

Familiar Shelter Volunteer's Guidebook



A Downtime Expansion to Apothecaria

Welcome

Here at the High Rannoc Shelter for Familiars we aim to provide a comforting and loving home for all those who have been separated from their witches in one way or another.

Our stately grounds are currently home to twelve residents with space for many more! We have luxurious dorms, a restaurant quality kitchen, fresh and sea water ponds, an extensive library, and a four hectare garden with hedge maze and running track.

However, thanks to some recent... issues, we are lacking the necessary hands to help care for our all of our residents and could really use volunteers.

If you'd like to get involved with our shelter and help these wonderful familiars, then please just drop on by and talk to us any day of the week!

The Shelter



Volunteering

While familiars are independent and capable creatures, they do often rely on us for things that they aren't the right shape to do.

Cooking, cleaning, and shopping are the big three that spring to mind when people think about volunteering with us but we can provide much more than that.

If you volunteer with us, you can expect to spend time with our residents:

- Teaching them spells
- Playing with them
- Going on hikes and walks
- Dispelling magical mishaps

So if you're the sort of kind soul who can spare some time each week to help out, we'd love to have you! Just pop on by and someone will get you introduced and sort out your Tasks for the day.

How you get started with this expansion is your choice, though I would recommend introducing the Shelter Owner and perhaps doing a couple of events from the Exploring The Shelter Table (page 15) to get started.

Once you start volunteering, you'll be undertaking Tasks for the different Familiars by journalling about them and marking them as completed. Each Task takes 1 of your Downtime segments.

Once you have completed all the Tasks for a Familiar, you will have earned their trust and can use their Special Ability.

If you'd like to randomise your Tasks, draw a card and go through the Familiars (A - K) until you find the Familiar that matches the card's value and do the top-most un-completed Task for that Familiar.

To all those who shared stories and pictures of their amazing pets. Thank you.

I hope the memorials in these pages do them justice.

Ben The Cerberus Yorkie

A truly magical creature, this pint-sized Cerberus is, surprisingly, a Rannoc native. An incredibly loving little guy but be warned, with three heads comes three times the licking and this lap-dog just can't seem to help himself when he gets excited.

Ben is always eager to help and loves hikes around the Ranges.

Tasks:

- Take for a hike up Moonbreaker Mountain
- Clean saliva and dog breath smell off of things
- Stay with him till he falls asleep
- Play hide and seek and other games
- Help him with his studies

Ability: *Come Together* - Ben is excellent at bringing people together. Once per Season, cancel the Reputation Loss from any source.

Squiggles The Void Fragment

Some witches have strange tastes in familiars and Squiggles is one of them. A piece of the Abyss given form, she has proven to be one of our more *difficult* residents. Great care should be taken when dealing with her as she likes to scratch and whispers dark spells.

If you can earn her trust, she is rather affectionate.

Tasks:

- Repair things that she has damaged
- Close any Abyssal Tears she has made in the fabric of reality
- Pet her – Armour will be provided
- Let her in after a play hunt
- Sabotage her play hunts to protect the local villagers and wildlife

Ability: *Abyssal Portal* – Squiggles tears open reality so that you may travel to another Locale of your choosing without Decreasing the Timer. What is the worst part about travelling this way? May only be done once per Ailment.

Lilith & Misty ~ Ferret Mediums

This inseparable duo are the cause of much mischief here in the shelter. Our resident Medium, Lilith and her ghostly sister, Misty, use their combined powers to not only get into the snack cupboards but also to summon other spirit friends for nightly parties. They love to play and will happily perform rituals for snacks.

Tasks:

- Find and release wayward spirits
- Stop them from getting into the snack cupboard
- Play with them
- Gather things for one of their rituals

Ability: *Séance* - Lilith & Misty can bring forth the spirit of someone who has died. Who do you ask them to bring? What do you ask of the spirit? How are they handling death?

Bastion The Gentle Giant Land Snail

An unusually large snail from foreign climes, this gargantuan gastropode is about the size of a wagon and requires a truly tremendous amount of vegetation each day. Loving and incredibly gentle, they enjoy trading stories about their homeland and having their shell decorated.

Tasks:

- Cleaning their shell
- Gathering vegetation
- Cleaning up their slime trails
- Singing to them
- Helping them prepare for Hibernation in Winter

Ability: *Special Slime* - Bastion produces a Slime that cannot be found in Rannoc normally. Once per Ailment you may gather:
Giant Snail Slime - Any [TAG **]

Peaches The Rat ~ Master Criminal

Rats are a common familiar but our resident rodent is anything but. Seemingly trained in the art of Shadowstepping, Peaches can get into any locked room and frequently assists in snack heists. Thankfully though, her one true love is napping and many a crime spree has been brought short by a comfy pillow.

Tasks:

- Find where Peaches has ended up
- Return any stolen goods
- Play soothing music or sing for her
- Challenge her to steal something from you
- Roleplay as a guard for her to outwit

Ability: *Shadowstep* - Negate the negative effects of an Event of your choosing as Peaches help you to disappear into the shadows. Can only be done once per Ailment.

Bumble The Bee~Chinchilla

While familiars are intelligent, they don't always know what's best for them. This is especially true of this sweet toothed chinchilla who will do anything for a drop of honey. Kind as kind can be, this fuzzy fella will melt your heart.

Oh, and as for the stripes, we aren't quite sure and neither is he.

Tasks:

- Spend time with him
- Cool down or warm up their room
- Take him out for a run
- Change the dust in his sand bath
- Bring him wood to chew

Ability: *Helping Paw* – Once per Ailment, you may ask Bumble to provide the bonus of any Item of your choosing but you must give him something [SWEET] for his efforts.

Spider The Spider

Once a resident of the Weaver's Woods until she ended up here with an injury, Spider has since become a welcome resident and sworn off of eating people... for now. Exceptionally quiet, she could do with some help coming out of her shell so to speak.

Spider loves riddles and can make beautiful web art.

Tasks:

- Share riddles and puzzles
- Convince another familiar to visit her
- Take a message to the Weaver Woods in Glimmerwood Grove
- Clean out her old webs
- Find where she's hiding

Ability: *Web Trap* – Spider sets up a web near your cottage. Once per Ailment, draw a card and gain an ANIMAL Reagent equal to or less than the card's value.

Lola The Motherly Warhound

This lowland war dog was the companion of an adventurer until she ended up at our shelter. One of the most loving animals you'll ever meet, she sees herself as the mother of the shelter and will do anything to protect her pack.

She will gladly share stories of her adventures if you ask.

Tasks:

- See if she has a mission for you (page 14)
- Take her for a walk in Hero's Hollow
- Help her with whatever animal she has adopted
- Wrestle and play-fight with her
- Clean her armour

Ability: *Guidance* – Lola's training and care for your other Familiar lets you draw a new power on the Familiar Skills table (Apothecaria page 11). They may have both powers at once.

Sophie The Night Gryphon

This height-fearing gryphon has been with us for a while and while she's too frightened to fly she seems to have no problem lazing around on the roof. Incredibly playful and a bit of a gourmand, Sophie loves to go foraging anywhere where she doesn't have to fly.

Tasks:

- Clean up her loose hair and feathers
- Cook or bake something with her (she loves pasta)
- Get her down from somewhere high
- Repair her toys and scratching post
- Get her teddy down from the roof

Ability: *Sous Chef* – Sophie knows how to get the most out of a Reagent. When making a potion, you may either increase the Potency of a Reagent to 3 or give the potion 2 points of Sweet.

Losgann The Patriotic Toad

This tartan wearing toad comes to us from the storm battered highlands and refuses to speak anything but the traditional tongue. Stubborn to a fault but willing to teach the language and at his happiest when singing about his home.

Tasks:

- Learn some old words (*Gaelic or another traditional language*)
- Learn some more old words
- Play music for him
- Dredge the pond
- Have a conversation in the traditional tongue

Ability: *Bog Veteran* – A bog's a bog no matter where you go. While travelling together in Blastfire Bog, ignore the negative effects of any Events.

Magnus The Crow Seer

One of our frequent flyers, Magnus comes and goes for days at a time to assist a local oracle. This wise old bird is happy to practice his Divination with you... just don't be put off by how happy he gets reading dark fortunes.

He loves listening to stories or even a good rant.

Tasks:

- Let Magnus practice his Divination on you
- Read him a story or rant about something that's happened
- Do something completely unexpected
- Find him something macabre like a skull to perch on
- Take him to visit The Strange

Ability: *Divine The Future* – At the start of a Forage, look at the top three cards of the deck and choose to keep or discard any of them.

Shadow The Wild Cat

Raised by druids, Shadow was a wild cat, familiar to a community rather than a single person. However, after years of living in the woods and learning the ways of other beasts, he came to us with a desire to settle down and 'live the easy life'.

He loves being petted and is seemingly waterproof.

Tasks:

- Brush his fur
- Pet him
- Trick him into exercising
- Take him for a stroll around Glimmerwood Grove
- Give him a rare Glimmerwood Reagent (10 or Higher)

Ability: *Untamed Growth* – Shadow practices his druidic magic in your garden, once per Ailment, draw a card and gain a PLANT Reagent equal to or less than the card's value.

Unknown

A new arrival might appear at any point and we want to make sure they are made welcome and comfortable. The task list below is a bit generic and may need modified to fit the specific familiar who arrives but we're sure you can handle it.

At any point, you can make a Familiar who will take up this slot. This could be purely fictional or a nod to a pet of your own, its your choice.

Tasks:

- Dust and clean one of the spare rooms
- Ensure the new familiar's dietary needs are met
- Get to know the new familiar, ask them about themselves
- Show them the shelter and introduce them to the others
- See what else they need help with

Ability: *Potential* – Draw on the Familiar Skills table (Apothecaria Page 11) to see what this resident can provide.

Or, if you'd like, make an ability up that fits your Familiar.

Adopting

As you get to know our residents, you may find that you wish to adopt them. If you decide to provide a home for one of our residents, you'll be pleased to know there are no fees and only one requirement:

- The resident must trust you

To get a resident to trust you, you must complete all of their Tasks.

After you have adopted a resident, they will live with you at your home and may help you during Ailments and Forages.

You may also help a resident get adopted by someone else by introducing them and seeing how they get on.

Lola's Missions

Draw 3 cards and check the table below to see what your mission is.

♥ or ♦ – Deliver a...	A – 5 – Local Reagent	A – 2 – Glimmerwood Grove
♣ or ♠ – Find a...	6 – 10 – Item	3 – 4 – Meltwater Loch
	J/Q/K – Person	5 – 6 – Moonbreaker Mountain
		7 – 8 – Hero's Hollow
		9 – 10 – Expansion Locale
		J/Q/K – Advanced Locale

To determine if you are successful, flip a coin at the start of each Event. Heads, you succeed. Tails, keep looking. Combine the mission with the Event to see what happens.

If you don't have any of the expansions, merge Expansion Locale with Advanced Locale (9 - K).

Advanced Locale refers to Blastfire Bog ♥, The Cloud Isles ♦, Dreamwater Depths ♣ and The Strange ♠.

Exploring The Shelter

A stately home situated on a hill near High Rannoc, this idyllic manor is covered in hanging vines and blueish moss and surrounded by beautiful semi-wild gardens littered with animal toys. Watch your step as you explore its many halls and rooms.

A	The candles flicker and the mirrors go frosty as the ghost of an animal runs around inside the shelter. What kind of animal is it? How do you get rid of it?
2	Horror greets you as you open the kitchen and find that it is in a dire state. Food everywhere, dishes smashed on the ground, what happened? Who is to blame?
3	One of the familiars is celebrating something today. What are they celebrating? How can you help to make the celebration memorable?
4	As you're exploring one of the less used parts of the Shelter, you come across something depicting a previous resident. What was their name? What where they? What happened to them?
5	One of the familiars tells you a story of a place they know. What do they tell you? Is the place near or far? Safe or dangerous?
6	You answer the door to the postal harpy who has a delivery for one of the residents. What is it?

7	One of the villagers comes to complain about a resident. Who was it? What did they do? How is peace restored?
8	You stumble upon one of the residents practising a spell. If you haven't done any of their Tasks, they hide away. If you have done some but not all of their Tasks, they let you watch. If you have completed all of their Tasks, they teach you the spell.
9	One of the regular volunteers asks if you want to go for a walk together. Who are they? If you go, what do you talk about and where do they take you?
10	The shelter owner rushes past in a clear panic. What are they chasing after/ running away from? What shenanigans unfold?
J	A witch comes to visit the shelter with the intention of adopting one of the familiars. Who are they? Have they visited before? You may decide if they adopt someone and if so, who they adopt. What is it like seeing them go?
Q	You come across the shelter owner taking a well deserved break. They ask how you're getting on in the shelter and share a bit about the shelter's history. What do they tell you?
K	Someone else is volunteering at the shelter today and asks if you could help them with a task. Draw a card to see which familiar they need help with and help this newcomer with the top-most uncompleted task.

Care for the witchless familiars
of the Rannoc Ranges in this
Downtime centric Expansion

