. They chit-chat about the city if you have time and recommend a great place. Increase the Timer by 1 or gain 2 Foraging Points.

9 You find yourself in some sort of gallery. Strange music plays through the winding spaces and even weirder paintings and statues fill the rooms. What sort of things do you see? Do any pieces draw you in or intrigue you? Why?

10 You come upon the Bizarre Bazaar still in full swing. Mysterious clouds of incense and spirit smoke hang in the air while sellers call over each other to declare that everything is a third off. You may buy any MAGIC reagent for 2 silver x its Foraging Value.

J You happen upon a black clad figure at a quiet dead end. They've just finished a *job* – thievery or something worse – but they're injured and ask for your help. If you help them, Decrease the Timer by 2 and gain 20 Silver. What do they tell you about their *job*? How did they get injured?

Q You come across a sorcerer who seems very much at home here. They seem interested in your craft and offer to teach you some useful magic if you share yours. Decrease the Timer by 2. Every time you get this event, gain a Sorcerer's Spell (page 2) and write about your night with the curious conjurer.

K The clock strikes midnight... again and the city shifts. Bits of roofing fall into the streets, colours change, and the Tourist Map is rendered useless! You no longer gain Foraging Points each turn until you get a new Tourist Map.

