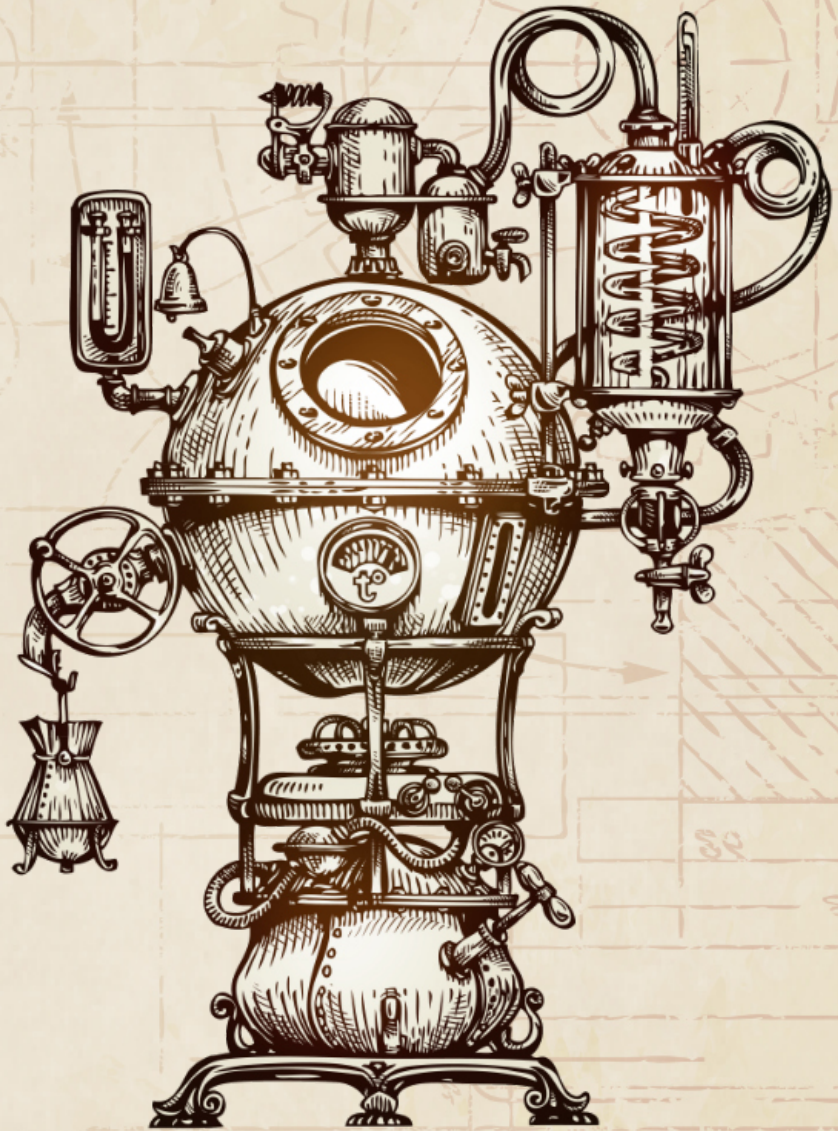


# TINKERS TROUBLES

AN APOTHECARIA EXPANSION  
BY ANNA BLACKWELL



**PANACEA MACHINE**  
**MK 1**

# INTRODUCTION

So you've found yourself landed with the thankless task of curing the reckless folk in your town/village of the various Ailments and Afflictions they've managed to pick up.

For a while, you probably thought it was quite simple, that you'd only ever come up against a handful of problems but life isn't so clean cut dear reader.

This tome will help guide you as you face the strange Afflictions that trouble carpenters, blacksmiths, wandmakers, and all other artisans. In these pages you will find specialised Reagents that can be used to cure these craft-endemic Ailments and even learn a bit about crafting for yourself.

To best prepare yourself for these new Ailments, you will want to travel to The Workshop, an ancient stronghold full of dwarven machinery, strange robots, and hobbyist artisans who treat the ancient locale like a communal maker's space.

As you prepare to treat these new Ailments, you will be faced with two new [TAGS]:

[ELECTRIC] which is to do with any electrical disturbance in the body.

[OBJECT] which is to do with any foreign object in the Afflicted or magically infused object that has, say, managed to steal the Afflicted's soul.

*Note to self:  
Get a dust mask for  
exploring The Workshop*

# NOVICE AILMENTS

## **1 - 4) ClockJaw – [NERVES ★] [MOUTH ★] – Timer: 8**

*The afflicted has picked up an unfortunate facial tic which makes their jaw open and close like the tick-tock of a clock.*

**Consequence:** Frustrated, they head to the village doctor instead. Lose 1 Reputation.

## **5 - 8) Charged – [ELECTRIC ★★] [SENSES ★] – Timer: 6**

*A constant electrical charge runs through the afflicted causing sparks to leap from their fingers and toes.*

**Consequence:** They ground themselves on something, venting the electricity completely. What do they break?

## **9 - Q) Tanner's Hands – [SKIN ★★] [RASH ★] – Timer: 8**

*A common effect from the products tanners use, this foul smelling rash can turn the stomachs of those unfamiliar with the craft.*

**Consequence:** Their ailment ruins an important moment for them. What was it? A social event? A romantic moment? Either way Lose 1 Reputation.

## **K) Flattened – [BONE ★★] [PAIN ★★] – Timer: 6**

*Take your eye off the machine for a second and you'll find yourself paying the price. In this case, the price was a hand.*

**Consequence:** The hand needs to come off. What do they replace it with? Lose 1 Reputation.

**DO NOT TOUCH CHARGED  
PATIENTS!**

# INTERMEDIATE AILMENTS

**1 - 4) Wand Skelf – [OBJECT ★★] [MAGIC ★★] – Timer: 4**

*A piece of magic infused wood has become lodged deep inside the afflicted's skin, causing them to cast wild magic with every gesture.*

**Consequence:** One of their accidental spells gets out of hand. What was the spell? What was the outcome? Lose 1 Reputation.

**5 - 8) Grinder Gut – [STOMACH ★★] [SENSES ★★] – Timer: 4**

*The poor afflicted has started eating their tools, leaving themselves unable to work and with no appetite for real food.*

**Consequence:** The afflicted has to sell off a prized possession in order to keep their workshop. What was it? Lose 1 Reputation.

**8 - Q) Hatter's Quirk – [SENSES ★★] [MOOD ★] – Timer: 6**

*A side effect of breathing chemicals all day, the afflicted has started acting strange and spouts nonsense poems at the drop of a hat.*

**Consequence:** They become certain their delusions are real and escape into the night. Lose 2 Reputation.

**K) Dead Battery – [ELECTRIC ★★★] – Timer: 4**

*The dwarves of The Workshop have been known to fit themselves with powerful bits of technology that help keep their damaged organs going. Sometimes they forget to charge them...*

**Consequence:** Their life-supporting technology is off for too long and they are rushed too the village doctor. Lose 2 Reputation.

**Note to self:** Resist urge to lecture foolish dwarves.

# ADVANCED AILMENTS

**1 - 4) Tooled – [CURSE ★★★] [OBJECT ★★★] – Timer: 6**

*Somehow, the afflicted has had part of their body replaced with one of their tools. A saw for teeth, hammer for a hand, or a brush beard.*

**Consequence:** The afflicted sets off to get revenge on the one who cursed them. How does that go? Lose 2 Reputation.

**5 - 8) Canvas Curse – [CURSE ★★★] [SKIN ★★★] – Timer: 8**

*Wherever the afflicted goes, they sap the colour from the world onto themselves leaving colourless places and furious faces in their wake.*

**Consequence:** You take too long and somewhere nearby has been drained of all its colour. The angry village folk chase the afflicted off. Lose 3 Reputation.

**9 - Q) Rejection**

**[INFECTION ★★★] [NERVES ★★★] [OBJECT ★★] – Timer: 6**

*The afflicted has had a lost limb replaced with a golem prosthetic that ties into their nervous system but their body is rejecting it.*

**Consequence:** The prosthetic has to be removed and they have to learn to live without. How do they deal with the loss?  
Lose 1 Reputation.

**K) Heart Seeker**

**[OBJECT ★★★] [PAIN ★★] [WOUND ★★★] – Timer: 6**

*After an accident with a machine, the afflicted has been left with a piece of metal working through their body towards their heart.*

**Consequence:** The piece of metal reaches its destination. Lose 3 Reputation.

Never Again! →  
Stop anyone who even  
suggests such a stupid contraption

# EXPERT AILMENTS

## 1 - 4) Static Ghost

[ELECTRIC ★★★] [SPIRIT ★★★] [MAGIC ★★★] – Timer: 6

*The afflicted was working with strange technologies and vanished into thin air before returning as a glowing electrified spectre with knowledge of the future.*

**Consequence:** Something in the future catches them and prevents them from coming back. What did it look like? Lose 2 Reputation.

## 5 - 8) Stole Soul

[SPIRIT ★★★] [OBJECT ★★★] [CURSE ★★★] – Timer: 8

*The afflicted has had the terrible misfortune of having their latest creation switch bodies with them, trapping their soul in the object while their own body ran off in the night.*

**Extra:** In order to treat this Ailment you must find the Afflicted's original body by drawing a Face Card.

**Consequence:** The original body has escaped making the switch permanent. What does the afflicted do now? Lose 2 Reputation.

## 9 - Q) Glitch Itch

[OBJECT ★★★] [RASH ★★★] [ELECTRIC ★★★] – Timer: 6

*Sometimes the robots in The Workshop can get an electrical rash that causes them to behave... strangely. Poor little thing.*

**Consequence:** You take too long and the glitch becomes permanent. What weird quirk has it picked up? Lose 1 Reputation.

## K) Panacea Problem

[ALL ★★] – Timer: 1 Season (13 Weeks)

*Someone has had the clever idea of creating a machine that can cure everything but lacking the proper apothecarial resources, they've created something more akin to a disease bomb.*

**You need to brew a Potion which has one of every [TAG] and put it into the machine.**

**Consequence:** You were too late and the machine sets off a pandemic. Describe what happens and also:

The Workshop is Closed for a Year.

You get no Downtime for a Season and instead draw two Ailments per Week.

You receive no Reputation Loss during that time.

# REAGENTS

## **Diamond Oil ★★ – MADE – Workshop (8)**

*Considered to be the purest oil in the world, this potent mixture can fix machine and muscle alike.*

Can be BOILED for [OBJECT]

## **Mystery Metals ★ – MADE – Workshop (3)**

*Usually dismissed as waste, the metal filings left by blacksmiths and tinkerers can be turned into a helpful alchemical slurry.*

Slurry can be DISTILLED for [BONES] and [BLOOD]

## **Pristine Polish ★★ – MADE – Workshop (6) – Village (10)**

*Jewellers and gem cutters use this secret recipe to ensure their creations shine the brightest by cleaning even the tiniest bit of dirt.*

Polish can be BOILED for [INFECTION]

## **Mimic Mucus ★★ ★ – ANIMAL – Workshop (9) – Dungeon (10)**

*Mimics secrete a powerful paralytic in their saliva. Thankfully most of these mysterious monsters drool in their sleep.*

Saliva can be BOILED for [NERVES] and [SLEEP]

## **Golem Clay ★★ – MAGIC – Workshop (4)**

*Uncooked golem clay is excellent at insulating and grounding those with electric personalities.*

Adds 2 points of Poison.

Clay can be CRUSHED for [ELECTRIC]

## **Signal Salve ★★ ★ – MAGIC – Workshop (13)**

**Requires a Wand to collect**

*Lost somewhere in The Workshop is a device that can heal via magical wavelengths. Luckily, you've found one of those signals.*

Signal can be added RAW for a [TAG] of your choosing.

## **Mountain Man's Elbow Grease ★ – MADE - Workshop (3)**

*Packaged in a tartan container with an aggressive slogan, this medicinal ointment really boosts your "puny immune system".*

Grease can be added RAW for [INFECTION]



**Capacitor Jelly ★★★ – MADE – Workshop (10) – Dungeon (13)**

*This thick jelly is made from the rare Fulgur Fungi. It is a staple of gnomish circuitry and baking!*

Jelly can be BOILED for [ELECTRIC]

**Serene Static ★★ – MAGIC – Workshop (6)**

**Requires a Wand to collect**

*Found on certain magical machinery, this static soothes the mind after the initial shock.*

Static can be added RAW for [SENSES] but causes [ELECTRIC ★]

**Machanterelle ★★★ – PLANT – Workshop (9)**

*A rare and sought after fungus that only grows on certain types of magical wood or metal. A dwarven delicacy despite its oiliness.*

Cap can be CRUSHED for [OBJECT]

**Cryo Crystal ★★ – MAGIC – Workshop (7) – Shimmersnow (10)**

*Machines generate a lot of heat so to keep them from catching on fire all the time these crystals are inserted to cool them down.*

Crystal can be CRUSHED for [HOT]

**Golem Thoughts ★★★ – MAGIC – Workshop (10)**

**If you have a Golem, you may collect for free**

*The words in a golem's head give it form and allow it to control a target material. Very useful for removing splinters.*

Words can be added RAW for [OBJECT]

**Gremlite Eggs ★ – ANIMAL – Workshop (3)**

*Somewhat like termites, these terrible little insects eat their way through metal machines to make their nests.*

Eggshells can be added RAW for [OBJECT]

**Lightning Lobster ★ – ANIMAL – Workshop (4) – Loch (7)**

*Vibrant blue with yellow trim, these striking crustaceans live in the run-off from machines, eating the washed out gremlites and sprites.*

Shed Shells can be CRUSHED for [ELECTRIC]

# THE WORKSHOP

A bustling centre of trade and creation, The Workshop is a cacophony of clanging hammers, roaring machinery, singing dwarves, and ringing alarms.

Rooting around in such a place can be dangerous but fortune so often favours the bold and there are useful Reagents to be found hiding in the unseen cracks.

4 You spot a rare Reagent that some careless worker has dropped into a machine. Perhaps if you were quick enough you could grab it. Draw a card for you and a card for the machine, if your card's value is higher, gain a Reagent of your choice. If your card is lower, the machine clips your hand and you need to visit the medic and must Decrease Timer by 1.

2 Oh no! As you pass under a low hanging pipe some foul smelling black sludge pours onto you. Decrease Timer by 1 as you clean it off.

3 You accidentally press a button which releases a little robot that follows you around for the rest of the Forage. It is able to understand you and tries its best to be helpful. Describe the robot and gain 2 Foraging Points per turn.

4 What luck! Someone has left some useful materials just lying about. With the amount of dust on them they must be free for the taking. Draw a Card and gain Resources equal to half its value.

5 The bridge ahead is out again so you have to improvise another way across the river of molten metal. How do you get across?

6 One of the resident tinkerers has taken a crack at fixing the infamous elevator meaning it has a new little quirk. What weird thing do you have to do now to get it going?

7 While wandering past some of the workshops, you make eye contact with a very chatty dwarf. Decrease Timer by 1 to escape the conversation or Decrease Timer by 2 to draw a card and gain Foraging Points equal to half its value as they tell you about the useful things they've found.

8 The floor beneath your feet suddenly jerks and starts to move like a conveyor belt. Draw a card, if it is a Red Suit, Increase Timer by 1 as it takes you in the direction you were heading. If it is a Black Suit, Decrease Timer by 1 as it takes you back the way you came.

9 While exploring the deeper chambers you come across a humanoid robot connected to some vast machine. They introduce themselves as the caretaker and explain that they oversee all of the machines here. They are very interested in hearing about the outside world.

10 You bump into a humanoid robot that introduces itself as a Guide, it offers to escort you around The Workshop so you don't get lost. Increase Timer by 1.

J As luck would have it, one of the alchemists ordered too many of a Reagent and offers the spare one to you. Draw a card and choose a Reagent from any list with a Foraging Value equal to the card's value.

Q Rumours of Shock Sprites living in The Workshop turn out to be true as you spot one of the little critters hiding inside an ancient machine. Why are they here? What do they do? Each time you get this result the sprite gets more trusting of you.

K A distant rumble marks an experiment gone wrong as the alarms blare out. Machinery stops and fire doors shut, all Reagent's Foraging Values are increased by 3.

# PROJECTS

Helping those unfortunate enough to pick up Ailments while working at The Workshop comes with more than the usual paltry fee. Once you've managed to cure 3 Tinker Ailments, you'll be gifted with a Workshop of your own!

This space has all the tools you need to create wonderous items but you'll need to buy or find your own resources.

Once you have a Workshop you can undertake a Project which is broken down into three tiers:

## **Hobby Craft – 5 Resources & 3 Visits During Downtime**

Usually something small like a bogie cart for firewood, a bird house, or an uncomplicated sculpture.

## **Creation – 15 Resources & 6 Visits During Downtime**

More involved than a hobby piece, something that involves knowledge of machinery or magic like a clock or a gargoyle.

## **Masterpiece – 25 Resources & 12 Visits During Downtime**

Something that requires research, skill, and precision like a lunar watch that tracks the stars or a seer's crystal ball.

Resources can be bought at The Workshop for 10 Silver each or can be found lying around if you're lucky.

You may only have 1 Project active at a time and it can only be worked on during your Downtime.

These Projects are a chance for you to create weird and wonderful things for your witch that feel earned. Don't be afraid to give them benefits that aren't listed here as I could never list all the great things your wild imagination can conjure.

Some examples of effects could be:

+1 Foraging Points per Turn while in a certain Locale,  
An extra point on each Timer, Free travel between two Locales,  
Lowering the Foraging Value of a type of Reagent i.e. MAGIC

# SPECIAL PROJECTS

As you explore The Workshop you will have the chance to discover special Projects. These unique undertakings will allow you to gain some special benefit as detailed below while taking you through a short craft focused storyline.

Whenever you draw a Joker in The Workshop, you may choose one of the special Projects below or tie into any other Joker activated quest that feels applicable. Each Project can only be done once.

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## **Zoological Golemancy** Masterpiece

While wandering, you come across a half-built animal golem. It looks like it has been abandoned. Once completed, the golem functions as a Familiar with a random Skill.

## **“Gift” For The Gods** Masterpiece

The God of Crafts appears in The Workshop and lays out a challenge to you; craft something so magnificent, so amazing, that they might show it off with pride at the next festival or be cursed! You must complete a Masterpiece Project before the next Festival or you get a random Advanced Ailment.

## **Take Care** Masterpiece

The Caretaker asks you to create them a body that they can use to travel beyond the walls of The Workshop. They provide the plans but they are exceedingly complex. Once completed, the Caretaker gives you a device that lets you control The Workshop's machines. Whenever a machine is involved in an event, you may choose what happens. i.e. choose the direction of the conveyor belt in Event 8 or stop the machine from moving in the Ace Event.

**Project Deadline ~ ~~2~~ weeks**



UTILISE NEW REAGENTS TO CURE TECHNOLOGY  
FOCUSED AILMENTS.

UNDERTAKE CRAFT PROJECTS OF YOUR OWN  
AND EXPLORE A VAST WORKSHOP LOCALE

**Credits**

**Gear Images from Freepik.com**  
**Other art from Adobe Stock**