



Apothecaria
The Wild
Highlands

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Introduction

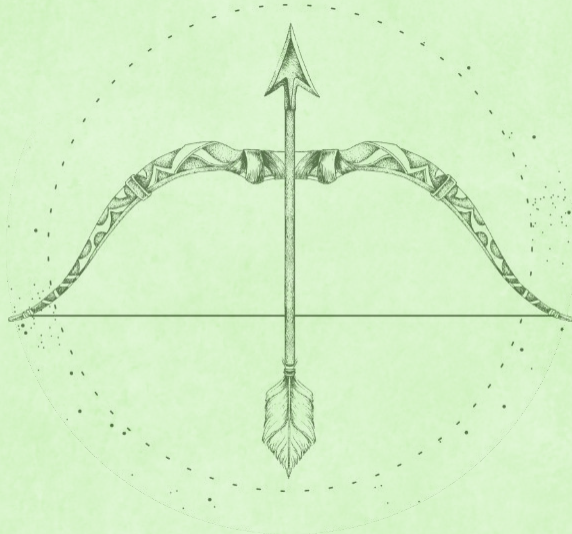
Past the village of High Rannoc, up in the heather and scree covered hills of the highlands sits the castle town of Heatherholm. Once a bastion of power for questing knights and adventurers eager to set out across the bleak Rannoc Ranges, the town has taken on a more sedate role in recent years. Gone are the epic quests of old, replaced instead with odd jobs and tourists.

But things are stirring in the Rannoc Ranges. Rumours of mad inventors in the ever blasted Lightning Fields, strange ancient beasts found in a long lost Forgotten Glen where memories flow like mist, and worst of all, rumours of elves.

The Wild Hunt has returned to these lands and few are safe from them. Draw what contentment you may that elves' desires are not usually so straight-forward or cruel as mere sport hunting. To these immortal fae imprisonment for a hundred years is akin to a child being put out in a game. They do not understand our needs or our ways and even their attempts at kindness can have awful and unexpected complications.

It is a witch's duty to protect her patients and I'm sorry to say that this duty falls to you:

Stop the Wild Hunt



Fighting Back

The Wild Hunt can be found in the Rannoc Ranges, the Lightning Fields, and The Forgotten Glen but before you go gallivanting off to face them, you're going to need a plan and a bit of knowledge about what to expect.

The Wild Hunt is a fae court, a clan of elves that travel to our world to hunt people and animals for fun. Most folks they hunt get captured rather than killed but that doesn't mean they're without teeth. If you want to fight them, you'll need some help. Thankfully there are a number of Relics around that you can find to make your life easier.

Heatherholm – Complete 3 Quests (page 24) and the Steward will gift you the Laird's Cape which the elves have come to fear.

Rannoc Ranges - Climb to the Colossus' head (page 4) and you will find the Sword of a Forgotten Hero that holds great power embedded there.

Forgotten Glen - Pass beneath the Misty Waterfall (page 5) and you will be granted Treasured Memories that show you how to best these elves.

Lightning Fields - Fly into the Heart of the Storm (page 5) and you can retrieve the Shield of Storms that is trapped there.

Wild Lodge - Get yourself captured (page 6) and draw a second Ace in your escape to find a Secret that can help you greatly when facing them.

Whenever you draw a Wild Hunt event during a Forage or Downtime, you may run as the event describes or you may Fight. If you choose to Fight follow these steps;

- 1) Draw 5 cards + another 5 cards for each of the Relics above you have found.
- 2) Each Face Card you draw represents a member of the Wild Hunt you have defeated. Cross them out on the page opposite but know that elves do not die so easily, they are merely returned to their own realm and forbidden from rejoining the current hunt.
- 3) If you draw a Face Card that you've already defeated, discard that card and draw another card.
- 4) You win when all of the Wild Hunt members have been defeated. If you win, go to page 7
- 5) If you run out of cards to draw and there is still a Wild Hunt member undefeated, then you will be Captured (page 6)

The Wild Hunt

Name them so you can remember which ones you have faced and felled.



Jack _____



Jack _____

Queen _____

Queen _____

King _____

King _____



Jack _____



Jack _____

Queen _____

Queen _____

King _____

King _____

Relic Trials

Climbing The Colossus

Clutching onto its rocky ledges and hanging moss, your trial is to climb the Rannoc Colossus and claim the sword embedded in its head. Don't think you can just fly up though as it hates flying things and will swat you out of the air faster than you can say "what was gnat?"

To climb the Colossus you will have to draw 4 cards that are higher than their previous card. Each higher card you draw counts as a success and means you've gotten higher up the Colossus.

If the card you draw is lower than the previous card, there is a complication, a slip, a desperate moment. You have three chances, on your fourth slip you fall off of the Colossus. How do you survive?

You may try again during your next *Ailment* or *Downtime*.

The order of the cards matter and sometimes a slip can be just what you need to push on. i.e. you draw a 5, 8, then 10 for 3 successes but then draw a 2 for a slip. While you're closer to failure, you have a greater chance of drawing higher cards.

For these trials, Aces can be low (1) or high (11).
Jacks are worth 11, Queens are worth 12, and Kings are worth 13.

In the example below we would get a Success from the 7, A, Q, and 9.
The 4 and 2 mean we've slipped twice.

7♥ - 4♦ - A♠ - Q♦ - 2♥ - 9♣

Once you've completed this challenge, you may retrieve the Sword Of A Forgotten Hero from the Colossus' head. What is so special about it? How does it feel to hold it? What do people say if they see you with it?

Passing The Mist

Should you wish to claim the relic of the Forgotten Glen, the Keeper of Dreams is more than happy to offer you a challenge. For a brief time the anthropomorphic mist will give you partial resistance to the mist's effects as you forge a path up the river and through the waterfall.

Draw 7 cards for yourself. These represent your stamina.

Draw 5 cards, one at a time to represent dreams and memories you encounter along the river. Feel free to write about each of these in your journal if you wish.

Each time you draw a card, use one or more of yours to combat it—highest total wins.

If you are ever in a situation where you cannot beat the opposing card's total, you succumb to the mist and awake in a different Locale. As is usually the case where the Keeper of Dreams is involved, you are missing a memory. This may be something trivial or something dear, you decide.

If you manage to defeat all five cards you pass through the waterfall and find a small, misty orb. Inside is a memory that will help you defeat the Wild Hunt. What does the memory show?

Reaching The Storm's Heart

Racing through an eternal storm, predicting where the lightning will strike on instinct and split-second decisions, this trial is not for the faint of heart.

The Shock Resistant Suit and Broom are needed for this trial.

Draw a card then say whether the next card is going to be higher or lower. If you are right, mark a success. You need to get 5 successes to reach the Heart of the Storm and grab the Shield of Storms which is trapped there. How does it feel to hold such a magical item? What does it look like?

If you are wrong, you are struck by lightning and your Broom is damaged. You will have to spend 3 segments of Downtime repairing it before you can use it again.

During The Hunt

Capture

Whenever you try to Fight the Wild Hunt (page 2) and there is still a member undefeated then you are Captured and taken to the Wild Lodge as their prisoner.

While the Wild Lodge itself is a beautiful forest stronghold made of trees sung together through elvish magic, you will be spending most of your time in the labyrinthine roots of the dungeon.

While you are imprisoned, you can spend as long as you like chatting to the guard that watches you, describing anything you hear from the lodge above, and any time you spend outside your prison cell.

Thanks to their fae nature, the elves aren't great at keeping prisoners so you can, at anytime during your imprisonment, break out and start looking for a way to escape their realm. To do this, you'll need to gather Escape Points or a Way Out.

Escaping

Similar to Foraging, you gain an Escape Point at the end of each Event unless the Event says otherwise. These points represent you making plans, gathering information, and finding equipment that can be used in your escape.

You need 5 Escape Points in order to escape the realm.

The other method is to draw an Ace which grants you an instant Way Out which can be used to escape the realm at any point.

Beware though, if you are Caught during an Event the Elves will take away your Way Out and all of your Escape Points.

Foraging

Getting Captured can be a useful way to access some powerful Reagents early on as you can Forge at the same time as you are Escaping.

Seeking The Hunt

Sometimes you may want to find the Wild Hunt on purpose. To Fight them or get Captured. To do this, simply Decrease the Timer by 1 to show you went looking for them

After The Hunt

Victory

Once you have defeated all members of the Wild Hunt, they send an invitation to a Masking Ceremony in your honour where they gift you your own Hunter's Mask (page 8).

This allows you to take part in the Masking Ritual (page 23) as well as travel to the Wild Lodge at will.

Now that the hunt is over they release all of the imprisoned folk and the Mark of the Hunted Ailment no longer occurs.

As you have defeated them, the elves' show you great respect and will be much more pleasant around you.

Any Wild Hunt events in the Lightning Fields, Forgotten Glen, or Rannoc Ranges no longer have negative effects and instead let you Gain 2 Foraging Points as they help you find what you're looking for.

Wild Lodge Foraging

You may visit the Wild Lodge as a guest and use the Event tables found on page 36 and 37.

Restarting The Hunt

If you enjoyed the thrill of the chase you may restart the hunt at any point with you as the only quarry.

If you choose to restart the hunt then you may still visit the Wild Lodge but must use the Wild Lodge – Captured tables on page 35 and 36 and Wild Hunt events return to having negative effects.

Tools

Shock Resistant Suit – 80 Silver

Made of special rubber and inlaid with dwarvish runes, this suit lets you explore the Lightning Fields and turns a direct hit from the storm into a painful nip rather than a horrible death.

Allows you to enter the Lightning Fields

Time Keeper – 250 Silver

Forged by chronomancers these clockwork contraptions are capable of storing Fractured Time (page 16) for later use. Not recommended for those that hate the sound of ticking clocks.

Mossy Cloak – 160 Silver

There are few places in the the highlands that aren't covered in some sort of moss. This almost living cloak allows its wearer to lay flat and be hidden from all but the keenest of eyes.

Lower the Foraging Value of ANIMAL Reagents by 2

Recall Crystal – 500 Silver – Single Use

This meticulously cut crystal can be used to free those prisoners trapped irretrievably in the Wild Lodge. You just have to get to them first.

Free a prisoner from the Wild Lodge during your own escape.

Tinkerer's Grapple – 90 Silver

The metal claws of this peculiar grapple are enchanted to latch onto the best available surface if you should suddenly fall.

You may ignore one fall during each attempt to Climb the Colossus.

Upgrades

Stormarium – 500 Silver

A room sized terrarium with a bottled storm that perfectly recreates the volatile environment of the Lightning Fields.

Choose 2 PLANT or MINERAL Reagents with Fields as their Locale.

You have free access to them.

Nostalgic Diffuser – 200 Silver

Carefully engineered to produce just the right amount of mist this marvel of magical machinery gives your cottage an air of nostalgia.

Lower the Potency of any [MEMORY] Tags in an Ailment by 1.

Minimum Potency is 1.

Familiars

While most of the beasts of the Rannoc Ranges are likely familiar to you if you've spent some time in High Rannoc. There are a few unlikely creatures that make great familiars or even just animal companions.

You may use the results below when choosing a Familiar at the start of a game or at the start of this expansion. You cannot benefit from two Familiar Skills at the same time as they find it nearly impossible to work together harmoniously.

♥ Fae – Unicorn, Cù-sìth, Wisp

♣ Feathered – Capercaillie, Archeopteryx, Gull Drake

♦ Strange – Dewe, Ghost of a Beast, Living Stone

♠ Cursed – This beast was once human. Draw again.

Special Familiars

Raptor Companion

After you have befriended the feathered-reptiles in the Forgotten Glen (page 31, Event 7) they will stop bothering you and one of their number will travel with you while in the Forgotten Glen.

You no longer Decrease the Timer or Lose a Reagent during Event 7

Training Companion

While you are undertaking the Animal Training Quest (page 24) you effectively have this companion as your only Familiar. They confer no bonuses but are very cute. Instead, why not take the opportunity to write about how they are coming along? What lessons do they learn? What mistakes do they make?



Novice Ailments

1 & 2) Bad Pipes – [LUNGS★] [MOUTH★] – Timer: 8

Any time the afflicted tries to speak they produce a long droning sound instead.

Consequence: The afflicted is forced by the village to go see another witch instead. Lose 1 Reputation.

3 & 4) Poet's Burn – [SENSES★] [MOOD★] – Timer: 6

While out in the wilderness the afflicted suddenly picked up the dire need to spout terrible poetry about anything and everything. Worse still is that their taste seems to be affected as the poems are clearly nonsense.

Consequence: They write a terrible but popular poem about you that spreads like wild fire. How does it go?

5 & 6) Hiker's Chill – [COLD★] [COUGH★] – Timer: 6

Though the Highlands are a popular spot for hikers many underestimate how bad the weather can get. Colds are common but these sniffles just won't shift. The afflicted is tired, achy, and constantly cold.

Consequence: They move on uncured and get into trouble further up the road. What happened? Lose 1 reputation.

7 & 8) Tartanned – [SKIN★] [INFECTION★] – Timer: 8

A peculiarly patriotic fungal infection has left this poor patient with criss crossing squares and lines that looks remarkably like tartan. The condition tends to run in the family with patterns passing down the generations.

Consequence: They decide it would be an affront to remove their heritage and decide to keep it. How do their friends and family react? Lose 1 Reputation.

9 & 10) Midge Maddened – [SKIN★] [MOOD★★] – Timer: 6

Tiny biting flies have swarmed the afflicted leaving them covered in itchy welts and in a dour mood.

Consequence: They scratch too hard and end up with some nasty scars. Lose 1 Reputation.

J & Q) Blisters – [PAIN★★] [SKIN★] – Timer: 6

Long hikes and wet socks are a bad mix and have left this poor soul with soles like bladderwrack.

Consequence: They burst and clear up on their own after a lot of inconvenience. Lose 1 Reputation.

K) The Shooglies – [MOOD★] [FAE★] – Timer: 8

Fell things have wandered the highlands since the Wild Hunt arrived and the afflicted has seen something that chilled them to the bone. They are becoming increasingly fearful, hiding in their home and jumping at sudden noises.

Consequence: They barricade themselves inside and become a hermit. Lose 2 Reputation.

Intermediate Ailments

1 & 2) Hill Foot – [FEET★★] [BONES★★] – **Timer: 6**

The afflicted has somehow ended up with one leg shrinking leaving them uneven, On the bright side they can run around the hills much easier now.

Consequence: They get fed up waiting and spend a lot of money on a prosthetic. What does it look like? Lose 2 Reputation.

3 & 4) The Rambles – [MOOD★★] [FEET★★] [NERVES★★] – **Timer: 10**

The afflicted feels an unnatural compulsion to move and can't stop wandering, never staying in the same place for more than an hour or so.

Complication: Add Patient to your Foraging List with a Foraging Value of 8. They count as an ANIMAL Reagent. They must be found in order to treat.

Consequence: They wander off to distant lands. Occasionally they send a postcard from their travels. Where do they get to?

5 & 6) Wisp Burn – [FAE★★] [BURN★★] – **Timer: 4**

Despite their reputation wisps can be alluring and the afflicted has gotten too close and got burned in an unusual pattern.

Consequence: The wound heals leaving an unusual scar. Lose 2 Reputation

7 & 8) Static Snaps – [ELECTRIC★★] [NERVES★★] – **Timer: 6**

The afflicted has been shocked one too many times in the Lightning Fields. Now they twitch involuntarily and discharge electricity to anyone nearby.

Consequence: They touch something very important, destroying it. What was it? Lose 2 Reputation.

9 & 10) Stagged – [FAE★★] [CURSE★★] – **Timer: 6**

Great unwieldy antlers have sprouted from the afflicted's head at the behest of some eccentric and mischievous fae.

Consequence: They start to enjoy their new headpiece. You lose the patient and don't get paid.

J & Q) Adventurer's Draught

[MAGIC★★] [STOMACH★★] [POISON★] – **Timer: 8**

The afflicted has drunk a magic enhancing potion. Problem is, they're not magic and they don't know any spells. Now it won't leave their system and they're starting to feel weird.

Consequence: Random, uncontrolled spells erupt from the afflicted in all directions. What do the spells do? Lose 3 Reputation.

K) Elvish Glow – [POISON★★] [FAE★★] [SENSES★★] – **Timer: 8**

This poor fool drank a draught of elvish wine and hasn't been able to sober up since.

Consequence: They are whisked off to the elven lands following promises of endless merrymaking. Lose 3 Reputation.

Advanced Ailments

1 & 2) Broken Bone

[BONE★★★] [PAIN★★★] [WOUND★★] – **Timer: 8**

With such great diets and hearty milk, it takes a lot to break the bones of a Rannoc native. Frustratingly they seem to have taken that as a challenge.

Consequence: They visit the village doctor instead. Lose 3 Reputation.

3 & 4) Forced Sight

[MEMORY★★★] [MAGIC★★] [TIME★★★] – **Timer: 6**

The afflicted has a fantastic memory. Unfortunately they remember things out of order, often recalling events that are yet to happen.

Consequence: They recall a worrying future event to you before seeking help elsewhere. Lose 3 Reputation.

5 & 6) Ancient Ailment – [POISON★★★] [INFECTION★★★] – **Timer: 8**

An ailment unheard of for thousands of years. The cure is likewise rooted long in the past.

Complication: Reagents must be gathered from the Forgotten Glen.

Consequence: They succumb to the ailment and pass on. Lose 3 Reputation

7 & 8) Misty Memory – [MEMORY★★★] [SLEEP★★★] – **Timer: 8**

The afflicted took a tumble in the Forgotten Glen. They were rescued but they lost an important memory in there.

Consequence: The memory's been gone for too long. Even if they did recover it now it would never feel the same.

9 & 10) Everdrowned

[CURSE★★★] [LUNGS★★★] [COUGH★★] – **Timer: 4**

Cursed by some mythical water dwelling beast this poor soul feels like they are perpetually drowning.

Consequence: The feeling grows to much for them and they succumb. Lose 4 Reputation.

J & Q) Inside Out – [CURSE★★★] [MOOD★★★] [SKIN★★] – **Timer: 10**

Hopefully not as gruesome as it sounds, this person has been cursed to resemble on the outside how they act on the inside.

Consequence: Time runs out and they can't be changed back. How do they fare having their personality laid bare?

K) Fae Touched – [FAE★★★] [MOOD★★★] [SENSES★★★] – **Timer: 6**

The afflicted narrowly escaped an encounter with the elves. Though they made it home they've been acting off ever since. Increasingly often they suddenly become quiet and wistful and when left alone wander into the wild in a trance.

Consequence: They wander off and disappear into the Fae world. Do you ever find out what happened to them? Lose 4 reputation.

Expert Ailments

1 & 2) Mark of the Hunted

[FAE★★★★] [SPIRIT★★★★] [MAGIC★★★★] – Timer: 4

The Wild Hunt has marked this person as their quarry and will seek them out relentlessly.

Consequence: The afflicted was captured and taken back to the Wild Lodge where they will stay until you can defeat the Wild Hunt.

3 & 4) Out of Time – [TIME★★★★] [FAE★★★★] – Timer: 8

Time flows strangely in the fae world and though they swear were only in there for a few years, more than a hundred has passed. Legends say if they touch the ground of their native world time will catch up on them with deadly consequences.

Consequence: Despite everyone's best efforts the afflicted touches the ground and ages more than a century in a few seconds. Lose 5 Reputation.

5 & 6) Untethered

[SPIRIT★★★★] [MAGIC★★★★] [SENSES★★★★] [MEMORY★★★] – Timer: 8

The barriers between worlds is thinning for this person. They see the happenings of both and struggle to tell them apart, phasing in and out of existence to mortal eyes.

Consequence: They step beyond the veil of this world and can never return.

7 & 8) Grim Fate – [CURSE★★★★] [TIME★★★★] [MOOD★★★★] – Timer: 8

The bark of a Cu Sith, the wail of a banshee, there are many ill omens lurking in the highlands and this poor sod's received the worst.

Consequence: Their fate comes to pass. What was it? Lose 5 Reputation.

9 & 10) Ancestrally Aggrieved

[MEMORY★★★★] [SPIRIT★★★★] [MAGIC★★★★] [MOOD★★★★] – Timer: 6

A ghostly ancestor has forged a connection with the afflicted and is trying to take over their body to avenge some ancient grievance.

Consequence: The ancestor takes over completely. What was their grievance? Lose 5 Reputation.

J & Q) Glaistig's Curse

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

This witch's magic has started to turn rotten. No matter how good their intentions, their spells keep coming out with increasingly sinister effects.

Consequence: Something happens that leaves them ostracised and they flee the town, embracing their new evil side. Where do they go? Do they ever reappear? Lose 10 Reputation as people start to whisper.

K) Spelling Difficulties

[MAGIC★★★★] [SPIRIT★★★★] [PARASITE★★★★] – Timer: 10

A thankfully rare condition this poor mage's arcane abilities have all but disappeared completely.

Consequence: Their magic is irretrievably lost and they must learn to live without it. What happens to them? Lose 5 Reputation.

Lightning Fields Reagents

Static Heather ★ – PLANT – Fields (3)

This hardy blue plant grows in swaths across the lightning fields, flashing and crackling with the electricity it conducts. Thick gloves or good timing is a must when harvesting.

Heather can be CRUSHED for [NERVES]

Dewe Wool ★★ – ANIMAL – Fields (6) - Ranges (8)

This translucent liquid drips from sheep-like creatures made from dew and magic.

Wool can be added RAW for [DEHYDRATION] and [CURSE]

Thunderbird Feather ★★★ – ANIMAL – Fields (9) - Ranges (13)

A stormy blue conductive feather. Probably easier collected from the ground than from the bird.

Feather can be CRUSHED for [ELECTRICITY]

Embergrass ★★ – PLANT – Fields (7)

-3 in Summer and Autumn

Tufts of thick, hardy grass that dots the Lightning Fields, hiding in amongst the heather. It develops a deep orange hue in autumn that separates it from the duller rusty grass around it.

Grass can be CRUSHED for [COLD]

Rogue Stormcloud ★★ – MAGIC – Fields (7)

Requires a WAND to collect

That's no normal storm in the Lightning Fields and the clouds have a potent, magical ferocity about them. With enough care a skilled witch can extract a piece of that storm

Stormcloud can be CRUSHED for [NERVES] and [ELECTRICITY]

Rock Rust ★★ – MINERAL – Fields (7) - Ranges (10)

A blueish crust that grows in branching patterns. Its growth seems to be catalysed by lightning strikes. This stuff smells tangy and feels tingly.

Rust can be CRUSHED for [NERVES]

Cù-sìth Moss ★★★ – ANIMAL – Fields (8) – Ranges (10)

The mossy fur of the cù-sìth is full of fae magic that allows the nightmarish hound to step between worlds, heal from wounds, and blend in with the ground itself.

Moss can be CRUSHED for [WOUND]

Wisp Gas ★★★ – MAGIC – Fields (9) – Bog (11)

Requires a Wand to Collect

While they rarely lead to anything good the wisps themselves can be helpful Reagents.

Wisp Gas can be added RAW for [SPIRIT]

Thrice-Struck-Stone ★★★ – MINERAL – Fields (10)

Something seems to attract the attention of the storm to these rocks; magical energy, magnetic ore, or just plain ol' bad luck. Whatever the cause they're useful! Stone can be CRUSHED for [NERVES] [SENSES] and [CURSE] While you have this Reagent in your possession, any ♠ cards drawn in the Lightning Fields result in a shock and a Reagent getting destroyed.

Permafrost ★★ – WATER – Fields (7) – Shimmersnow (6)

These valleys were carved eons ago by the passage of great glaciers and some patches of nostalgic frost still remember those days. Frost can be BOILED for [COUGH] [LUNGS] and [HOT]

Cinder Soil ★★★ – PLANT – Fields (9) – Bog (7)

Continually set alight and doused again by the dangers of its environment, this volatile peat is brimming with destructive energy. Peat can be CRUSHED for [FEET] and [SKIN]

Shock Cap ★★★ – PLANT – Fields (7)

These tiny fungi grow on lightning blasted grass, taking all the energy they can get from the pre-cooked meal before discharging their staticy spores. Shock Caps can be CRUSHED for [ELECTRICITY] Spores can be added RAW for [SENSES]

Standing Stones ★★ – MINERAL – Fields (6) – Ranges (7)

Peculiar little pebbles and borderline weird boulders, these stones attract one another and form into towers that stay standing despite the wind's best efforts. Stones can be CRUSHED for [EAR] and [NERVES]

Mysterious Vials – MADE – Fields (10) – Dungeon (12)

Many an inventor finds themselves drawn to the lightning fields with dreams of free electricity. Many of them leave in a hurry, leaving everything to be scattered by the winds. Whenever you find this Reagent you can test what it does during your Downtime.

To test it, choose a [TAG] and draw a card:

♥ – It does what you want with Potency 3!	♦ – It's no use to you but can be sold for 10 Silver.
♣ – It's no use at all and it leaves a foul smell.	♠ – It reacts violently and leaves you with a scar.
Joker – The result is catastrophic! Miss an Ailment this week as you fix the damage caused to you or your cottage.	

Forgotten Glen Reagents

Time Mould ★★ – MAGIC – Glen (7)

This mysterious slime seems to hunger after time itself and can be found in unlucky old clocks, druidic circles, and under desks in government offices. Mould can be BOILED for [TIME] or [WARTS] or [SKIN]

Ancient Venom ★★★ – ANIMAL – Glen (7)

The beasts of the Forgotten Glen have some of the worst venom you can come across. Be careful especially of the frilled ones that spit! Venom can be DISTILLED for [POISON]

Kelpie Foam ★★ – ANIMAL – Glen (5) – Loch (7)

Fallen from their hides, this glittering foam holds a great magic of its own just don't be stupid enough to go in the water with them to collect it. Foam can be added RAW for [MAGIC] and [DEHYDRATION]

Monstrous Feather ★★ – ANIMAL – Glen (6)

Left behind during a fight or moult, these strange feathers don't look like the kind you'd use for a quill. Feather can be BOILED for [PARASITE] or used RAW for [MOOD]

Memory Shard ★★ – MAGIC – Glen (6)

Requires a WAND to Collect

Forming like slotsam in the misty river from those trapped in its flow, these shards rarely hold anything useful but can be integral to helping those lost in their heads. Shards can be CRUSHED for [MEMORY]

Fractured Time ★★★ – MAGIC – Glen (13)

Requires a WAND to Collect

Time in the glen flows slow and strange, a fact some canny witches put to good use. Fractures can be used to add 1 to an Ailment Timer. They can be collected and kept for later in special containers (page 8) Fractures can be added RAW for [TIME]

Ancient Amber ★★★ – PLANT – Glen (11)

Fossilised sap from even older trees the amber of the glen is usually sold for use in jewellery but druids have used it for centuries to help teething children.

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

♥ or ♦ – It contains an ancient insect! This piece can be sold for 60 Silver.

♣ or ♠ – No prize but the amber itself is still very useful.

Amber can be CRUSHED for [TEETH] [INFECTION] or [MOUTH]

Mist Moss ★ – PLANT – Glen (2)

This pervasive moss covers everything that doesn't move or fight back, soaking up the glen's mist like a greedy sod.

Moss can be CRUSHED for [DEHYDRATION]

Fang Fragment ★★ – ANIMAL – Glen (5)

Violent clashes of tooth and claw mean the glen is littered with bits of both that means ethically minded witches needn't hurt any of the murderous monsters. Fangs can be CRUSHED or added RAW for [TEETH] or [BONES]

Growly Puff ★ – PLANT – Glen (4) – Bog (4)

Likely to give you a decent scare if you don't know they're there. These puffball mushrooms give out a quite convincing growl when disturbed or sporing. Spores can be BOILED for [NERVES] or [EARS]

Shed Scales ★★ – ANIMAL – Glen (6)

The strange beasts of the glen shed like lizards but in a much more piece-meal way, scattering individual scales in their wake. Scales can be CRUSHED for [BURN]

Dream Clay ★★★ – MINERAL – Glen (12)

The riverbeds of the Forgotten Glen have been steeped in dreamwater for so long that the very clay now holds thoughts and images. Highly prized by sculptors. Clay can be DISTILLED for [SLEEP] [MAGIC]

Dreamwater ★★ – WATER – Glen (10) – Depths (8)

While more commonly found in its namesake locale, this mysterious water actually forms upstream in the glen. A mouthful of this reagent is enough to induce a deep slumber and vivid dreams in all but the most guarded. Dreamwater can be added RAW for [SLEEP] and [MOOD]

Memory Mist ★ – WATER – Glen (2)**Requires a WAND to Collect**

Easily found but not so easily collected, this magical mist contains the memories of all those caught in its flow.

Mist can be added RAW for [MEMORY] but causes [SLEEP]

Moondrops ★★ – PLANT – Glen (4) – Forest (5)**Only found during Spring**

These beautiful blue flowers blanket the forest floor their faces glinting like stars in the shadows beneath the trees.

Flowers can be CRUSHED for [BLOOD]

Eggy Shells ★★ – ANIMAL – Glen (7) – Forest (9) – Mountain (10)

Not your common garden tit's eggs, these egg shells belong to the beasts of the glen and the drakes that visit the forests and mountains of Rannoc.

Shells can be CRUSHED for [BONES]

Eggy Remains can be added RAW for [INFECTION] or [COLD]

Rannoc Ranges Reagents

Colossal Chips ★★★ – MAGIC – Ranges (8)

As it wanders the ranges, magically infused bits of stone and dust fall from the colossus like arcane dandruff.

Chips can be CRUSHED for [MAGIC]

Velvet Scraps ★★ – ANIMAL – Ranges (4) – Forest (6)

Once their antlers are fully grown the deer in the ranges scrape off the velvet coating to reveal their beautiful new horns.

Scraps can be sold for 3 Silver each.

Scraps can be BOILED for [HAIR]

Steady Quartz ★ – MINERAL – Ranges (3)

The Rannoc Ranges are ancient places and the stone reflects that. Many would-be sailors keep a lump of this in their pocket to offset sea-sickness and home-sickness.

Quartz can be CRUSHED for [MOOD] [NERVES] or [STOMACH]

Flea-Bane ★★ – PLANT – Ranges (6)

An old druid trick was to sprinkle the seeds of this pest killing plant around their homes and even on the soil beneath their bed to keep fleas and other biters at bay.

Stems can be CRUSHED for [PARASITE]

Mossy Hair ★ – ANIMAL – Ranges (3) – Village (6) – Heatherholm (4)

The great hairy cows of Rannoc have such thick and full hair that its no surprise its been used as a baldness cure since ancient times.

Mossy Hair can be added RAW for [HAIR]

Troll's Bedstraw ★ – PLANT – Ranges (4) – Mountain (5)

Don't let the name fool you, this plant has little to do with trolls. Normally used for salads or in dye making, this little flower can be useful in many cures.

Seeds can be BOILED for [SLEEP]

Stems can be CRUSHED for [STOMACH]

Feather Heather ★★ – PLANT – Ranges (5) – Mountain (6)

A soft and comforting heather, this beautiful pink flower floods across the ranges for a few days in Spring before it is beaten back by its hardier cousins.

Flowers can be BOILED for [FEET] or [SKIN]

Elf Fingers ★ – PLANT – Ranges (5) – Wild Lodge (2)

-3 in Autumn

Thin, slender mushrooms that look remarkably like fair skinned hands reaching up through the ground to grab at you. Sometimes called Ghoul Claws in Autumn.

Stem and cap can be BOILED together for [FAE]

Stem alone can be added RAW for [EARS]

Troll Dust ★★★ – MAGIC – Ranges (11)

It is an unfortunate quirk of their biology that trolls turn to stone if caught by the sun's rays. Thankfully this makes gathering their regenerative dust much easier. Dust can be added RAW for [WOUND]

Glowworm Silk ★★ – ANIMAL – Ranges (8)

This bio-luminescent silk is mostly sought out by tailors making flashy clothing or high visibility jackets for workers.

Silk can be BOILED for [SKIN] and [SENSES]

Rocky Plate ★ – ANIMAL – Ranges (2)

The Rannoc Ranges are home to a species of stony skinned creatures that love nothing more than to roughhouse and race down hillsides.

Plates can be CRUSHED for [BONES]

Shadow's Touch ★★★ – MAGIC – Ranges (10) – Dungeon (12)**Requires a WAND to Collect**

Wherever the living shadows go, they affect the shadows they touch leaving just a bit of their magic behind. Be wary when keeping this Reagent young witch.

Shadow can be added RAW for [CURSE]

If not used immediately after Foraging, a Living Shadow forms in your cottage. It is harmless but eerie. How do you deal with it?

Trollnips ★★★ – PLANT? – Ranges (7) – Mountain (9)

A staple of Trollish cuisine, these hard as stone tubers require even harder teeth to eat and should be avoided by even the most adventurous foodie.

Trollnip Peels can be CRUSHED with great effort for [BONES] and [TEETH]

Mountain Man Marshmallows ★★★ – MADE**Ranges (11) – Shimmersnow (11)**

Packed with protein and full of flavour these tasty treats are a favourite among hikers and skiers.

Marshmallows add 3 Points of Sweet

Marshmallows can be added RAW for [MOOD]

Starlight Pigment ★★★ – MINERAL – Ranges (9)

The glowing paintings found in Rannoc's many caves are often made with this glittering blue concoction.

Pigment can be BOILED for [SPIRIT]

Minty Bramble ★ – PLANT – Ranges (3)

The minty leaves of this sharp thorned bush give it such a nasty bite. Be careful when you're picking them.

Leaves can be BOILED for [MOUTH]

Wild Lodge Reagents

Stranglevine ★ – PLANT – Faelands (2)

These creeping vines are a well known hazard to those who frequent the fae lands. They slither along roots and branches waiting for prey to happen by then strike, grasping and tightening.

Vine can be BOILED for [NERVES]

Arcane Crystal ★★ – Magic – Faelands (9)

Magical ley lines criss-cross the fae lands like streams in our own world. Magic tends to leach into the nearby rocks forming strange magical minerals that have a wide range of uses. Just be careful, that's not all the magic seeps in to.

Crystal can be CRUSHED for [MAGIC] or [CURSE]

Bloodthorn ★★ – Plant – Faelands (5)

Unlike the brambles back home the thorns of these plants grip on and are loath to let go. Though not deadly, they inject an anticoagulant that causes excess bleeding.

Thorns can be BOILED for [BLOOD] and [INFECTION]

Unicorn hair ★★ – Animal – Faelands (4) – Forest (12)

This shimmering hair is almost impossible to procure back home but here the unicorns run through the woods like deer. Skittish though, and no wonder, given their neighbours.

Hair can be CRUSHED for [FAE]

Dryad's Tear ★★★ – Plant – Faelands (8) – Forest (13)

This pearlescent sap drips from trees once inhabited by dryads. Remove with care. If a dryad still lives there, they'll soon let you know about it.

Sap can be BOILED for [MEMORY] [MOOD] and [FAE]

Memory Leech ★★★ – Animal – Faelands (10) – Bog (11)

These insidious creatures latch on to folks just like their blood-sucking counterparts. Only difference is that these are out for memories, often taking fragments at a time. Many witches balk at the idea of using them.

Leech can be attached to the patient for [MEMORY]

Fae Friend ★★ – Plant – Faelands (2)

A silverish green weed found commonly in the fae lands. Though often used as a quick and easy medicine by fae peoples, this plant is actually poisonous to humans. Stem can be CRUSHED for [WOUND] [PAIN] and [INFECTION] if the patient is an elf.

If used on a human patient or other non-fae they gain [POISON ***]

Millennium Seed ★★★ – Plant – Faelands (7)

The largest trees that make the halls of the elves grow from millennium seeds. These large, tough bulbs lay in wait, sometimes for millennia, for the right conditions to grow. Only the toughest and luckiest live to become trees.

Seed can be CRUSHED for [TIME]

Moon Cap ★★★ – Plant – Faelands (8)

These huge, bioluminescent bracket mushrooms coat the sides of trees in twisting lines, bathing the woods in an eerie blue glow at night.

Cap can be CRUSHED for [STOMACH] or [PARASITE]

Grabgrass ★★ – Plant – Faelands (3)

This opportunistic grass grows deeper than it looks with a fluffy layer on top. It acts as a pitfall for unsuspecting prey animals who are tripped and snared while fleeing predators.

Grass can be BOILED for [WOUND]

Singing Stones ★★★ – Mineral – Faelands (7)

These strange stones are filled with holes like an ancient instrument but they sing at the slightest disturbance. The Wild Hunt like to hang them out as alarms.

Stones can be added RAW for [LUNGS] or [MOUTH]

Elven Wine ★★★ – Mineral – Faelands (8)

Smooth as water and sweet as honey this wine is famous throughout Rannoc for its strange effects on mortals.

Wine can be sold for 20 Silver.

Wine can be added RAW for [PAIN] [SENSES] and [FAE]

Mossy Antler ★★ – Animal – Faelands (5)**-3 in Spring and Autumn**

The deer here have learned to blend in. Their antlers grow great and green with moss and plant-like growths for camouflage. Males and females shed their antlers at opposite times of the year creating two seasonal peaks.

Moss can be CRUSHED for [POISON]

Pillowpore ★★★ – PLANT – Faelands (4)

These soft and welcoming mushrooms spread out like a beautiful bed inviting weary travellers to rest upon them forever.

Spores can be added RAW for [SLEEP] and [MOOD]

Heatherholm Castle

Tucked away in a great glen in the Rannoc Ranges sits Heatherholm Castle. Don't be deceived by its appearance, the castle grounds are a bustling village in their own right and its rare to see them not celebrating something. The Steward of the castle greets nearly all who come to Heatherholm's gates so long as they are able.

The Dungeon – If you defeat any of the Wild Hunt members, you may bring them here for questioning. What do they tell you of the other hunters?

Wizard's Tower – Like most wizards, this Heatherholm resident doesn't like to get their hands dirty and so will pay handsomely for Magic Reagents. Sell Magic Reagents for 2 Silver x their Highest Foraging Value

Groundskeeper – Pay 10 Silver and they will help you on your Forage. Gain 2 Foraging Points per turn on top of your usual bonuses.

The Heatherholm Distillery – Pay 10 Silver to push a Reagent's potency up a ★. Can be used to go above the 3★ limit. It takes 2 Timer Segments to Distil a Reagent in this manner.

Knight Club – Home to the famous Quest Board (page 24). Come here to accept and hand in Quests.

Highland Games

Held at the end of Spring, these games are a way for the villages of the Rannoc Ranges to come together, catch up, compete in challenges, and decide who is the best at chucking things!

- The Throw – Caber, stone, hammer, or iron weight, there are many games to choose from. Draw a card for yourself and 5 for the competition. The highest card wins and receives 20 Silver! You may take part in all 4 throwing events but lower your card's value by 1 for each event you take part in.
- Heatherholm Ceilidh – Folks from all over come to the castle for the fanciest ceilidh in the ranges. Who do you go with? Who do you meet? What makes it so fancy?
- The Battle of So-and-So – Every year a couple of villages put on a mock battle. What battle do they do this year? Is it any good? Do you take part? If so, what role do you play?

The Wild Lodge

You must Defeat the Wild Hunt before you can access the Lodge

The home of the Wild Hunt, this lodge and its labyrinthine dungeons were made by singing the trees into beautiful shapes. Floors of blueish grass and grand tapestries give every room beautiful colour and otherworldly song fills the forest that surrounds the lodge.

Be careful though as a wall of deadly thorns marks the edge of their land.

Tournament – There are three levels of tournament:

* Fun (10 Silver - 5 cards for you. 3 rounds) – Can be done at any point

* Novice (20 Silver - 6 cards for you. 4 rounds) – Twice per Season

* Honoured (30 Silver - 7 cards for you. 5 rounds) – Once per Season

To take part, pay the entry fee and draw as many cards as the level says above. Then, to play a round, draw a card from the deck and place it face up. Your goal is to have a higher total than the card on the table, you may use multiple cards in a round.

If you run out of cards or cannot beat a card, you lose.

If you win, you get Silver equal to your entry fee x the number of rounds.

The tournaments are often of skills relating to the hunt. What skill were you testing? Who did you face off against? How did the competition go?

The Masking Ritual

At the end of each Season the elves of the Wild Hunt gather around hissing bonfires to dance, screech, howl, and roar as they take on the traits of their sacred masks.

- **Mask Making** – Imbue your Wild Hunt mask with the traits of an animal of your choice and join in the revelry!

Avian	Your eyes are made keen. Lower Animal Foraging Values by 3.
Bovine	The beasts of the ranges trust you and will do as you ask.
Canine	Unending charm is yours. Gain double Silver from rewards.
Equine	With great speed you may change Locales with no Timer lost.
Feline	Soft and silent steps you always get the drop on people.
Porcine	Hidden foods are revealed. Lower Plant Foraging Values by 3.
Reptilian	Once unbearable heat becomes a welcome friend.
Rodent	People's secrets are whispered to you at night.

The Quest Board

These are just some of the quests available in the town of Heatherholm, for more, join the Discord or sign-up to the Blackwell Games Newsletter both of which can be found at blackwellwriter.com

These quests can be taken alongside Ailments or as ways to spend your Downtime.

Animal apprentice:

Timer - 1 Season – Repeatable Once Per Season

Quest Giver: Heatherholm Groundskeeper

Reward: 100 Silver & Monthly Letters About The Animal

The groundskeeper is trying to train up a new animal helper but they don't have time to travel like you do. They'd like you to take the young pup, chick, cub, or whatnot, on your travels for a while. Let them get a real taste of adventure.

The young animal travels with you for a season. During this season you get no Familiar bonus as they're still learning.

Crash Landing:

Timer - 1 week – Repeatable Once Per Season

Quest Giver: The Postal Guild

Reward: 2 Reputation & a Thank You Letter

The Lightning Fields are always tricky for postal harpies and while they'll avoid it if they can, sometimes an express delivery is just too important. One of the guild's harpies hasn't returned from their last flight and the guild is getting concerned.

If you draw either the sheltering harpy event or a face card while exploring in the lightning fields, you find the missing harpy along with the event.

Test Dummy:

Timer - 1 Week – Repeatable Every Week

Quest Giver: Inventor

Reward: 10 Silver

The Lightning Field's inventor has come up with another new doohickey and they need some poor fool to test it out.

Like all the inventor's creations, it is unstable. If you draw a ♠ while out Foraging, the device breaks and destroys all collected Reagents. For the short while it works, you have a Scanner - Foraging points gained each turn are doubled

Jail Break:**Timer - No Timer – Repeatable Once Per Year****Quest Giver: Heatherholm Citizen****Reward: 10 Reputation**

Someone special to this person has been captured by the wild hunt and they've managed to procure a very expensive recall gem that will get them out. They can get it to you in there. If you could just deliver it unseen.

Upon being taken to the Wild Hunt's realm, the quest giver somehow manages to get the gem to you. If you can find the prisoner without being caught, you can deliver it and they escape. If you are caught it's found and taken from you, failing the quest.

Sightseeing:**Timer - 1 Downtime – Repeatable Every Week****Quest Giver: Any Villager****Reward: 15 Silver & A Review about you on The Quest Board**

You have a reputation for being able to handle yourself in the wilds and people are starting to get ideas. Now this person really really really wants to explore this locale but they need a guide.

Assign each highland location to a card suit and draw to see which they want to explore. Spend a timer with 6 segments exploring in that location with your charge.

For extra challenge you may decide if your client is easy going / adventurous or highly strung / stuffy. A highly strung client will abandon the mission without paying if you come off badly during any challenges but will pay double otherwise.

Mist Opportunities:**Timer - 1 Week – Repeatable Once Per Season****Quest Giver: Big City Playwright****Reward: ~Exposure~**

An unscrupulous playwright struggling for ideas needs some motivation. They've heard there are good stories to be found in the Forgotten Glen's mists. They give you a Memory Decanter which can only be used once so cross your fingers and hope you get a good one on the first go!

When travelling in the Forgotten Glen you may extract a memory from the river. Draw a card and think of the value as a rating out of 10 for the quality of the play that comes of it. A face card will be an instant hit. Write out the story in as much detail as you like.

Heatherholm Castle

You may also visit certain shops and utilities in the Castle (page 16)

You are welcome to wander the halls and grounds of Heatherholm as you please. The people here tend to be rough but friendly in their own way and though it may not be as wild as the highlands outside, there are still plenty of secrets to be found.

- 4 You are invited to join in the warriors combat practise. Do you? How do you do? How do you get on with the other warriors?

- 2 As you wander through the grounds, you overhear some residents talking about High Rannoc. What are they saying? How do you feel about it? Do you let your presence be known?

- 3 A local youth runs up to you asking for a favour. What do they ask for? Do you help them? How?

- 4 One of the residents spots you on their way out for a ride. They ask if you'd like to join them and offer you a loan of a horse. Where do you go? What do you see?

- 5 You are mistaken for a servant and asked to perform some menial task. How do you react?

- 6 The postal harpy delivers a letter from someone back in High Rannoc asking about your time in the Highlands. How do you respond to them?

7 *A chill fills the air as a ghostly figure appears. Only you seem to be able to see them. They notice you and approach. Who are they? Why are they here? Every time you get this result write about your relationship with the castle ghost.*

8 *Some of the residents are taking part in a funny looking game. They ask you to join in. What are the rules?*

9 *A knight invites you to the knight club for a drink and a chat. As usual things quickly get out of hand. What happens?*

10 *You find yourself at the top of the highest tower in the castle looking out over the glen. Someone joins you. Who is it? What for?*

J *The wizard approaches you excitedly. They have a new magical theory they want to run by you. What is it? What do you think of it? Do you encourage them to take it further?*

Q *The steward sends out a summons for you. Do you go? What do they want?*

K *You are invited to attend a decadent feast at the castle tonight. Do you go? What is the food like? Who are you sat next to?*

The Lightning Fields

The Shock Resistant Suit is required to enter this Locale.

This bare, sweeping landscape has been ravaged by an eternal lightning storm since time immemorial. Blanketed by thick, rust coloured grasses and shimmering blue static heather you can see lightning dancing along the ground as well as the sky. With no trees able to survive here the land is instead broken up by huge, jagged rocks left by glaciers long ago.

- H The road is protected by guardian statues which ground the lightning but you notice one is out of magic. You can leave one **MAGIC** Reagent as an offering to re-power the statue and make it safe for other travellers.

- 2 As you're picking your way through a patch of static heather you notice electricity arcing through the flowers, it's heading your way. Draw a card to get out of the way. If you draw a Face Card you escape unscathed. Otherwise one Reagent gets burned up.

- 3 You crest a small hill and find a neat pile of rocks at the top, a cairn left by travellers to remember those they have lost. Do you add a stone for anyone?

- 4 The cù-sìth has your scent. This large, moss-covered dog is in league with the elves and will hunt you until you leave the locale. Until you do, anytime you draw a ♠ the cù-sìth appears and you must abandon the event as you flee, losing 2 Foraging Points each time.

- 5 Atop a large, jagged spire of rock an ancient raven has made its home. As you approach it utters a warning about your future. You may heed the wise bird's advice to avoid, or cancel the effects of the next negative event you trigger.

- 6 You meet a troll shepherd who's following a storm cloud with their dewes. They ask if you'd like to keep them company for a while. Do you? What do you talk about?

7 *A huge eagle wreathed in lightning soars overhead carrying something in its beak. Some of what it's carrying falls to the ground in front of you. Draw a card and gain a PLANT or ANIMAL Reagent of that value or less.*

8 *You come across a harpy taking shelter from the lightning. Why were they flying over lightning fields? They ask you to sit with them while they wait out the storm.*

9 *While exploring one of the most statically charged areas in the fields you encounter an inventor taking advantage of the environment. They show you their latest invention. What is it? Does it work?*

10 *The air around you is suddenly lit by a trail of electric blue wisps. These tiny fae are famous for leading travellers astray, but they can also lead you to fortune. Flip a coin, if it's heads they lead you to something good, what do you find? Otherwise they've led you on a wild goose chase. Decrease the Timer by 1.*

J *As you wander into a secluded valley you spot a huge stone circle in the distance. As you get closer you see there are people or creatures holding some sort of meeting there. Who, or what are they? What are they discussing? Do you listen in? Do you interrupt?*

Q *As you're wading through the tall grass you hear the tell tale signs of the wild hunt approaching. They clearly haven't noticed you yet, how do you avoid them? Lose 1 Foraging Point*

K *You hear the blood curdling sound of hunting horns and hoof beats. The wild hunt have found you. Decrease the Timer by 2. How do you manage to escape*

The Forgotten Glen

A steep valley sided with thick, primeval forest. A raging river of mist flows through its heart as the glen around it thrums with ancient life, long forgotten by the rest of Rannoc. Legends say anyone who enters the river falls into a deep slumber, their memories becoming one with the mist.

A Travelling through a particularly tricky bit of terrain you encounter a trap laid by the wild hunt. Flip a coin, if you get heads you are caught, Decrease the Timer by one to escape. If you get tails another poor creature tripped it before you. Decrease the Timer by one if you help it.

2 In a place where the valley sides close in thin and the mist flows downwards in a long waterfall you find a primitive village nestled upwards, into the cliff face, with thin bridges and stairs criss-crossing between the two sides. Who, or what lives here? When you repeat this result how do you interact with the inhabitants?

3 A patch of the river thins for a second and you see the silhouette of a person sleeping within. Do you rescue them? How? Who are they and how long have they been in the mist?

4 You fall into the river and the world goes dark. As you sleep, dreams and memories from those who touched the river before you flow through your mind. What do you dream of? Somehow you awaken in a different locale. Decrease the Timer by one and choose a Locale to move to.

5 While walking along the river's edge you hear faint hoofbeats. A herd of misty kelpies come galloping downstream sending wave-like tendrils of mist out in their wake. The disturbance causes a Reagent to wash up. draw a card and treat it as a PLANT of the same value.

6 Perched in the trees you find a cat-sith - a huge black cat with a white mark on its chest. It tells you that it was once a witch too but it transformed into a cat too many times. Each time you meet the cat-sith it tells you the story of one of its nine transformations.

7 You hear a tell tale rustling in the undergrowth as a pack of small, bird-like reptiles burst through and chase you through the glen, nipping at your heels. Decrease the Timer by 1 or lose a Reagent. Each time you meet the pack they seem to become more playful. Draw a card. If the result is 13 (-1 for each time this event repeats) or higher, gain a raptor companion (page 9).

8 You stumble across an abandoned research camp. Whoever was here they left in a hurry. Are there any signs of what made them leave? Have they left any notes, pictures, equipment or anything else behind?

9 Making your way through the dense foliage you're suddenly stopped by a wild person from the glen. Their clothes and tools are naturally crafted and they seem to know the valley by heart. Why did they stop you? Each time you get this result write about your relationship with this mysterious local.

10 The path you were about take is blocked by wild hunt elves. You can try to sneak past or take a more precarious route. To sneak draw two cards for you and three for the elves. If you have the highest card you succeed, otherwise they spot you. Decrease Timer by 2 if you are caught, lose one Foraging Point if you take the other path.

J You uncover an ancient moss covered artefact from Rannoc's earliest history. What is it? What does it say about their ancient culture?

Q While travelling near the river a part of the mist seems to coalesce into a humanoid shape and walk towards you. It introduces itself as the 'Keeper of Dreams' and offers you a Reagent of your choice in exchange for an important memory. If you take its deal you gain any Reagent found in the Forgotten Glen but lose the memory you traded.

K You find an ancient creature, long thought to be extinct. If you can just keep track of it long enough you can record it and send your findings to the museum. For each turn you follow the creature gain 10 Silver's worth of research. Each turn that you do, draw a card. If it's black the creature spots you and flees or attacks, ending your research.

Rannoc Ranges

Some say these sweeping hills and jagged, misty peaks were formed from the bones of giants in times long past. Though not as high as Moonbreaker, the stark, washed out mountains that form the Rannoc ranges have a faraway, almost sad beauty to them. Merchant paths run the length of the ranges, sweeping over the mossy mountaintops and under the twisting caves below.

- 4 You come across a group of witches playing some kind of game on their brooms. If you have a broom you may join in. Any time you play with the witches decrease the Timer by 1 but gain 3 Foraging Points.

- 2 Walking along a road that clings to the mountainside you feel an ominous rumble. A large group of rocks, no, rocky creatures comes rolling towards you at high speed, leaving mud and rubble behind them. How do you avoid them? Lose 1 Foraging Point

- 3 As you follow the old path you catch up to a merchant with a cart full of goods. You may buy any Reagent from them for 3 Silver times its highest Foraging Value.

- 4 Inevitably, the rain starts, light at first but then falling like sheets turning footpaths into shallow streams. It's slow going to make your way through the thick mud and rain-slick rocks. Decrease Timer by 1.

- 5 You realise a creature of some sort has been watching you for a while now but it's hard to catch a proper glimpse of it. What do you think it is? Why do you think it's following you? Do you think people will take you seriously when you mention it?

- 6 In a shallow valley between two peaks you find a herd of huge, long horned, shaggy haired cow-like creatures with thick plant and moss coverings on their backs. Draw a card. If it's a ♠ they run. Otherwise gain a PLANT Reagent of that value or lower.

7 Inside a small, hollow hillock you find a group of trolls who've settled there. They ask if you'd like to join them for some food. If you do, what do they serve you? Do the trolls have any strange customs you haven't seen before?

8 An eagle soars overhead but something looks off. It's an elven hunting bird and its hunter can't be far. You'll have to take the tunnels under this area to avoid its gaze. Lose 1 Foraging Point.

9 The path dips underground into a wide natural tunnel. On the stone walls you can see old pictures painted in glowing paint. What do they depict? What stories do they tell?

10 Two huge giants block a pass you're trying to navigate. They're competing enthusiastically over something and causing a lot of damage in the process. You can try to stop them by drawing 2 cards for yourself and 4 cards for them, highest single value wins. If you win, they stop their competition... for now. If you lose, Lose 3 Foraging Points. They're too loud to forage near.

J You come across a large camp filled with travellers and merchants in tents and around fires. You can find people from all over the world here. Someone particularly interesting tries to strike up a conversation with you. Who are they? Where are they from? Why are they here?

Q As you near the top of a high peak the way becomes increasingly obscured by cloud and mist. Large cairns spaced evenly at the sides of the path are all that guide you now. If you look and listen hard enough at the mist you start to see things that aren't there. Things long past. What do you see?

K The ground beneath you shakes as you see the Colossus walking past like a moving mountain. From this vantage point you can see some useful remnants from a previous climber's attempt. During your next attempt to climb the Colossus, gain 1 automatic Success.

The Wild Lodge – Captured

You have been Captured. You need a Way Out or 5 Escape Points to leave this place. 1 Escape Point is gained after each Event.

The Wild Hunt's territory is small but lively. The ancient and unfamiliar trees grow in a thick canopy above while twisting roots and branches make pathways below. Unfortunately you're doing a disproportionate amount of sightseeing in the woody cells below.

- 1 *A* You find your Way Out! A key, a reagent, a portal timetable, a secret ally, or something completely different. You may use this right away or keep it up your sleeve for a quick getaway later. Just make sure you aren't found out.

- 2 **Ignore this result if you haven't defeated a wild hunt member.** As you sneak along the twisting passages, someone casually falls into step with you. It's one of the wild hunt members you've defeated. As you've beaten them they have no intention of turning you in and instead try to strike up a conversation. Do you indulge them? What do you talk about?

- 3 You stumble upon a group of wild hunt guards who've gotten into the wine. They murmur about past hunts and achievements. What do you overhear before they nod off?

- 4 *A* snoozing cù-sìth is blocking your path. How do you get by without waking it? Draw two cards for you and a card for it. Highest single value wins. If you win, pass with no issue. If you lose, it wakens and you are re-captured! Lose any Escape Points or Foraging Points you've gained.

- 5 An elf catches you but rather than turn you in they propose a battle of wits. If you can pose them a riddle that they can't answer, they'll let you go on your way. What riddle do you ask?

- 6 From a nearby passage you hear the elf who was supposed to be guarding you being reprimanded by another. Who are they? How do they take this?

7 As you're making your way through the dense undergrowth a stampede of animals comes hurtling towards you being chased by elves. Draw two cards for you and two for the stampede. If your total is higher, you avoid being seen or trampled. If your total is lower, you are caught up in the stampede. Lose $\frac{1}{2}$ your Escape Points.

8 You find a captive animal. If you release it it might prove helpful in your escape. Gain 2 Escape Points.

9 You find some elves enjoying some otherworldly entertainment. What is it? How do you feel about it?

10 You come across a group of elvish tree singers using their beautiful magical voices to expand their lodge with the trees nearby. To sneak past them and their work draw 3 cards. If there are more Red suits than Black suits then you sneak past. If there are more Black suits then you are re-captured! Lose any Escape Points or Foraging Points. How did you get caught?

J You enter into a grand trophy room full of taxidermied beasts and other trophies. One such thing catches your eye. What is it?

Q From the shadows you catch the leader of the wild hunt in a private moment. What are they doing? What do you learn about them?

K You find another prisoner but some nigh unbreakable magic holds them in this realm. Is it someone you know? How are they faring? They might be able to share some intel. Gain 3 Escape Points.

The Wild Lodge – Guest

The wild hunt's territory is small but lively. The ancient and unfamiliar trees grow in a thick canopy above while twisting roots and branches make pathways below. The structures, hewn from the trees themselves display a strange mix of primal and magical decoration. As a welcome guest you are free to explore all the way to the Thorn Wall that keeps this lodge separate from the other elvish courts.

- A mischievous elf tries to trick you into an inconvenient contract.
- A What is the agreement? Do you fall for it? What do you gain? What does it cost?

- One of the wild hunt members catches up to you as you walk.
- 2 They're dressed in casual gear. They want to talk with you. Do you talk to them? How has your relationship evolved with them?

- Some wild hunt guards seem to have found the wine again. They invite you to join in their revelry. If you do what shenanigans do you get up to?
- 3

- A cù-sìth bounds up to you, tail wagging. It wants you to play with it. Just make sure it doesn't bark.
- 4

- A riddle loving elf challenges you to a riddle battle. If you win they'll tell you a secret but if they win you have to tell them one.
- 5 Do you accept their challenge? What riddles do you share? Who wins?

- You run into the elf who guards the Wild Lodge prisons. How do you interact with them now?
- 6

- 7 As you're making your way through the forest a stampede of animals comes hurtling towards you being chased by elves. Draw two cards for you and two for the stampede. If your total is higher, you avoid being trampled. If your total is lower, you are caught up in the stampede and injured. Gain 1 Fewer Foraging Point per Turn.

- 8 You are greeted by a talking animal. What does it want? Why does it hang around here. Each time you get this event write about your interactions with this conversational creature.

- 9 Some of the elves are enjoying some otherworldly entertainment. What is it? How do you feel about it? Do you join in?

- 10 You come across a group of elvish tree singers using their beautiful magical voices to expand their lodge with the trees nearby. They offer to teach you how it's done. Do you accept? What sort of things do you create? What sort of song do you sing?

- J You enter into a grand trophy room full of taxidermied beasts and other trophies. One such thing catches your eye. What is it?

- Q The leader of the Wild Hunt summons you. They reminisce about the hunt and try to convince you to accept a rematch. How do they try to convince you? Do you accept?

If you accept the hunt starts again with all members refreshed but you may keep all relics and still visit the Wild Lodge.

- K You come across a human who lives here of their own free will. Who are they? Why do they choose to live with the wild hunt?

