

Apothecaria



Hogle's Night

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A Witch's Duty

As Bogle's Night fast approaches, we witches see a change upon the land that our non-magic friends may be ignorant of. In this time of weakness between the realms of the living and the dead, ghosts and spectres start to walk among us.

Most folk think that they only appear on Bogle's Night but ye should keep an eye out for those early birds that want to check in on their descendants and end up a little lost or worse.

The other thing that a witch ought to know is that it ain't just friendly ghosts coming out of the Land of the Dead during this fragile time. Monsters, bad 'uns at that, emerge into the shadows. Most folk take to Guising to fool these spectres but ye may find yerself called upon to use that wand of yours if'n yer not careful.

Oh, an lastly, it is the duty of the witch o' High Rannoc to enter into The Manor and face its shadowy owner.

Do not shirk this duty

High Rannoc has been left alone for centuries thanks to our agreement with those that live in The Manor and I ain't about to let ye ruin it.

Before Bogle's Night falls upon us, ye must head through Weaver's Wood and into The Manor. Find whoever is in charge and strike a deal with them, otherwise they will depart and leave all the visiting spirits trapped here.

To find the keeper of The Manor, you will need to wear a Guise and draw an Ace on The Manor – Guised (pages 21-22). This will prompt you to Strike A Deal (page 4) which must be accomplished before Bogle's Night ends.

A Witch's Other Duty

Beyond the usual fare of saving the villagers from death, disease, and monsters, it is yer greatest duty as the witch of High Rannoc to put on the spookiest Bogle's Night display. Jumpkin Jack-o-lanterns, skeletal assistants, bats, rats, and black cats, whatever you like just make sure that folks leave feelin' scared but satisfied.

And while ye might think this is just some silly tradition – which it mostly is – there is some use to it. A good fright, like a dose of the flu, improves the body's ability to deal with it and by my hat do these people need a good dose of fright every now and then.

Each night during the last Week of Harvest (Autumn), the Guisers will start to arrive at your cottage looking for Treats. If they make it through your display, you will have to give them Treats, as is the ancient accord.

Treats can be gained in two ways:

- Buying 1 Treat for 1 Silver from the village Baker or any other character you think could provide them.
- Using a Reagent that has points of Sweet. Each point of Sweet is equal to 1 Treat.

Each Guiser that makes it gets 1 Treat and you simply **draw two cards** to see how many make it through each day. If you don't have enough Treats for the Guisers, they play a prank on you. Usually something that will take a Downtime Segment to undo. What do they do? How do you feel about it?

The Trick

Making your haunted cottage takes a bit of time but thankfully you're a witch and creepy things are easily found for us.

During each Downtime, you may spend a Downtime Segment to add something spooky to your cottage or the grounds outside. This could be as simple as having your Familiar make noises from a hidden place or as complex as recruiting skeletons from Hero's Hollow, stealing webs from the Weaver's Wood, building coffins, hanging scarecrows, or even casting spells to make it rain or bring the trees to life.

Each Downtime Segment you spend reduces the total value of the Guiser cards by 1. Take time to think about how your Bogle's Night display looks and how the Guisers who come to visit react as they pass through.

Striking A Deal

The Keeper of The Manor is not an unreasonable being and will make some form of deal with you to keep the village safe. When you meet them, draw upon the table below to see what it is they ask for.

You may deny the first two deals but doing so will see you stuck with the third.

If you fail to complete the Deal by the end of Bogle's Night then The Manor disappears and takes with it the way back to The Other World, trapping the visiting spirits in our world until next Bogle's Night.

Until next Bogle's Night, tensions arise between the living and the dead as ideas clash at every turn. Spirits repeatedly, whether by accident or boredom or malice, spook the living. Arguments abound and old feuds are resurrected.

As the year passes, think about how you can help ease these tensions and how characters might change over time.

- A** They want to feel fear for themselves. They will come to your cottage on Bogle's Night as Guisers with a total value of 20.
& Your cottage must scare them away completely or you fail the
2 Deal. How do they react to your decorations? What scares them? What surprisingly doesn't?

- 3** Tell them their name. To find this out you will have to ask
& around The Manor. You will need a Certainty of 50 to be sure of
4 their name. Any time you meet a Character in an Event in The Manor, draw a card and add its value to your Certainty as they help you to piece together bits and pieces about the Manor's Keeper. They won't tell you the name but they can tell you about their past which may help you find the answer somewhere.

- 5** They want you to take one of the Manor Residents and let them
& live with you until next Bogle's Night. Who or what is this
6 resident? Why do they want to live with you? What is it like having a monster as a house guest? How do your patients react to them? What problems do they cause? Do you get on with them? Consider these questions throughout the year.

They want something new, a new resident to be precise. You will have to convince or trick someone to come to The Manor and live there until next Bogle's Night. This could be a villager, a denizen of another Locale, or even yourself.

- 7** If you choose to go, how do you spend your year? What
& interesting moments stick out in your mind? You don't lose
8 Reputation for missing Ailments cause of this. The Villager's understand.
If you choose someone else, how will they act when they return? How have they changed? Keep this in mind for next Bogle's Night.

They want you to host the Spooky Soiree at The Manor this year. You can spend Downtime Segments to improve the decorations, teach the monsters how to mingle with people, and organise things like food, music, and transport.

- 9** When the Spooky Soiree comes, draw a card. If the card's value is
& less than the number of Downtime Segments you have spent on
10 the Soiree, the night is a success! If the value is higher, it is a disaster.
How does it go? How do people feel about this new situation? How do you help things along on the night?

The Manor needs maintenance and it falls to you to provide it. You'll need to avoid the residents as you fix the Floating Lights, the Enchanted Instruments, the Living Suits of Armour, and Magic Paintings. You may spend a Downtime Segment to try and fix one of these enchantments. Draw a card, if it is 10 or higher, you fix an enchantment. If it is lower, add 1 to the value of your next attempt. This stacks until you succeed or Bogle's Night passes.

- J** Once you have drawn a card, face the appropriate Manor event.
&
Q

Stay with them in The Manor until Bogle's Night while they try to win your heart and convince you to stay. You may treat Ailments as you normally do but must spend all of your Downtime in The Manor. You may still face Events in The Manor on your Downtime.

- K**
&
Joker



Tools & Upgrades



Weaver Companion – Cannot Be Bought

If you are fortunate enough to win the trust of a Weaver then they will help keep you safe from their less considerate comrades. Once per Forage, if the ALERT in Weaver's Wood reaches 5, lower it to 3 instead as your companion throws them off the hunt.

Bought Decorations – 10 Silver – Can be bought multiple times

Not everyone has the time to make their decorations themselves, these tacky merchant offerings might lack charm, and scariness, and quality, but they're better than nothing! Right?

You may add this to your Cottage Display (page 3).

It does not cost a Downtime Segment to set up these decorations. It reduces the Guiser card total by 1, just like any other decoration.

Generic Guise – 30 Silver

While a homemade guise can be as eerie and spooky as you like, these merchant offerings tend to be more... humorous, to be nice about it.

Gain a Guise.

What does it look like?

Treats – 1 Silver – Can be bought multiple times

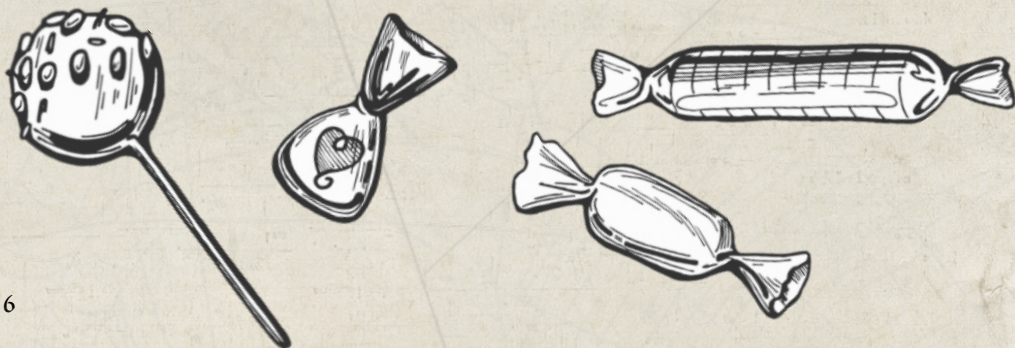
Boiled sweets, chocolates, mini pastries, mints, lollies, and many other things. Whatever the form they have one thing in common; Guisers love them.

Gain 1 Treat per 1 Silver spent.

Assistant – Cannot be Bought

This creepy helper moves in under the cover of darkness with all of their vile smelling and evil looking equipment. They set up shop somewhere out of the way but seem to always be right beside you when you call for them. Truthfully, they'd be really great to have around if they weren't so... creepy.

Once per Ailment, you can get a Creepy Reagent (page 15) from the Assistant.



Guising

I've no clue where yer from but in the off chance yer not from High Rannoc, let me explain a few key differences between our Guising and the trick treating of the lowlands.

First of all, it ain't just dressin' up for dressin' up's sake. Guising is a tradition that dates back centuries, to the time of shadows when dark spirits and fell monsters walked the land and only by disguising oneself, could a person hope to go unnoticed and unharmed.

Thankfully times are much safer now and Guising is only needed during the end of Harvest when the barriers between our world and the Realm of the Dead is at its weakest. While most folk only see the effect of this on Bogles' Night, when dead family can come to visit, the truth is that there are dangerous things out there and you would be best off blending in.

You can buy a Guise (page 6) for 30 Silver.

Or

You can make one yerself by spending 3 Downtime segments on it.

Trust me, you don't want to cheap out on this.

Once ye have a guise in place, ye'll be able to enter the Manor In The Woods (see The Manor – Guised on pages 22 – 23). Of course, if yer feelin' brave, ye can go in without one as well (see The Manor – Un-Guised on pages 24 – 25)

Ye'll also be able to go Guising around the various villages and this is where the other difference comes in. In the lowlands they just call out "trick or treat" as a sort of cute threat but up in High Rannoc ye've tae earn yer treat. Give them a story, a song, a magic trick, or some other display tae amuse and ye'll get some sort of reward. Draw a card after each Downtime Segment spent Guising and gain Treats equal to its value.

Who gives the best Treats? Who do you go Guising with? What is the atmosphere in the village like?

Likewise, ye'll find folk traipsing down to your door, expecting ghoulish frights and theatre. It's a bit of a tradition – and one I expect ye won't let die – that the village witch has the scariest house on Bogles' Night. So make sure you're stocked up with treats and think out your own "haunted house" experience for all the children and adults that come tae ye (see A Witch's Other Duty on page 3).

Mystic Services

When you meet the Mysterious Mystic in The Manor (pages 22 – 25) then you may pay for One of these Services each time you visit.

For each of these services, consider how their magic differs to yours. What rituals are involved? What do they ask of you during?

Fortune Telling – 10 Silver and a Drop of Your Blood

Unlike the folksy traditions of the villagers, the Mystics fortune telling tends to be a bit more direct. Dare you let them cast the bones and tell your future?

Take the top 4 cards from the deck and lay them out facing up, you may use these to predict the next 4 Events.

If you choose to go against your future, choose which cards to put to the bottom of the deck. Once you run out of drawn cards, return to drawing cards as normal.

Divination – 10 Silver and a Reagent

Mystics focus on showing their customers what they want or need to see. In this way they can be very helpful to witches as their crystal ball can reveal the location of otherwise hard to find Reagents.

Choose a Reagent and lower its Foraging Value to 3 until the end of the Season or until you collect it.

Revealing The Truth – 10 Silver and Something Taken To Be Burnt

Whether through intentions good or with a prying eye, this Mystic can show you a secret truth about someone of your choosing. Simply bring a token that you've taken and see the truth behind closed doors.

This is a way to explore any suspicions you might have about certain Villagers or Locale characters. What do you suspect them of? Were you right? What do you bring as the token to be burnt in the ritual? How did you get it?

A Wish – Free

Anything your heart desires but be warned witch, the price may be more than you can bear.

Anything you want to happen, happens but by Bogle's Night someone dear to you dies in an ironic way related to your wish. Who is it? What happens? Does anyone know you're to blame?

Novice Ailments

A – 3) Mad Ideas – [SENSES ★] [MAGIC ★] – Timer: 6

Typical of the season, the afflicted has been raving about some mad science involving cultish iconography, necromancy, and gross things.

Consequence: They go and make some mad thing. What have they done? Start an Intermediate Ailment with them or an innocent bystander as the patient. Lose 1 Reputation.

4 – 6) Mind Controlled – [SENSES ★][CURSE ★] – Timer: 6

The afflicted, despite dozens of cautionary tales, looked a vampire in the eye and has fallen under their control.

Consequence: They carry out the vampire's bidding. What are they made to do? Lose 1 Reputation.

7 – 9) Drunk – [BLOOD ★] [COLD ★] [SENSES ★★] – Timer: 8

The patient has had a run in with a vampire, leaving them cold, pale, and dizzy. They think it's love but it is in fact blood loss.

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

10 – Q) Sweetly Sick – [STOMACH ★] [TEETH ★] – Timer: 4

Some people just don't know when to quit and this patient is one of them. Their stomach aches and their teeth hurt after devouring their own weight in sweets.

Consequence: They go to the Doctor instead. Lose 1 Reputation.

K) The Shrinkies – [MAGIC ★★] [BONES ★] – Timer: 6

An alarming ailment for those that haven't heard of it before but nothing too serious. The patient will shrink down to about the size of a mouse with no adverse health effects. Just make sure your Familiar knows not to chase them.

Consequence: They end up on a grand adventure in the walls of your cottage. What snippets of their quest do you witness or hear? Do they eventually come out for the cure?

Intermediate Ailments

A - 3) Invisible - [CURSE ★★] [SKIN ★★★] - Timer: 6

Not a ghost, no, far too solid for that. No, this patient is material but utterly invisible and is struggling with the effects going unseen is having upon them.

Consequence: Dejected and depressed, they leave, never to be seen again. Lose 2 Reputation.

4 - 6) Lost Love - [SPIRIT ★★] [MOOD ★★] - Timer: 6

This spirit has got it into their head that you are the re-incarnation of their long lost love and refuses to accept otherwise.

Consequence: They stage an elaborate wedding ceremony at your cottage, using your Silver to pay for it. Lose ½ your Silver. Do you go through with the ceremony? Do you get them to leave? How do the guests act?

7 - 9) Possessed - [SPIRIT ★★★] - Timer: 4

A sadly common ailment at this time of year, the patient has been possessed by a spirit trying to extend their stay in the living world.

Consequence: Spirits like to live life to the fullest. What over the top things does the spirit run off to do? How does the patient finally get cured? Were there any positives to the experience? Lose 1 Reputation.

10 - Q) A Terrible Fright - [MOOD ★★] [NERVES ★★] - Timer: 6

More common at this time of year than any other, the patient has seen something so absolutely terrifying that they've taken quite ill.

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

K) Getting a Life - [MAGIC ★★★] [SENSES ★★★] - Timer: 4

A more serious form of Mad Ideas, the afflicted has got it in their head that they can create new life through some ridiculous science or magic.

Consequence: They make a monster, an intelligent but frightening creature. Treat is as Wrong Form or by helping it adjust to life. How does this new born being act? What does it look like? How was it made? How do people react when they first meet it?

Advanced Ailments

A - 3) Ghosted - [SPIRIT ★★★] [CURSE ★★] - Timer: 6

A consequence of spending too much time around ghosts or from getting lost in The Other World, the afflicted has turned into a ghost before their time and if not cured, they will be stuck that way forever.

Consequence: They are stuck as a ghost and remain to haunt the village till next Bogle's Night. What do people think about this? Do you interact with them? Lose 3 Reputation.

4 - 6) Lycanthropy

[HAIR ★★★] [CURSE ★★★] [BLOOD ★★★] - Timer: 6

The afflicted has been bitten by a werewolf and now has rampant hair growth, hygiene issues, and an unhealthy fascination with the moon.

Consequence: They run away to join the monsters in The Manor. How does their family react to their departure? Lose 5 Reputation.

7 - 9) Called Upon

[SENSES ★★★] [SPIRIT ★★★] [MOOD ★★] - Timer: 6

Sweet, siren like music calls from the gate of The Other World and this poor patient is struggling to resist joining them.

Consequence: They pass through into The Other World. If you get the K result while exploring in The Other World, you can rescue them. But be warned, this realm of the dead disappears after Bogle's Night.

10 - Q) All Dolled Up

[CURSE ★★★] [MAGIC ★★★] [SKIN ★★] - Timer: 6

An unfortunate pulse of magic, lightning strike, or the effects of mad science has caused this person's mind to end up trapped in a doll.

Consequence: Their own body is no longer usable, they must live as a doll from now on. How do they take that news? How do they adapt to life as a doll? Lose 3 Reputation.

K) Haunting Past

[MOOD ★★★] [CURSE ★★★] [SPIRIT ★★★] - Timer: 8

This patient's past has always haunted them but never like this.

Flashbacks, manifestations of their regrets, something bad is coming, they're sure of it.

Consequence: They meet their fate in a poetic way. Lose no Reputation, they had it coming.

Expert Ailments

A - 3) Lost Their Head

[CURSE ★★★] [NERVES ★★★] [DEHYDRATION ★★★] - **Timer: 6**

After a run-in with the Headless Rider, the patient has been affected by the same curse. Physically they seem fine but they'd still rather get their head on straight.

Consequence: They misplace their head and are stuck like this till its found. Add Missing Head (Joker) to your Reagent list, it can be found in any Locale. Lose 2 Reputation per Ailment until it is found.

4 - 6) Vampirism

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

Vampires love making new vampires, they're like rabbits in that sense. This patient is the latest member of the coterie but is having second thoughts.

Consequence: They've decided its easier to just be a vampire and return to The Manor. What is their favourite part of it? Lose 4 Reputation.

7 - 9) Something To Reflect On

[CURSE ★★★] [SPIRIT ★★★] [MAGIC ★★★] - **Timer: 6**

Usually caused by cutting one's self on enchanted glass, the patient has switched places with their reflection who for some reason are always right evil sods.

Consequence: The freed reflection finds a way to ensure the original patient can never return. What have they done? Lose 4 Reputation.

10 - Q) Resurrection

Requires: Golden Bark & Borrowed Time & Water Of Life - Timer: 10

Woe betide those who try to cheat Death itself, or so the old crones crow. Truth be told, heroes come back all the time and while it can be a bad idea, sometimes Death can shove it where the sun don't shine.

Consequence: They stay dead and Death does not accept rematches. What words of wisdom does Death share with you afterwards?

Extra: On top of the Reagent requirements, you will have to challenge Death itself. You may choose what the challenge is but failure means the Ailment fails. To determine who wins, draw three cards for Death and one for you. Two if you're willing to put something of yours on the line, years off your own life tends to be a favourite. Whoever has the highest card wins.

Resurrection is the only Ailment ye'll come across that is 100% optional. Heck, most folks'll respect ye for not doing it as it quite often reeks of necromancy and the requirements aren't pretty.

Expert Ailments Cont.

K) Wicked Streak

[WART ★★★] [SKIN ★★★] [SENSES ★★★] [MOOD ★★★]

[CURSE ★★★] - **Timer: 12**

This one affects you and don't go ignoring it! As Bogle's Night approaches, the ailment grows in power. It starts with a cackle, then a wart, and next thing you know your skin's green and you're trying to eat little Jimothy.

Consequence: Choose one:

1) You become a Wicked Witch and disappear with The Manor. Take on the role of a new replacement until next Bogle's Night where you can attempt to cure your predecessor of their Wicked Streak Ailment.

2) Word spreads quickly and a group of good witches show up to cure you. You have to keep moving to evade them, choose a Locale to start in and draw events until you get a ♥. Once you get a ♥ you must move to a different Locale.

Until they catch you, how does your cruelty show through? What wickedness do you unleash during events? Do you develop any evil goals? How do you work towards them?

Assign any card value (A - K) to the witches hunting you. Whenever you draw a card for an Event, draw a second card and if it matches the card you chose then the witches catch you and administer the cure. Otherwise you evade them. Ignore the regular event mechanics, you are no longer bound by them.

Lose 2 Reputation for each Event until you are caught.

Dark Wood Reagents

Dark Wood refers to the Weaver's Wood in this Expansion

Weaver's Silk ★★ – ANIMAL

Dark Woods (1) – Forest (13) – Dungeon (13)

Smooth, soft, and sticky enough to trap a deer. Most folk aren't going to be happy about it but it makes a better bandage than anything the Doctor can muster up. Silk can be used for [WOUND]

Spider Hairs ★★ – ANIMAL – Dark Woods (7)

The Weavers flick these abrasive hairs at their prey in order to blind them and make an easy kill. Wear goggles, be loud, and you can get these quite easily.

Hairs can be CRUSHED for [RASH] or [SLEEP]

If the ALERT reaches 5 and you are chased out, gain 1 Spider Hairs Reagent.

A Feeling Of Dread ★★★ – MAGIC – Dark Woods (6)

Requires a WAND to Collect

There is something evil in the Weaver's Wood but you know the old saying; where there's a cause, there's a cure.

Dread can be DISTILLED for [MOOD]

Black Water ★ – WATER – Dark Woods (2)

Eerily silent and black as tar, this frigid water really helps take the edge off a fever or dull the heat of a fiery reagent.

Black Water can be added RAW for [HOT] and [INFECTION] or [BURN]

Weaver's Husk ★★★ – ANIMAL – Dark Woods (9)

The shed exoskeleton of a Weaver left to the mercy of the forest. No animal would dare eat such a horrid thing but useful fungi have no such qualms.

Spore Ridden Chitin can be CRUSHED for [GHOUL]

Strand of Fate ★★★ – MAGIC – Dark Woods (13)

Requires a WAND to Collect

Every now and then, when the conditions are right, the Weaver Queen spins a glistening web that holds the fate of one unlucky soul. Interestingly, the fates she weaves are not always grim nor short.

Fate can be used to undo the effects of a Consequence but can only be collected once per Season.

This can allow you to avoid a patient's death or other negative effects.

Night Mare Hair ★★ – ANIMAL – Dark Woods (10)

These night-black horses are able to enter the dreams of unsuspecting people, inflicting their namesake upon them as they graze.

Hair can be CRUSHED for [MOOD] and [CURSE]

Other World Reagents

Other World refers to The Other World in this Expansion

Golden Bark ★★★ – MAGIC – Other World (5)

This ethereal golden tree stretches impossibly high into the clouds of the Other World. It is said by scholars that it is this tree that gives the dead life in the beyond.

Golden Bark can be used as part of the Resurrection Ritual (page 11) If you collect this Reagent, something in The Other World dies as you upset the balance between the worlds.

Water of Life ★★★ – WATER – Other World (3)

The more of this delicious water you drink, the more you fit into The Other World. Old legends say this has been the end to more than one hero's tale. Like most dangerous things though, witches have found its uses in small doses.

Water of Life can be BOILED for [SPIRIT] but any patient who imbibes it feels the call of The Other World whenever the veil is thinned.

Borrowed Time ★★★ – MAGIC – Other World (12)

Death, for all its talk of being uncheatable, doesn't keep a close eye on its hourglasses. A little bit of sand from one of these can keep a patient going as needed.

How do you manage to steal the sand?

Increase the Timer by as much as you'd like but draw a card to see whose life you have shortened:

- ♥ – a villager you know and are close to
- ♦ – one of the Locale characters (the fisher-dwarf, the naiad, etc)
- ♣ – someone you'll never meet
- ♠ – your own

Creepy Reagents

These can be found in the Laboratory in The Manor or via the Assistant.

Creepy Reagent ★★★ – MADE – PLANT – ANIMAL – MAGIC Manor (11) or Assistant Benefit (page 6)

Pus of toad and eye of newt, boiled sulphur, corpse's foot; these are the horrific things the Assistant can provide in desperate times.

Creepy Reagent can be used to treat [ANY] but adds 3 points of Poison. What form does the Creepy Reagent take? How does the potion look?

Manor Reagents

Manor Reagents can be found in either Manor – Guised or Manor – Un-Guised

Hair of The Wolf ★★ – ANIMAL – Manor (3)

Werewolf hair is a transformative reagent that many less reputable witches say can cure baldness, which it can but it also makes them howl at the moon. Hair can be BOILED for [HAIR] but causes [MOOD]

Skeleton Dust ★★ – MAGIC – Dungeon (5) – Manor (4)

While regular skeletons do work, those reanimated through necromantic rituals are better as the residual magic keeps their bones strong for longer which is what you want.

Bone can be CRUSHED for [TEETH] [BONES] and [HAIR]

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

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

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

Vampire Venom ★★★ – ANIMAL – Dungeon (10) – Manor (8)

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

Venom can be DISTILLED for [CURSE]

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

Darkwater ★★ – MAGIC

Dungeon (7) – Strange (1) – Village (13) – Manor (6)

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

Add 3 points of SWEET

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

Swamp Stuff ★★ – MAGIC – Manor (5)

Vines, lily pads, reeds, and other such innocent foliage has been infused with the eerie magic of the creature from the black swimming pool. Wear a noseplug.

Stuff can be BOILED for [STOMACH] or [INFECTION]

Adds 1 point of POISON

Raven Feather ★★★ – ANIMAL

Manor (9) – Dungeon (10) – Village (13)

These need to be somewhat fresh so don't go poking old quills into potions! Best to ask around and try get them while the wisdom in them's still fresh.

Feathers can be added RAW for [SENSES]

Gargoyle Grime ★★ – PLANT – Manor (8) – Dungeon (10)

Gargoyles love witches as we often clean them just to get this useful Reagent.

Look for the purplish moss behind their ears, that's the most potent!

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

What does the Gargoyle talk about while you clean them?

Spectral Snacks ★ – MAGIC – Manor (2)

These aperitif apparitions are to die for. All the joy of a cake without any of the unwanted calories.

Can be used to add 1 point of SWEET to a Potion or as a Treat for Guisers.

Suspicious Sand ★★ – MAGIC – Manor (9)

Travelling monsters from distant lands often bring unique opportunities for the keen eyed witch. Should you find any of this black sand, why not see what it does?

When you first collect a Suspicious Sand, you must spend a Downtime Segment to find out what it cures.

Once you have done this research, choose a [TAG] for it.

It now cures that [TAG]

Fresh Blood ★ – ANIMAL – Manor (2)

While older vampires wax lyrical about their hunting days, most prefer to get their blood from volunteers. Usually people from the cities who have read one too many questionable romance novels.

Blood can be added RAW for [BLOOD]

Eerie Laughter ★★ – MAGIC – Manor (8)

Requires a WAND to Collect

One of the hardest things to get is a genuine laugh when you're trying to force it.

Can be added RAW for [MOOD]

Creepier Ivy ★ – PLANT – Manor (1) – Dark Wood (5)

Not to be confused with creeping ivy that makes our cottages look so quaint, this evil look-a-like is slowly looking for a way in to strangle the house plants.

Ivy can be CRUSHED for [NERVES]

Wall Poultry ★★ – MADE? – Manor (10)

The Keeper of the Manor often complains that fully cooked roast chickens keep appearing inside the walls. A manifestation of the poultrygeists perhaps?

Poultry can be CRUSHED for [COUGH] [STOMACH] and [BLOOD]

The Village

In this spooky time of year the village of High Rannoc and its various neighbours take to the time honoured tradition of Guising. Monstrous outfits, gruesome decorations, frightful jumpkins, and pranks by children and adults alike.

On the plus side, if ye don't take yerself too seriously, there's plenty of sweets to be had for a scary witch.

A You notice that the children of the village are running away from you. What are they saying? How do you feel about this? Do you take any action?

2 A villager asks for your advice or help coming up with a Guise. What do you think would suit them? Do you help them make it? If so, Decrease the Timer by 1 but draw a card and gain a Reagent equal to its value from any Locale.

3 Word spreads fast about a haunted house in the village, apparently its even scarier than last year's. Some kids dare you to go in. Wager 1 to 3 Reputation, depending on how brave your witch acts and then draw a card:
♠ – something makes you jump. What was it? Lose your wagered Reputation.
♥♦♣ – you keep your cool. Gain Reputation equal to your wager.

4 An old jumpkin leaps at you, spraying you with seeds and smelly mulch. You can Decrease the Timer by 1 to go get cleaned up. How do people react to the mess in the meantime?

5 A monster from The Manor is making a nuisance of themselves in the village. What type of monster is it? What are they doing? How do you get them to leave? Gain 1 Reputation.

6 A young child taps you on the leg, they're scared by all the guisers. They need to go somewhere in the village, do you take them? If so, Decrease the Timer by 1 but gain 1 Reputation.

The ghost of the ex-ex mayor comes to you for help. Apparently a number of spirits have gone missing! They believe they've went off to explore their old favourite places in the other Locales.

7 Whenever you're out Foraging, draw a second card for each Event. If it is a Face Card, you find one of the missing spirits! What were they doing? How do you convince them to return to the village?

8 A spirit has returned whose family aren't around anymore or who haven't made it back this year. Do you keep them company? Do you have any news you can pass on to them?

9 Some of the villaers invite you to sit round the campfire with them. Its clear that they want you tell a scary story. What story do you tell? How do they react?

10 Someone gives you a Treat! Quite the compliment if you are wearing your Guise, otherwise... not so much. Gain 1 Treat.

J You have an unexpected encounter with The Doctor. They ask if they can visit you at your cottage later to learn about some Ailments. What has prompted this sudden interest? Do you invite them over? How does the evening go? Each time you get this result, think about how your relationship with The Doctor develops or changes.

Q Someone comes to you after getting a bad fortune from a Bogle's Night tradition. What was their fortune? What folksy tradition did they get this news from? How do you respond?

K You spot someone who either has a very convincing guise or is actually a monster wandering around the village. Do you follow them around? What do they get up to? Do you confront them? For extra uncertainty, draw a card and place it face down until you confront them. ♥♦ – they are a guiser. ♠♣ – they are a monster.

The Other World

Just as the dead can only enter the land of the living as spectres, so it is for you in the land of the dead. Those who belong in this world speak fondly of vibrant blue forests, silver plains and fields of many colours but for you all living things appear pale and ghostly. The wispy, translucent trees, grass, and people have a certain beauty to them but it is plain this isn't your world.

A You have a stunted conversation with a friendly spirit. What do you talk about? What difficulties are there in communicating as you both see each other as spectres? Are there any misunderstandings?
Each time you get this result, consider how you both get better at communicating across the veil of death.

2 People react to your presence with fear, why? What did you do to spook them? Was it on purpose or an accident? How does it feel being the ghost for once?

3 Animals are often lauded for their ability to see beyond the veil of death and it seems it works in reverse as well. What type of animal is it? How does it react to you?

4 You see some spirits practising a lost art/ speaking a dead language/ playing a forgotten game. What is it they're doing? Do you make notes to help revive it back home?

5 The dead are having their own Bogle's Night celebration, how does it differ to your own? What can you make out as a spectral spectator?

6 You feel a tug on you as though a life-line is being pulled just before you reappear in the village. Who pulled you out? Why?

7 The Other World is full of fallen heroes but bumping into one who can see you is rare indeed so lucky you. Who have you met? What legendary deed are they known for? What do you ask them about their deeds? Do they live up to the tales about them or are they different in person?

8 You see something beautiful even in its shade form, what does it look like to you? What do you think it looks like normally?

9 You overhear some spirits saying they aren't passing through the gate this year. Why? Do you try to convince them?

10 You learn a secret about a Village or Locale's history. What do you learn? How did you learn this?

J A spirit greets you and offers to let you see the world as they see it, just for a minute. How do they manage this? What do you see? Who is this spirit?

Q Death appears to you, as sudden as it often comes, it asks what you're doing here. If you have collected any Reagents here, it questions why you are stealing from the dead. What reason do you give? How does it respond?
Each time you get this result, consider how Death views your presence. Are you a trespasser or a visitor?

K Even through the veil of death, you recognise someone you know. If they were Called Upon (page 10) then you may guide them home. Otherwise, if they were someone you knew, how are they getting on? How do they seem emotionally?

The Manor – Guised

The great Gothic manor house known locally as just - The Manor, - sprawls across its grounds. From its blood red shingling to its moss choked greenhouses, the grand ballroom and its dancing spirits to the hallways flanked by living suits of armour, The Manor is what every haunted house strives to be. Thankfully, while wearing your Guise, the monsters think you are one of them and can be surprisingly friendly.

A You find the office of the Manor's keeper, a decadently decorated space full of wonderfully macabre trinkets. They invite you in, seeing through your Guise, and offer you a seat. What do they look and sound like? How do you feel in this place? They are willing to strike a Deal (page 4) or chat if you've met.

2 A charming vampire stops you and invites you to join them in the masquerade tonight. Do you go? If so, what is it like? Do you stick with your date or mingle with others? What sort of dances do these monsters do? What is the music like? How does it end? If you refuse, how do they take it?

3 Uh-oh, your Guise gets ruined! What happened? Caught on a door? Splashed by a fountain? Switch to The Manor – Un-Guised (pages 24 – 25) until you leave and repair your Guise (page 13) or find a new one.

4 The sound of weeping guides you to a despondent spirit blubbering about how they aren't scary enough and asking for advice. Do you have any haunting tips for them?

5 Heads turn as a monster from a far off land makes their entrance. What are they? What do they look like?

6 You come across another guiser mingling with the monsters. What gives them away to you? Do you talk to them? Can you tell who it is under the costume?

7 You feel a presence just behind you - the Butler. They offer you refreshments and ask if there is anything they can do for you. Choose an Event instead of drawing a card for the next Event.

8 You emerge onto a balcony to find a gargoyle watching a crowd of monsters below. They fill you in on the latest gossip. What do they share? Do you talk about anything else while you're there?

9 A werewolf approaches you with a suspicious look in their eye. They say you don't smell right. How do you try to convince them otherwise? Draw a card: ♥ or ♦ – They believe you! ♣ – It lets out a howl, telling everyone what you are. Your Guise is ruined! Switch to The Manor – Un-Guised (pages 24 – 25) until you find a new one! ♠ – They'll keep your secret, for a price. What do they want? If you refuse, use the ♣ result.

10 You have a close encounter with Death, the grim reaper itself. What does Death look like to you? Each time you get this event, the conversation grows deeper. What do you talk about? What is Death like? How do its views differ from yours on matters?

J Bubbling vials and mysterious machines greet you as you enter a creepy laboratory. If this is your first time, the helpful but eerie seeming assistant offers to show you around and to help you with patients at your cottage. If you agree, gain the Assistant (page 6). If you've been here before, gain a Creepy Reagent (page 15).

Q You pass through a curtain into a room filled with roiling smoke and low chanting. Through the haze you see a glowing skull sat in the centre with a hooded figure sat behind. They introduce themselves as the Mystic and invite you to sit. They offer their services for some silver and blood. See page 7 for a list of their services.

K The lights go dim and the stage is set for the Monster Awards! Each monster takes it in turn to go up and tell of their spookiest deed of the week while the panel of judges decide who is the Monster Of The Week! What is your favourite story you hear? What do you say when you inevitably get shoved up on stage?

The Manor – Un~Guised

Exploring The Manor without a Guise requires stealth, cunning, and speed should any of the resident monsters spot you. It is more dangerous to wander but sometimes misfortune catches us all.

Exploring like this will let you see a lot more of the quiet rooms in The Manor, as well as the inside of cupboards, closets, under beds, and other great hiding spots.

H You enter the stables to find a Headless person happily tending to the horses. They hear you enter but don't seem to realise you're not a monster. They ask for your help tending their strange steeds. Do you help? If so gain a Night Mare Hair (page 14). The Headless Rider tells you about the horse you help groom, what do they say?

2 A hungry vampire thinks you're part of the catering. Draw a card:
♦♣♠ – You get away. How did you manage to lose them?
♥ – You wake up back in your Cottage, Decrease the Timer by 1 and start the Drunk Ailment (Apothecaria, page 12) alongside any other commitments. Until it is cured, you do not gain Foraging Points.

3 You find the cloakroom! Amongst the piles of monstrous cloaks, capes, masks, and other gaudy costumery, something fits you perfectly!
Gain a Guise and switch to The Manor – Guised (pages 22 – 23) from now on. What does your new Guise look like?

4 Cliches abound as you stumble into the ghostly masquerade. Eerie waltzing music fills the air as ghostly dancers surround you. A pair of hands takes yours, who is your dance partner? What strange sensations do you feel during your time amongst the dead? How do you make your exit? Decrease Timer by 1.

5 While sneaking around the gardens, you fall into the brackish, swampy swimming pool, disturbing the Thing that lives inside. Draw a card: ♥♦ – You get away but lose a Reagent in your struggle. ♣♠ – The Thing in the swamp drags you off to Blastfire Bog. Decrease the Timer by 1 and draw an event in the Blastfire Bog Locale.

6 You spy another guiser alone on a balcony. You can try and convince or force them to give you their Guise. If your Reputation is: 10 or more – then they will give you their Guise for 20 Silver. 22 or more – then they give you the Guise for free. Switch to The Manor – Guised (pages 22 – 23) from now on. What happens to them?

7 From out of nowhere, a hand grabs you by the shoulder. The Butler has caught you and forces you to leave. Do you cause a scene? Just who do they think they are?! How do you sneak back in? Decrease the Timer by 2.

8 You hear monsters approaching the room you're in. Where do you hide? As you're hiding you overhear a private conversation. What are they talking about? Do you make your presence known? If so, gain 1 Reputation for honesty but Lose 4 Foraging Points as you escape.

9 A werewolf has your scent and is hunting you through The Manor. Draw a card at the start of each subsequent event. If it is the same suit as the previous card, the werewolf has found you! How do you fend it off? Return to your cottage to tend your wounds and Decrease the Timer by 4.

10 You hear the clanking of a living suit of armour getting closer. Too late to run, it enters and introduces itself as The Baroness before promptly challenging you to a duel. Draw three cards for yourself and 4 for the Baroness, highest wins. If you win – Gain 10 Silver. How did you best your foe? If you lose – Decrease the Timer by 1 as she chases you out of The Manor.

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K You bump into the Keeper of the Manor. They ask why you're sneaking around. If you haven't met before, you may Strike A Deal (page 4). If you have met before, they ask how you're getting on with it.

Weaver's Wood

The home of the Weavers, the giant spiders that rule the old forest. Few folk come here as the darkness between the canopy is full of grabbing branches, twisting roots, spider's traps, and even more terrible things. **If the ALERT reaches 5, the giant spiders known as Weavers chase you out of the Wood and into another Locale – either Glimmerwood Grove or The Manor – your choice.**

A You stumble into a Weaver's web, sticking firmly the second you touch it. Draw cards until you find a ♦. The more cards you drew, the worse the experience. What was the spider doing while you struggled? What did it say? How did you escape? How close did it get? Increase ALERT by 1.

2 A small burn flows here, midnight black and silent beneath the oppressive canopy. The water itself is freezing cold and never seems to warm, no matter how much you boil it. Gain 1 Black Water (page 14).

3 You find an item half covered by webs. Someone must have dropped it, hopefully they got away. What is the item? What clues about its owner's fate can you see around you?

4 The mournful cries of a lost spirit send shivers down your spine, and likely just alerted the Weavers. Increase ALERT by 1. The spirit isn't keen on leaving with you though, what unfinished business could they possibly have here? Decrease the Timer by 2 and rescue the spirit if you can and do take the time to help them.

5 You come across a web covered ruin. What do you think it was? Do you enter? If so, what does it look like inside? What does it tell you about the history of this land? Draw a card, if you get an Ace, you find something valuable. What is it? Draw a card and multiply the value by 10 to get the item's value in Silver.

6 The ground rumbles as a swarm of spiders comes thundering past. Something evil is on the hunt tonight. Until you leave this Locale, whenever you draw a ♠, ignore the event you're on and Decrease the Timer by 1 as you must hide.

7 A spider calls out from within a webbed hollow asking for your help. What does it want from you? Do you trust it? Do you enter? Draw a card: ♥♦♣ – It is sincere. Start a new Ailment at your Reputation Level with this spider as your patient. Gain a Weaver Companion (page 6) if you succeed.
♠ – It was a trick. How do you escape? Increase ALERT by 1.

8 Sigils, scorch marks, and a heavy feeling of wrongness in the air: someone performed a dark ritual here. Can you tell what it was? Gain any Magic Reagent of your choice but it adds 3 points of Poison.

9 Thick mist descends upon you, leaving you lost and turned around. When you finally emerge, you find yourself in the vast gardens of The Manor. If you have a Guise, use The Manor – Guised (pages 22 – 23). If not, use The Manor – Un-Guised (pages 24 – 25)

10 A silk wrapped cocoon hangs from the bough of a tree. As upsetting as it might be, it likely has Reagents inside. Do you cut it down? If so, draw a card and gain a FOREST or DARK WOODS Reagent equal to or lower than the card's value. Increase ALERT by 1.
If you leave it be, gain nothing and do not Increase ALERT.

J Haunting string music calls out through the woods as the Weavers send cryptic messages to each other.
Draw a card;
♥ or ♦ – it is not about you. What does it mean?
♣ or ♠ – Increase ALERT by 1.

Q The webs are thicker here and an unseen voice calls out to you, introducing herself as the Weaver Queen. She demands an offering from you. Lose 1 Reagent, 10 Silver, or a Tool. She will answer one question but be warned, spiders are famous for weaving intricate web of lies around the truth.

K You hear screams from deeper in the woods. Someone has been caught by the Weavers. If you want to help, draw a card for you and a card for the Weavers. If yours is higher, you rescue the person. Increase ALERT by 1. If yours is lower, the person has been bitten. You can rescue them but will have to make a potion that treats [POISON ★★★] – Timer: 4. Increase ALERT by 1.

Guiding The Dead

Afore ye go off galavanting around High Rannoc dressed as a Wizard and acting like yer so original, there is one last duty to be aware of.

The people of High Rannoc have grown accustomed to the idea of their loved ones coming back but the truth is that not all spirits know the way. So it falls to you, dear witch, to head off into The Other World and find these lost souls and guide them back.

It's an easy enough task, just think of them like Reagents. The only real difference is that ye guide them home, talking to them and learning about 'em rather than shoving them in yer basket.

Ye don't have to get all of them but people'll be happier if ye do.

Ye **gain 1 Reputation** for each spirit returned.

A Lost Pet – Other World (5)

Who has asked you to find their pet? What type of animal is it? What is its name?

A Parent – Other World (7)

What happened to them? How long have they been dead? What is the first thing they ask you?

A Friend – Other World (9)

How did they die? What stories do they tell you about the villager who asked for them? What new stories do they have about this world?

An Ancestor – Other World (11)

What did they do for High Rannoc in their day? What still bears their mark? Who are they related to?

A Lover – Other World (13)

The sad truth is that they aren't that hard to find but we all weave lies to protect those we care about. Heartbreak needs time to mend and seeing old flames returned is rarely healthy for anyone involved.

Once Bogle's Night has come and gone, any spirits depart back to The Other World, unless you fail the Manor Keeper's Deal. If this happens, any spirits you have brought through remain. How does this affect the people involved? Is there joy? Regret?



A spooky expansion by
Anna Blackwell
&
Shanice Fagan