

Apothecaria  
The  
Cursed  
Coast





# Introduction

Heed now the siren song of The Cursed Coast, dear witch for it is a place that is in dire need of your services.

This once beautiful place has become a dark and quiet shadow of itself thanks to the Three Curses placed upon it. It is up to you to break these foul magicks and return the coast to its once legendary heights.

The Three Curses are thus:

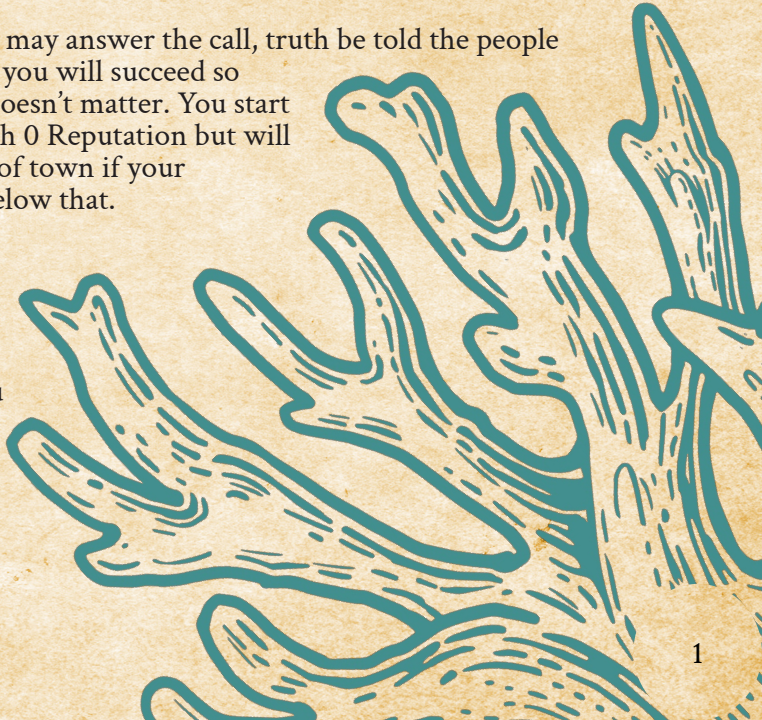
- **The Curse Of Wrath and Wreck and Ruin**
- **The Curse Of Shadows Deep and Horrors True**
- **The Curse Of Miseries Each and All**

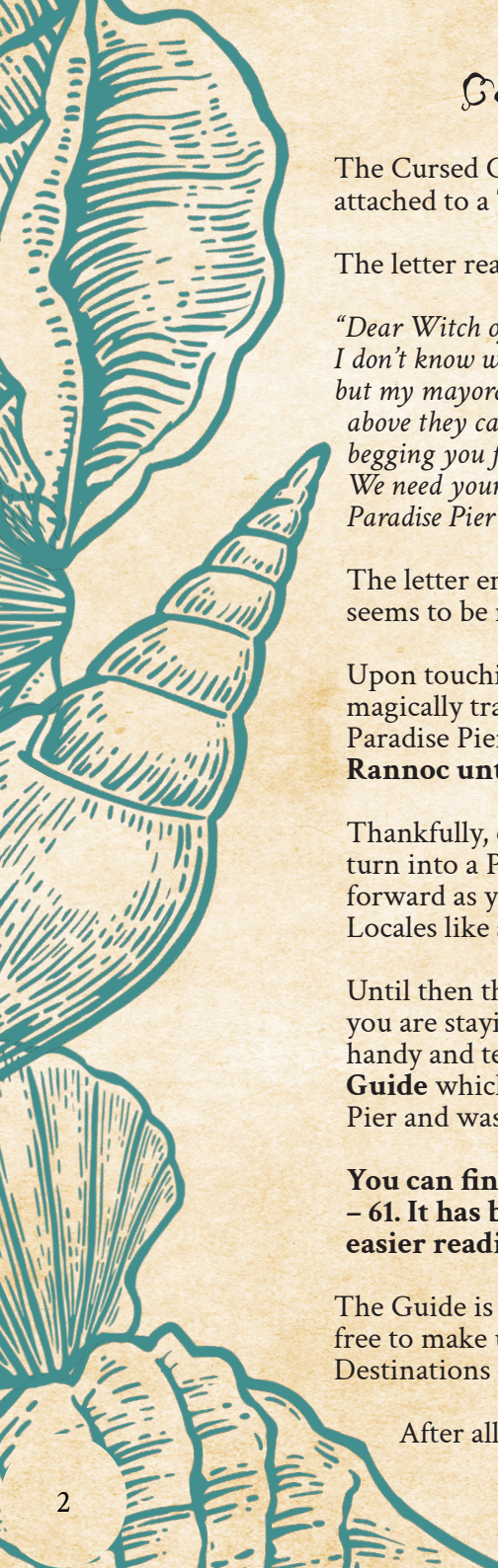
But you will not find your work here so straight forward: as always, you will have to tend the Ailments of those that come to you for aid. Likewise, you will have to Forage for Reagents to brew medicinal Potions.

## Coming To The Cursed Coast

Any level of witch may answer the call, truth be told the people have no hope that you will succeed so your Reputation doesn't matter. You start this adventure with 0 Reputation but will not be chased out of town if your Reputation falls below that.

To get the best experience, come when you have little else on your mind and may you have better luck than the last poor sod.





# Coming To The Coast

The Cursed Coast beckons with a mysterious letter attached to a **Tourist's Guide**.

The letter reads:

*"Dear Witch of High Rannoc,  
I don't know why I'm being troubled to write this letter  
but my mayoral secretary demands that I do and gods  
above they can be pushy so here I am, writing this letter  
begging you for help.  
We need your magical cures so come visit wonderful  
Paradise Pier and enjoy all the..."*

The letter ends there, trailing off and sent what seems to be months after it was written.

Upon touching the **Tourist's Guide** you are magically transported off to the dark and dreary Paradise Pier and **are unable to return to High Rannoc until you break the Three Curses!**

Thankfully, once you do, the Tourist's Guide will turn into a Portal Key that lets you nip back and forward as you please, letting you explore these Locales like any other.

Until then though, you will have to choose where you are staying based on the lovely reviews in your handy and temporarily non-magical **Tourist's Guide** which details all the best parts of Paradise Pier and was published just fifty years ago!

**You can find your Tourists' Guide on Pages 58 – 61. It has been broken down into Sections for easier reading.**

The Guide is not a comprehensive document so feel free to make up and include as many wonderful Destinations and Tourist Tips as you like!

After all, it's not like any of its true anymore.

# Paradise Pier

This idyllic sea-side town was once the holiday destination of choice for people all over the Rannoc Ranges and the lowlands. Even in the off-season, the hardier folk would fill the town's famous pier to play all of it's games and amusements while in the Summer, it was said that one would be stuck queuing for hours to ride the big wheel.

Sweet shops once dominated the promenade with soor plooms, sherbert lemons, fudge in a thousand different flavours, and candy rock. But what made mouths truly salivate were the wonderful magical treats cooked up by the resident witches.

But all of that mysteriously changed a few years ago and now Paradise Pier is a miserable place full of rubbish and boarded up shopfronts. The pier is silent, the games locked away, the big wheel rusting.

The people here are affected by **The Curse of Miseries Each And All.**

This is the first curse in the trio and requires you to:

- 1) Have cured at least 10 Patients
- 2) Return 3 Destinations from your Tourist's Guide (pages 58 – 61) to their former glory.

Once you have completed all of these requirements, you can perform a Ritual to cleanse Paradise Pier of its Curse! The form this Ritual takes is up to you but make it big and bombastic and fun!

Once The Curse of Miseries is cured, people from Paradise Pier will be much nicer during Events and will stop taking such drastic actions during Ailment Consequences.

**You do not have to break the Curses in any set order.**

# The Pirate Isles

Back during Paradise Pier's early days, these distant isles served as a home to pirates from across the lowlands and highlands who yearned for a life upon the sea. Their outlaw city was the shining beacon to which all cut-throats were drawn and each year new ships were broken apart to meet the needs of their ever growing stronghold.

In more recent times, the Pirate Isles had become more like a tourist attraction of their own. Showcasing the pirate lifestyle with minimal theft from visitors. Famous restaurants, taverns, and even musicians drew crowds from across the known world until the **Curse of Wrath and Wreck and Ruin** was placed upon them.

The once jovial, care-free pirates turned on one another and any who came to their islands. Feuds started over the littlest disagreements and the pirates splintered into a hundred warring crews.

Now the islands' shores and shallows are littered with scuppered ships. Roving pirates take pot shots at intruders while violent maelstroms and thunder storms make passage in-and-out of the islands near impossible.

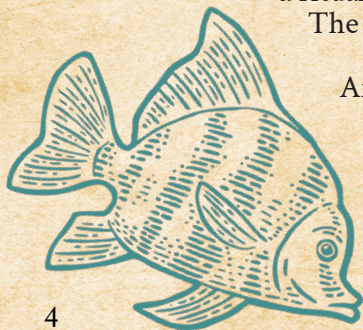
This is the second curse in the trio and requires you to;

- 1) Find the Stormbreaker Prow (page 11) to reach The Pirate Isles.
- 2) Have Cured at least 15 Patients.
- 3) Find The Legendary Item (page 11) to unite the warring pirates.

Once you have completed all of these requirements, you can perform a ritual to cleanse The Pirate Isles of their Curse.

The form this ritual takes is up to you.

After the Curse of Wrath is cured, you can switch to the Pirate Isles – Fixed (page 52) and will find the pirates to be much friendlier!



# The Ocean

Home to the merfolk and their kin, this great underwater city used to grace postcards, paintings, and murals around Paradise Pier. The great Coral Castle, home to the Merfolk Monarch towers above the sprawling city that spirals out around it.

It was said that to swim through the city of the merfolk was like entering art itself as beautiful music flowed through the water and everywhere you looked was a colour more rich and full than can ever be found on the surface.

However, after the **Curse of Shadows Deep and Terrors True** was placed upon these gentle peoples, their city has become anything but beautiful. The colours are muted by foul and fearsome shadows. The merfolk, once sweet and welcoming, now hide from or hate us. And that isn't even to mention the Terrors that lurk in the quiet city.

This is the last curse in the trio and requires you to;

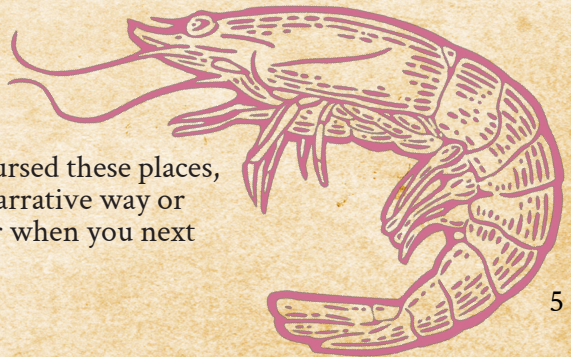
- 1) Have Cured at least 20 Patients
- 2) Cure at least 3 Merfolk Ailments (Those with the FISH symbol)
- 3) Defeat a Terror (page 56) with might or mercy
- 4) Retrieve The Monarch's Trident (page 41)

Once you have completed all of these requirements, you can perform a ritual to cleanse The Ocean of its Curse. The form this ritual takes is up to you.

After the Curse of Terror is cured, you can switch to The Ocean – Fixed (page 50) and will only find Terrors if you choose to seek them out.

**With all the Curses cured, you are finally able to return to High Rannoc.**

If you wish to find out who cursed these places, you may do so in your own narrative way or choose to uncover the answer when you next draw a Joker.



# Treasure Maps

Pirates don't like banks, they're too formal and stuffy and likely to pass judgement on ill-gotten gains. But pirates still need somewhere to store their treasure and so the famous Treasure Map was born.

Treasure Maps take on two forms and the choice is entirely yours:

## Maps

Some captains provide complicated maps of the islands that require you to go out and explore to find what they refer to.

The treasure's location is often marked with an X for ease of remembering.

## Riddles

The more devious captains prefer to hide the location of their treasure with strange riddles with things like "a dozen paces West from the hangman's tree" serving as directions.

Whichever style you choose, the next step is the most important; Determining how difficult it is to find! To do this, simply Draw a Card and make note of its Value. You must find that many clues in order to find the location of the Treasure.

To find Clues, you will have to go Foraging for them like any other Reagent. A Clue has a Foraging Value of 5.

You don't need to Forage in the Pirate Isles to find Clues. Perhaps you are exploring rumours of a sunken ship in The Ocean or looking for pirate graffiti in Paradise Pier. Maybe the Treasure is buried under the floorboards of the Paradise Library and you have to dig it up during the night! Be as creative as you like!

Finally, once you have found the treasure it's time to see what it's worth.

You may either Draw a Card and consult the Pirate Chest table on page 14 or you can Gain 10 Silver x the Number of Clues Needed.

On top of that reward, there will always be some sort of trinket inside for you to decorate yourself or your cottage with. What is it? A piece of jewellery? A flagon? A painting? Or something strange and completely unexpected?



# Familiars

When you are first sent to The Cursed Coast, you might not have your Familiar with you. Or maybe they are with you but they aren't built for the open ocean. Whatever the situation, you can perform an Oceanic Calling Ritual to find a Familiar to aid you while you're stuck here.

How does this calling ritual differ to the one you may have performed in High Rannoc? What materials are needed? Where do you perform it?

Choose or Draw a Card to see what form your new Familiar takes.

Ace - 3	Crustacean - Crab, Lobster, etc	Jack	Cephalopod - Octopus, Squid, etc
4 - 6	Fish - Clownfish, Pufferfish, Anglerfish, Eel, Shark, etc	Queen	Bird - Albatross, Parrot, Pelican, Seagull, etc
7 - 10	Pinniped - Seal, Walrus, Sealion, etc	King	Cetaceans - Dolphins, Whales, etc
Joker	Mystical - Sea Dragon, Kelpie, Capricorn, Juvenile Kraken, Skeletal Monkey, Ghost Parrot, etc		

Draw a Card to see what Familiar Skill your Familiar has.

Ace - Three	Defender - Ignore 1 Event per Forage that involves a hostile creature or character.	Jack	Helping Hand - Increase all Ailment Timers by 1.
Four - Six	Hunter - Decrease the Foraging Value of all ANIMAL Reagents by 3. Minimum 1.	Queen	Sidekick - Draw an extra Card for any Challenge you come across during Foraging where they could help.
Seven - Ten	Cursed Knowledge - Decrease the Foraging Value of all Reagents that cure [CURSE] by 2. Minimum 1.	King	Travel - Somehow this Familiar can get you between Locales without Decreasing the Timer.

# Festivals

Throughout the year, each of the Locales in The Cursed Coast have their own unique Festivals that will have very different feels depending on whether or not you've Cured their Curse by that point. If you reach any of these Festivals while that Locale is still Cursed, think how it might differ from what's written here.

## **Paradise Beach Party**

*6<sup>th</sup> Week in Summer*

A massive party out on the beach where everyone can let loose, party, and enjoy the fact that Summer is at its peak.

- You are given a ticket for the Sandcastle Competition. The grand prize goes to whoever makes the Best Sandcastle. What do you make? Draw a Card for your Sandcastle and three for the other builders. If your Card is the Highest then you win and get
- Music fills the air as bands take to the stage for a beach front concert. Do you recognise any of the bands? What do you think of the music? Someone asks you to dance, who are they?
- The Surfing Competition is about to start, if you want to take part you still have time to sign up! If you have never surfed before, you get 1 Card. If you have surfed before, you get 2 Cards. If your total is equal to or higher than 13 then you win! What cool tricks did you pull off? Was it intentional? You win a Cool Surfboard that functions the same as the Enchanted Rowboat (page 10)

## **The Return of the Fleet**

*6<sup>th</sup> Week in Autumn*

Every year, like clockwork, the sunken ships of the Paradise Navy return to dock, their ghostly crew coming home to visit their descendants.

- What do the ships look like? What happened to them that sunk them? How do you find this out?
- A ghostly captain tells you about one of their adventures. Draw a Card, if you get a Face Card then they give you a Treasure Map (page 6) as part of the tale. What is their story about?
- One of the ghostly crew comes to you and asks for a way to break their curse. Any 3 [CURSE] Reagents will do. Why do they want it to end? What has changed for them? Why do the others not want to end it?

# Festivals

## **The Offering**

*6<sup>th</sup> Week in Winter*

Once per year the Merfolk gather up a vast sacrifice for their gods and then celebrate in their own unique ways.

- You are asked to sacrifice something to the sea gods. Do you? If so, what do you sacrifice? How do you sacrifice it? If you sacrifice something, all Ocean Reagents have their Foraging Value reduced by 3 for the next Season.
- A great song is sung for the gods, it takes days and echoes throughout the Ocean. What is it about? How do the merfolk act during this time?
- You are invited to descend into the abyssal chasm, a pitch black hole that supposedly leads to the realm of the gods. If you accept, what is it like descending into darkness? What do you experience down there? What do you tell the merfolk when you return?

## **The Pirate Gathering**

*9<sup>th</sup> Week in Spring*

Pirates from all over the world gather at The Pirate Isles to pay tribute, elect new leaders, and vote on changes to the pirate code. For crewmates, this means a welcome chance to share stories, loot, and grog!

- You see all manner of ships from across the world. What strange new ships and crews do you see? Which is your favourite?
- Many of the ships have opened their decks to serve as open air markets. What interesting things do they have for sale? You may purchase any Reagent from Apothecaria or any expansion for it's Highest Foraging Value in Silver.
- You are challenged to a duel by another pirate. Why are they challenging you? What sort of duel have they challenged you to? If you accept, Draw a Card for each of you plus an extra Card for you for any Items that may be beneficial in a duel. Highest Value Card wins! If you win, Gain 3 Reputation. If you lose, Lose 3 Reputation.
- You are invited to the changing of the code and, if you have Cured the Curse of Wrath and Ruin, given a vote on some new proposed laws. What new laws are put forth? What old laws are being rethought?

## **Enchanted Rowboat – 100 Silver**

*A day out on the open water with your lines set and naught but the sound of the waves, you couldn't ask for more.*

How does this enchanted boat propel itself? A ghostly rower? A magical engine? A deal with the fishes to carry it?

Allows you to go Fishing (page 12) In The Ocean and The Pirate Isles.

## **Beginner's Rod – 10 Silver**

*A bit beaten and primitive but good enough to get started in the noble art of Fishing!*

Allows you to go Fishing (page 12). Provides no Bonuses.

## **Pro Rod – 70 Silver**

*Ergonomic handle, streamlined reel, made of the finest aluminium smithed by fisherdwaves in the distant city of Holdesplösh.*

Allows you to go Fishing (page 12). Provides up to a +2 Bonus to your Fishing Draw meaning you can add 1 or 2 to your result.

## **Legendary Rod – Cannot Be Bought**

*Once thought lost, this rod calls out to a worthy wielder from its resting place. Imbued with the blessing of several sea gods and the blood of a kraken, this rod is said to be able to catch even a fish's breath.*

Allows you to go Fishing (page 12). Provides up to a +4 Bonus to your Fishing Draw meaning you can add 1 to 4 onto your result.

## **Chum Bucket – 5 Silver per Use**

*Filled with old fish guts, baitworms, and other fishy delights. If they weren't biting before, they sure will be now!*

Provides a +2 Bonus to your Fishing Draw result.

## **Capture Bulb – Free**

*Not all folk who fish like the idea of hurting the poor things, thankfully this enchanted orb can replace your hook for a painless experience.*

Allows you to catch Fish for the Aquarium (page 59) or to gather FISH Reagents without harming them.

Fish caught with the Capture Bulb can be sold to the Fish Shop.



### **Cotton Candy Machine – 80 Silver**

*Spin sugar into delightfully colourful clouds to entertain your friends and neighbours or turn your potions into amusing clouds that are much easier to stomach.*

Get an extra 10 Silver per Potion.

### **The Stormbreaker Prow – Cannot Be Bought**

*The figurehead from the famous Stormbreaker holds a great enchantment that lets it pass through even the fiercest storm unharmed. A real shame it got knocked off just before the Curse of Wrath and Wreck and Ruin hit.*

You can find this enchanted object by Fishing (page 12)

Once you have it, you can access The Pirate Isles (page 42)

### **The Captain's Debt – Cannot Be Bought**

*Gaining the admiration of a pirate is tough, gaining the admiration of a pirate captain is near impossible but somehow you've managed it!*

At the end of each Season the Captain and their crew come to you with 3 Pirate Chests (page 14) for you to open.

They also bring tall tales from the sea and stay for a few days to chat and help in small ways.

What is it like having such guests? What do they get up to?

### **The Legendary Item – Cannot Be Bought**

*Legends say some great pirate captain of old put their most treasured possession in a chest and hid it somewhere no-one would ever find. Legends go on to say that whomsoever finds that legendary item shall inherit a crew.*

If you find The Legendary Item, you immediately get the following benefits:

- **A Loyal Crew** – You can send them to Forage or Fish for you during an Ailment. Draw a Card and gain a Reagent equal to or lower than the Card's Value. They can only Forage in Locales that have water in them (Beach, Shallows, Ocean, Isles, Loch)  
Who is the first mate? Is there anything strange about this crew?
- **A Ship Of Your Own** – A magnificent galleon with ample room for you to conduct your witchy business. You can use this ship as a new cottage.  
Where do you moor the ship during business hours? What are your quarters like? How do you grow things on a ship?

# Fishing

**You need a Fishing Rod (page 10) before you can Fish at all**

**You need a Rowboat (page 10) before you can Fish in the Ocean or The Pirate Isles.**

Fishing is a noble sport taken up only by those with the patience and stamina to spend an entire day staring at the water, waiting for that subtle tug on the line. If you think you've got what it takes, you may go Fishing during your Downtime by Decreasing the Timer by 1 and choosing a Locale to Fish in.

Each Locale has a different selection of things that can be caught but the process is much the same for each of them, follow one of the Fishing methods below and catch whatever is listed for your result. If anything says End Fishing, think about what happened to cause you to stop. Injury, damage to your boat or rod, or something else?

There are two Fishing methods. Both are equal in their rewards so use whichever catches your fancy more.

## How To Fish With Cards

**Step One** – Draw cards face down until you get a good feeling about one. Flip that Card over, that is your Fishing Draw.

**Step Two** – See what you would catch with that Fishing Draw. If your Fishing Rod lets you add to your Fishing Draw, do so now.

**Step Three** – Catch whatever matches your final Fishing Draw.

## How To Fish With Dexterity

**Step One** – Scrunch up a bit of paper until its about 1cm across You get 1 attempt + 1 attempt for each bonus to your Fishing Draw.

**Step Two** – Using the water's surface like the line in bowling, toss or roll your paper onto the Fishing page.

**Step Three** – Choose one of your bits of paper and catch whatever matches where it landed.

<b>Fishing Draw</b>	<b>Shallows</b>	<b>Ocean</b>	<b>Pirate Isles</b>
1	No Catch		
2	Blueshell Crab (page 28)	No Catch	
3	Coral Trout (page 28)	Moonlight Jellyfish (page 30)	An Old Boot (No effect)
4	Hedgehogfish (page 28)	Boxer Shrimp (page 30)	Unlucky Catfish (page 32)
5	Baby Dragon Eel (page 29)	Ocean Glow (page 30)	Mossy Crab (page 33)
6	Reef Snake (End Fishing)	Alright White Shark (page 30)	Shrapnel Clam (End Fishing)
7	Jester Fish (page 29)	Ghost Eel (page 30)	Cannonball (Gain 1 Silver)
8	Toadfish (page 28)	Royal Seahorse (Lose 1 Reputation)	Captain's Rum (page 32)
9	Surgeonfish (page 28)	Merfolk Wares (Gain 5 Silver)	Dubloon (Gain 10 Silver)
10	Chum Bucket (page 10)	Witch Fish (page 31)	A Treasure Map (page 6)
11	Painemone (page 29)	Wyvern Shark (page 31)	Dwarf Kraken (page 33)
12	Dragonet (page 29)	Lanternfish (page 31)	Pirate Crab (page 33)
13	Silver Coral (Gain 10 Silver)	Cannon Crab (page 30)	Orchestra Crab (page 33)
14	Golden Coral (Gain 20 Silver)	Void Shark (End Fishing)	Cursed Skull (page 32)
15	Lost Item (Gain 1 Reputation)	Baby Island Turtle (page 31)	Pirate Chest (page 14)
16	Stormbreaker Prow (page 11)	Ambergris (Apothecaria pg 26)	
17		Bright-Starfish (page 31)	
18			
19		Micro-whale (page 31)	

# Pirate Chests

As you explore The Pirate Isles you'll have the chance to find Pirate Chests via Fishing (page 12) and Treasure Maps (page 6).

Whenever you find one of these Pirate Chests, Draw a Card and check the table below to see what's inside!

Card	Pirate Chest Contents
A	There's someone in here! Who are they? How did they end up in a chest? How long have they been in there?
2	The previous owner kept their underwear in this chest. What does it look like? What do you do with it?
3	Some horrible crabs have burrowed in and all the booty has fallen out! What do you do with the chest?
4	Someone locked this chest really well! Spend 1 Downtime Segment to get it open and Draw again.
5	This chest is filled with booty of a more sentimental value. What do you find? Gain <b>10 Silver</b> .
6	There is a message included with the booty in this chest. What does it say? You can sell the booty for <b>30 Silver</b> .
7	The previous owner put an object whose purpose you can't discern in this chest. What does it look like?
8	There's another, smaller Pirate Chest inside this one. Draw again.
9	This chest contains a <b>Treasure Map (page 6)</b> ! When you find that Pirate Chest, Draw twice for its contents.
10	This chest is bursting with foreign coins that are worth <b>50 Silver</b> . What do they look like? Where are they from?
Jack	This chest contains a dashing hat. While wearing the hat, ignore one Event per Forage that involves Pirates.
Queen	It's stuffed with things stolen from a distant royal! What do you find? Who did they belong to?
King	You can sell it for <b>200 Silver</b> or return it for <b>5 Reputation</b> and a gift from said royal. What is the gift?
Joker	Something belonging to a Legendary Pirate! What is it? What does it look like? Gain The Legendary Item (page 11)



# The Shallows & Fishing Spot



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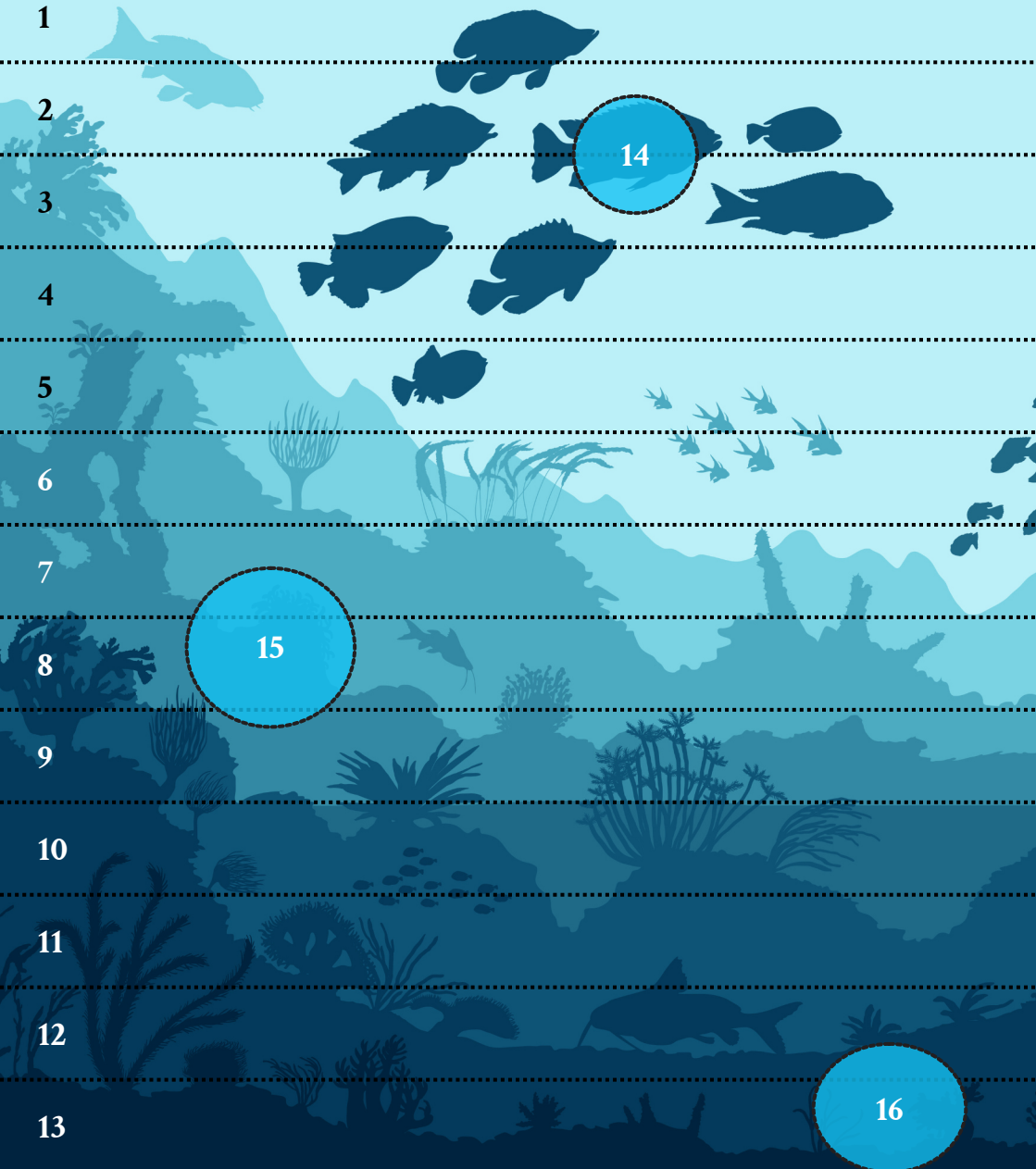
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# The Ocean & Fishing Spot



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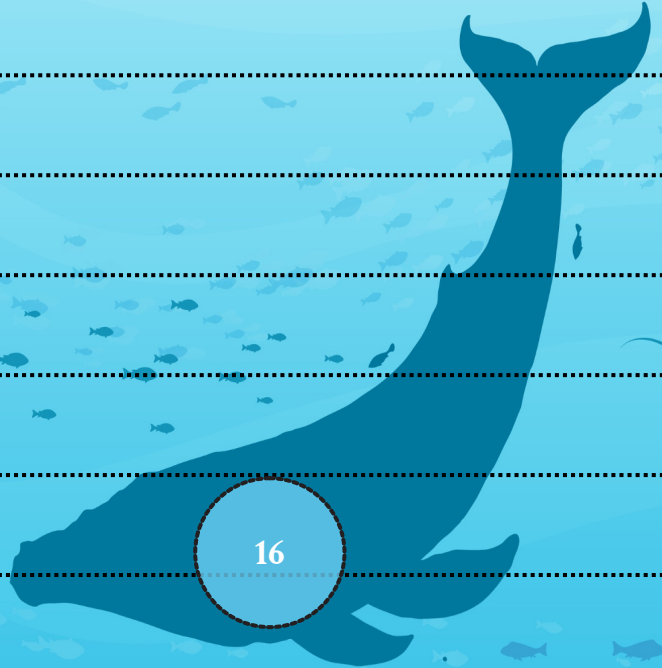
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# The Pirate Isles & Fishing Spot



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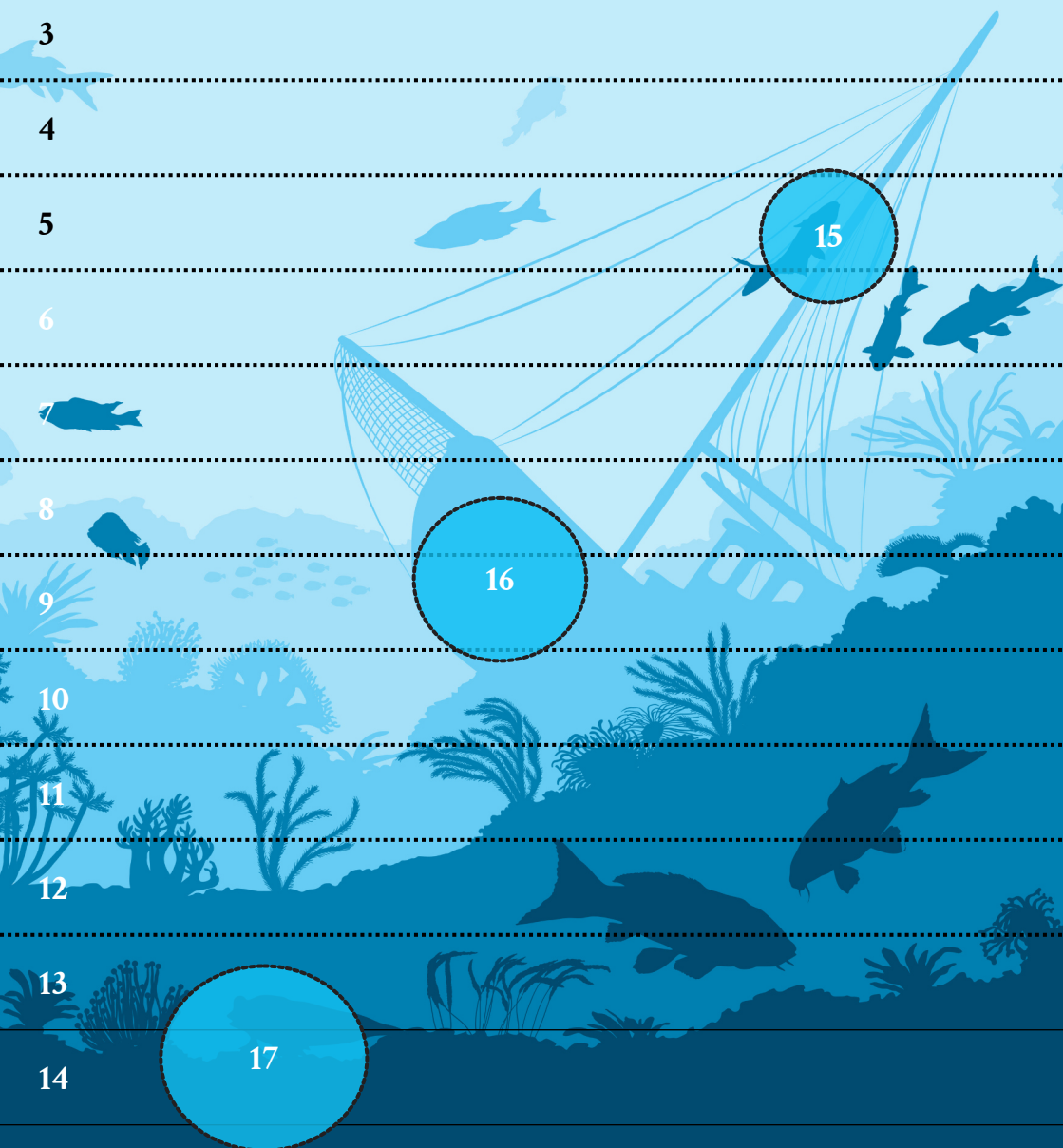
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## Novice Ailments

### A) Splinters – [PAIN ★★][WOUND ★] – Timer: 6

*The ragged wooden banisters, planks, and railings of Paradise Pier have become a death trap to the unwary, like this patient who has felt their bite.*

**Extra:** You will need to spend 1 Ailment Timer removing the splinter/splinters from the patient. Where are they?

**Consequence:** They go to the ship's doctor and get the affected area removed. Lose 1 Reputation. How do they feel about that?

### 2) Prunyskin – [SKIN ★][MOOD ★] – Timer: 4

*This ain't no normal bathtub prunyness, the afflicted has touched some cursed water and is likely to be this pruny for days or even weeks!*

**Consequence:** They realise they'll get better on their own and tell everyone you're a con artist. How do you convince people you aren't? Lose 2 Reputation.

### 3) Suntouched – [BURN★★][PAIN ★] – Timer: 6

*Folks from the colder climes don't realise how dangerous the sun can be till they've fallen asleep under its baleful gaze.*

**Consequence:** They try a home remedy that someone else recommends. What effect does it have? Lose 1 Reputation.

### 4) Clammy Hands – [PAIN ★★][PUNGENT ★] – Timer: 4

*This poor unfortunate soul has gotten both hands trapped in the mouths of giant miser clams. It hurts a bit but the real problem is their size.*

**Consequence:** They decide to just live with clams for hands from now on and refuse all treatment. How does this affect them? Lose 2 Reputation.

### 5) Parrot – [SENSES ★★][MOOD ★] – Timer: 6

*This patient parrots everything people around them say. Amusing at first but it can lead to problems among the wrong crowds.*

**Consequence:** They repeat a secret that they weren't supposed to. What happens to them? Lose 1 Reputation.

### 6) Jelly Stung – [PAIN ★★][WOUND ★] – Timer: 4

*Never touch a jellyfish's tendrils, this patient sure won't forget that lesson in a hurry. Do not try the rumoured cure, it don't work!*

**Consequence:** They go to the ship's doctor to get the affected area removed. Lose 1 Reputation.

**7) Stuck In The Shanty – [CURSE ★★][MOOD ★] – Timer: 6**  
*Way-he-y-and-up-she-rises and all that sailor singing is well and good in moderation but this patient can't stop themselves from singing everything!*  
**Consequence:** They make up a particularly catchy insulting shanty about you that you hear everywhere. How does it go? Lose 3 Reputation.

**8) Land Sick – [STOMACH ★★][MOOD ★] – Timer: 8**  
*This patient has spent so long at sea that their stomach now turns on land.*  
**Consequence:** They throw up in something of yours and lurch off back to their ship. Lose 1 Reputation and something from your cottage: a hat, a set of drawers, a nice pot, the choice is yours.

**9) Feeling Salty – [SKIN ★][MOOD ★] – Timer: 4**  
*Too much time at sea has left this patient with a peculiar salty crust that won't come off no matter how hard they scrub.*  
**Consequence:** They leave angry but not before getting their salt everywhere. It will take 6 Downtime Segments to clean it up. Until then, what is it like having everything covered in salt?

**10) Sandrubbed – [SKIN ★][PAIN ★] – Timer: 6**  
*Some people come to Paradise Beach expecting soft sands, this patient is the latest to discover the harsh and abrasive truth.*  
**Consequence:** They spend a week in ointment. Lose 1 Reputation.

**J) Ill Gills – [COUGH ★★][MOUTH ★] – Timer: 6**



*This merfolk has a terrible cough that shoots sticky mucous out of their gills and they've gone an awful greener colour.*

**Consequence:** You feel a little under the weather yourself. Halve your next Downtime as you rest up.

**Q) Jawstuck – [MOUTH ★][TEETH ★] – Timer: 6**

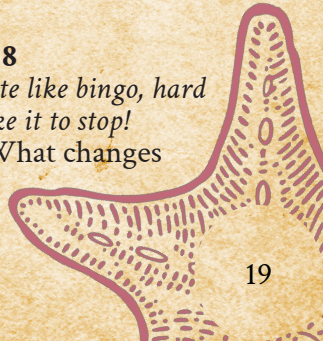
*This patient has managed to get a jawbreaker sweet into their mouth and can't get it out.*

**Consequence:** The Ship Doctor has a whack at it... literally. How does that go? Lose 1 Reputation.

**K) Feeling Old – [MOOD ★][SENSES ★] – Timer: 8**

*This patient has had the startling realisation that they quite like bingo, hard candies, and commenting on people's gardens and would like it to stop!*

**Consequence:** They decide to live as an old person. What changes about them? Lose 1 Reputation.



# Intermediate Ailments

## A) Feelin' Mutinous – [SENSES ★★][MOOD ★★] – Timer: 6

*Not really an Ailment but sometimes captains'll drag their "afflicted" crewmate in and its really best not to argue with someone carrying a sword.*

**Extra:** You can choose to make a placebo out of any two Reagents instead. This will always result in the Red Consequence below.

**Consequence:** Draw a card:

Red – the mutinous crewmate overthrows the captain and takes control of the ship. How do things change for the crew? What happens to the captain?

Black – the captain makes them walk the plank. What happens to the crewmate? Lose 3 Reputation.

## 2) Siren Song – [MOOD ★★][MAGIC ★★] – Timer: 4

*They say the song of the siren drives people to madness. This isn't quite true, it's just so catchy that people can never get it out of their heads.*

**Consequence:** They sing the song out loud and now you've got it stuck in your head too! Start a Siren Song Ailment with yourself as the patient. How does the song go?

## 3) Sea Legs – [CURSE ★★][FEET ★★] – Timer: 6

*This patient's legs have been replaced with rough approximations made out of sea water, kelp, coral, sand, and fishes. Best put a towel down.*

**Consequence:** They decide to go live in the sea to stop soaking things. What happens to them? Lose 3 Reputation.

## 4) Sailor's Mouth – [SENSES ★★][MOUTH ★] – Timer: 4

*Sailors are famous for their foul language, the problem is that this patient can't seem to help themselves from spouting rude nautical turns of phrase.*

**Consequence:** They say the wrong thing to the wrong person and end up in trouble. What happens to them? Lose 3 Reputation.

## 5) Rope Burn – [BURN ★★][PAIN ★★] – Timer: 4

*Swinging from the rigging like a washbuckler in a story has given this patient a rather horrific case of rope burn.*

**Consequence:** They visit the ship doctor to get their hands amputated. Lose 2 Reputation.

## 6) Glowworms – [PARASITE ★★][MOOD ★★] – Timer: 6

*A rather embarrassing ailment, this patient's rear end glows at night due to the rare species of gut worms they've picked up.*

**Consequence:** They try a foul seeming home remedy. What is it? Does it work? Lose 2 Reputation.

**7) Tourist-ettes – [SENSES ★★][MOOD ★] – Timer: 6**

*Unable to help themselves, this patient keeps blurting out touristy sounding things like “gawsh, look at those alcoves” and so keeps getting mugged.*

**Consequence:** They decide to go on a walking tour holiday where they won't feel out of place. Lose 4 Reputation.

**8) Barnacle Backed – [SKIN ★★][PARASITE ★★] – Timer: 5**



*It seems this patient has been unfortunate enough to swim through a patch of the barnacles and been mistaken for their usual whale host. Ouch.*

**Consequence:** They try a horrible remedy suggested by the Ship Doctor. What is it? Lose 3 Reputation.

**9) Ylmo's Fire – [MAGIC ★★][HOT ★★] – Timer: 4**

*This patient is covered in a thin layer of green fire that spreads to anything they touch. It doesn't seem to be burning them though it is “uncomfortable.”*

**Consequence:** They touch something in your Hotel room, burning it. The owners charge you 10 Silver to replace it. Lose 2 Reputation.

**10) Fruitless – [TEETH ★★][STOMACH ★★] – Timer: 4**

*This patient hasn't eaten anything except salted meat and stale bread for several weeks and is feeling worse for it in their gums and tums.*

**Consequence:** They visit the Ship Doctor and get some terrible diet advice. What is the advice? Lose 3 Reputation.

**J) Bored Stiff – [MOOD ★★★][SENSES ★] – Timer: 6**

*The afflicted has become so bored that they've stopped reacting to the world around them.*

**Extra:** The Potion needs at least 3 Points of SWEET

**Consequence:** One of the local businesses takes them as a mannequin or signpost. Lose 2 Reputation.

**Q) Electric Feel – [NERVES ★★][MAGIC ★★] – Timer: 6**

*Somewhat this patient has developed an electrical current in their body and keeps getting shocks whenever they touch certain objects or people.*

**Consequence:** All of the electricity comes out in one burst, does anyone get hurt or anything get damaged? Lose 2 Reputation.

**K) Captain's Syndrome – [SENSES ★★][MOOD ★★] – Timer: 6**

*Despite all evidence to the contrary, this patient believes they are the captain of the grandest vessel ever to touch water.*

**Consequence:** They try to set sail in their “grand vessel”. How does that go for them? Lose 2 Reputation.

## Advanced Ailments

### A) Crabby – [CURSE ★★★][BONES ★][SKIN ★] – Timer: 6

*There's an old sea legend that says everything will eventually turn into a crab. This patient is just beating the rush and transformed already.*

**Consequence:** They pinch you and disappear into the sea.

If you Draw a Joker while Foraging underwater you find them and can start another Crabby Ailment. Until then, lose 5 Reputation.

### 2) Shark Bite – [WOUND ★★★][PAIN ★★★] – Timer: 4

*They've been patched up as best they can for now but they need magical medicine if they're going to survive.*

**Consequence:** You were too slow and they've passed on. Lose 4 Reputation.

### 3) All Puffed Up

#### [SKIN ★★★][RASH ★★][LUNGS ★★] – Timer: 6

*This patient has been stung by a balloonfish and has blown up just like the fish itself. Careful not to let them float away!*

**Consequence:** They disappear for a month and then come back mostly fine, what happened to them? Where did they go? Lose 3 Reputation.

### 4) Pirated Prosthetic

#### [CURSE ★★][INFECTION ★★][RASH ★★] – Timer: 6

*Hook hands and peg legs are common fare for pirates but this patient foolishly took another pirate's prosthetic and is feeling the foul effects.*

**Consequence:** Their crime is discovered and they face a terrible pirate punishment. What happens to them? Lose 4 Reputation.

### 5) Windvain – [CURSE ★★★][MAGIC ★★★] – Timer: 4

*The wind always blows towards this patient. This is normally quite welcome during cool breezes but there's a storm brewing on the horizon.*

**Consequence:** This patient's Ailment causes a storm that damages the town! What sort of damage is done? What happens to the patient? Lose 3 Reputation.

### 6) Shot

#### [WOUND ★★★][BLOOD ★★★][PAIN ★★] – Timer: 6

*Pirates love three things: Treasure, Rum, and Pistols. It's actually more surprising when someone doesn't get shot.*

**Consequence:** They pass on and you are forced to host an impromptu pirate funeral. What is it like? What snippets of their life do you hear? It costs 30 Silver to pay for the damages they cause.



7) **Anchored** – [MAGIC ★★][SENSES ★★][MOOD ★★] – **Timer: 8**

*This patient has convinced themselves – and reality it seems – that they're firmly anchored and cannot be moved no matter what.*

**Consequence:** They stay there until something terrible happens to make them move. What eventually moves them? Lose 3 Reputation.

8) **Lighthouse Mouth** – [MAGIC ★★★][MOUTH ★★★] – **Timer: 6**

*A blinding light erupts from this person's mouth whenever they open it.*

**Consequence:** Their affliction causes a ship to wreck upon the rocks. What happened to the people on-board? Lose 4 Reputation.

9) **Bird Brained** – [SENSES ★★★][CURSE ★★★] – **Timer: 4**

*This poor sod has been cursed to think that they're a seagull and now they're off down the pier shouting at people and stealing chips.*

**Consequence:** They begin their migration and won't be back until next year. Do you ever see them again? Lose 4 Reputation.

10) **Figure Fixation** – [SENSES ★★★][MOOD ★★] – **Timer: 4**

*Love is a strange thing. Doubly so for this patient who has fallen madly in love with a ship's figurehead.*

**Consequence:** They injure themselves trying to be with their beloved. What happened to them? Lose 3 Reputation.

J) **Drying Out** – [DEHYDRATION ★★★][CURSE ★★★] – **Timer: 6**

*Cursed to never feel water on their skin or tongue, water literally flows away from them or evaporates to avoid them.*

**Consequence:** They pass on from thirst. Who cursed them? Lose 4 Reputation.

Q) **Irritable Inking Syndrome**

[STOMACH ★★★][MOOD ★★★] – **Timer: 6**



*This poor octopus merfolk has an overactive ink sac that goes off at the most inopportune times, flooding rooms and chasing people away.*

**Consequence:** They decide to go live as a sea hermit. Where do they go? Lose 3 Reputation.

K) **Groggy**

[SENSES ★★★][MAGIC ★★★][SPIRIT ★] – **Timer: 6**

*This patient has drunk some of the legendary green grog and has been... different ever since.*

**Consequence:** They set off on some drunken adventure and somehow rope you into coming along. How does it go? Flip a coin. Heads - Gain 4 Reputation. Tails - Lose 4 Reputation.

# Expert Ailments

## A) Polymorphed

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

*A victim of the curses, this patient has been transformed into a parrot. They remember who they are but have an insatiable hunger for crackers.*

**Consequence:** You take too long and they are taken by one of the pirate captains! You will have to convince them to give them back and try this Ailment again. Otherwise, lose 5 Reputation.

## 2) Wereshark

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

*Whenever the full moon hangs in the sky, this patient undergoes a transformation into a bipedal shark with a terrible hunger.*

**Consequence:** They go on a rampage and hurt someone you know. Who got hurt? Lose 4 Reputation and start a Shark Bite Ailment (page 22) to help that person.

## 3) Cannon Cough

[COUGH ★★★][TEETH ★★★][PAIN ★★★] – Timer: 4

*Much like the cannon drake, this patient can fire hardened gunk out of their throat at tremendous speeds, usually breaking teeth in the process.*

**Consequence:** One of their bullet like tonsil stones breaks something of yours. Lose a Tool or Upgrade.

## 4) The Black Spot

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

*The most dire of pirate curses, this patient needs the black spot scrubbed from their body and soul before the ocean claims them in some grisly manner.*

You will need 3 Separate [CURSE] curing Reagents for this.

**Consequence:** The ocean has taken them to their grisly end. What happened to them? Lose 4 Reputation.

**Extra:** Gain an Extra 5 Reputation the first time you Cure this Ailment as news of your heroic deed spreads fast.

## 5) Bubble Bones

[MAGIC ★★★][BONE ★★★][CURSE ★★★] – Timer: 6

*The afflicted's bones have the tensile strength of bubbles waiting to pop. Thankfully painless but it does leave them awfully floppy.*

**Consequence:** They go completely limp and have to be wheelbarrowed over to another town for the cure. Lose 5 Reputation.

**6) Curse of Old Gold – [CURSE ★★★][CURSE ★★★] – Timer: 4**

*This patient has taken a piece of cursed gold and has now turned into a treasure hungry undead that cannot pass on until it is returned or cured.*

**Consequence:** They steal all of your Silver and disappear. If you get this Ailment again, you may regain your lost Silver.

**7) Sinking Feeling**

**[CURSE ★★★][MAGIC ★★★][MOOD ★★★] – Timer: 6**

*Whenever this patient isn't holding onto something that floats, they start to sink even on dry land.*

**Consequence:** They drop their floaty and sink through the ground. Lose 4 Reputation.

**8) Sheltered – [MOOD ★★★][SENSES ★★★] – Timer: 4**

*After a particularly bad week this patient has climbed into a large shell and refuses to come out.*

**Consequence:** They clamp onto the floor of your Hotel and refuse to leave. You can attempt this Ailment again next Season. Until then, how do you deal with this reclusive roommate? Lose 3 Reputation.

**9) Bad Luck**

**[CURSE ★★★][CURSE ★★★][MOOD ★★★] - TIMER: 6**

*This patient has supernaturally bad luck, to the point that sailors will chase them away from the docks for fear they catch it.*

**Consequence:** They are chased out of town. Lose 4 Reputation. For the rest of the Season, Draw 2 Cards when Foraging and use the Lowest.

**10) White Spot – [PARASITE ★★★][INFECTION ★★★]  
[PAIN ★★★] – Timer: 6**



*This merfolk has picked up a nasty parasite that has caused a pretty bad infection.*

**Consequence:** You take too long and find them floating belly up in the morning. Lose 5 Reputation.

**JQK) Sea Witch's Curse – Timer: 8**

*No matter how obviously evil a sea witch is, there are always those willing to trust them for some magical gift.*

**Curing:** You must visit the Sea Witch in The Ocean (pg 41) to find out what will break the curse.

Treat this solution as a Reagent with a Foraging Value of 13 and choose a random Locale for it to be found in.

**Consequence:** The Sea Witch claims them. What happens to them? Lose 5 Reputation.

# Beach Reagents

## **Sand ★ – MINERAL – Beach (1) – Islands (2)**

*Pretty useless on its own as far as medicines are concerned but a clever witch may find some application for it.*

Sand can be added RAW for [SKIN]

## **Enchanted Sea Foam ★★★ – MAGIC – Beach (12)**

### **-3 in Spring**

*Glowing green or blue, this foam is said to be sent by a forgotten ocean spirit as thanks for some kind deed. Rare but pretty.*

Sea Foam can be BOILED for [CURSE]

## **Crab Bubbles ★★ – ANIMAL – Beach (6)**

*The adventurous crabs that have wandered onto the beach can often be found by the bubbles they blow, floating in the wind. Handle carefully!*

Bubbles can be added RAW for [MOUTH]

## **Limpets ★ – ANIMAL – Beach (7) – Islands (4)**

*These razor shelled limpets grip onto rocks and ships as tight as anything can but hidden under their shell is a potent medicinal fluid.*

The Foraging Value of Limpets increases by 1 for each Turn you spend in this Locale. The Value resets once you leave.

Limpet Juice can be BOILED for [PUNGENT] and [RASH]

## **Suspicious Food ★★ – ??? – Beach (10)**

### **-5 in Summer**

*The secret alchemy of hot-dogs is one best not known by the average hot-dog enjoyer.*

Food can be CRUSHED for [PARASITE] and [PUNGENT]

## **Drakestone ★★★ – ANIMAL – Beach (13)**

*Smoothed over the course of a dozen meals, this gulletstone is slick with draconic mucus and perfect for potion making. Just don't get hit by it.*

Mucus can be added RAW for [HOT] [COUGH] and [WOUND].

## **Numbing Jelly ★★ – ANIMAL – Beach (7)**

### **+3 in Autumn**

*Not to be confused with the incredibly poisonous Siege Jelly, this slightly different jellyfish's tendrils are great for easing pain and numbing patients.*

Tendrils can be BOILED for [PAIN]

**Moon Rays ★★- MAGIC – Beach (10) – Ocean (8) – Mountain (5)**  
**Requires a WAND to Collect**

*The soothing light of the moon has often been the focus of magical rituals but few know of its literal soothing abilities.*

Moonlight can be added RAW for [BURN] or [MOOD]

**Gutwrack ★★- PLANT – Beach (3) – Islands (5)**

*This foul smelling bulbous seaweed gets exposed whenever the tide recedes, leaving beach-goers the awkward task of crossing it if they want to swim.*

Gutwrack can be BOILED for [STOMACH]

**Egg Casings ★ – ANIMAL – Beach (4) – Islands (5) – Loch (8)**

*Leathery, brittle, soft, many or few, the beaches are covered in these cast off egg casings left behind by sharks, dogfish, skates, and other such horrors.*

Casings can be CRUSHED for [TEETH]

**Pretty Shell – ANIMAL – Beach (10)**

*Beautiful shells can be found along the beach if you're willing to look for them.*

Shells can be sold for 5 Silver

**Sea Thrift ★ – PLANT – Beach (4) – Mountain (5)**

*These beautiful pink flowers are often protected by territorial seagulls so be careful when exploring the cliff faces!*

Petals can be CRUSHED for [PAIN]

**Sea Kale ★★ – PLANT – Beach (9)**

**+2 in Autumn | Not found in Winter**

*Paradise Pier was once famed for its steamed kale but sadly, with the increase in tourism, this plant was picked near to extinction.*

Kale can be BOILED for [STOMACH]

**Pamper Grass ★ – PLANT – Beach (3)**

*Soft and feathery tufts of golden grass are a common sight around the beaches of Paradise Pier but few know of their use in the skincare industry.*

Grass can be BOILED for [SKIN]

**Tidal Holly ★★ – PLANT – Beach (8) – Islands (10)**

*This spiky blue flower is sometimes known as the hallucination holly due to the effects its spiked leaves can give unlucky beachgoers.*

Holly can be CRUSHED for [SENSES]

# Shallows Reagents

## **Surgeonfish ★★★ – ANIMAL – Shallows (9)**

*This leech like fish has been used throughout maritime history due to its remarkable wound closing abilities. Just, be sure to take it off before it's full.*  
Surgeonfish can be used for [WOUND] and [BLOOD]

## **Blueshell Crab ★ – ANIMAL – Shallows (2) – Beach (4)**

*A common sight in the shallows and rock pools of Paradise Beach, this beautiful crab's shell gets scraped as it squeezes between the corals.*  
Shell Scrapings can be added RAW for [PAIN]

## **Coral Trout ★ – ANIMAL – Shallows (5)**

*This long lived fish has a peculiar camouflage. It actually lets coral grow on its body to help it blend in with its surroundings.*  
Trout Coral can be CRUSHED for [MOOD]

## **Hedgehogfish ★★ – ANIMAL – Shallows (8)**

*This spiky fish is the bane of divers and bare footed beach goers across the coast as its poisonous quills cause painful swelling and colourful language.*  
Quill Poison can be BOILED for [SENSES]

## **Almondwrack ★★ – PLANT – Shallows (4)**

### **+10 During Winter**

*White and almond shaped, this edible seaweed is a staple in home baking all along the coast.*  
Almondwrack can be BOILED for [STOMACH]

## **Wormweed ★★ – PLANT – Shallows (7)**

*Thick, off-white, worm-like tendrils push out in all directions from a buried root system. Local wisdom says to chew them for toothache.*  
Tendrils can be CRUSHED for [TEETH]

## **Toadfish ★★★ – ANIMAL – Shallows (8) – Bog (10) – Beach (12)**

*This slimy amphibian spends most of its life underwater, only coming to the surface to shed its old slime and breathe once per week.*  
Toadfish Slime can be BOILED for [MOUTH] [RASH] and [FEET]

## **Tidecap ★★ – PLANT – Shallows (6)**

*The tidecap can be recognised by its blackish cap and white gills and the foamy spores on its underside. If in doubt, it is useful to remember it is one of the only aquatic fungi in the entire world.*  
Tidecap Foam can be BOILED for [PARASITE]

**Dragonet ★★★ – ANIMAL – Shallows (12)**

*This colourful fish is often referred to as “the little dragon” due to the burns its venom causes. Be careful when handling the females as they can be vicious.*

Venom can be DISTILLED for [HOT]

**Painemone ★★★ – ANIMAL? – Shallows (11)**

*Named after its most distinctive quality: the searing pain it causes anyone who touches it. This weird looking thing is apparently an animal and should be approached with extreme caution.*

When collecting this Reagent, flip a coin:

Heads – you collect it with no issues!

Tails – you get stung, you must treat [WOUND] during this Ailment or skip your next Downtime.

Painemone venom can be used for [SENSES] [PARASITE] and [MOOD]

**Baby Dragon Eel Spit ★★ – ANIMAL – Shallows (5) – Ocean (10)  
-2 in Spring**

*The adult dragon eel lays its eggs in the shallows and stays with them for six days before leaving the babies to mature and start hunting for themselves.*

Dragon Eel spit can be added RAW for [MAGIC]

**Jesterfish ★★ – ANIMAL – Shallows (7)**

*What’s black and white and red all over? A jesterfish with it’s bell like egg casing. These weird little fish carry their egg casings with them, jingling like a jester’s bell.*

Egg Bells can be CRUSHED for [MOOD]

**Red Algae ★★★ – PLANT – Shallows (9)**

*While not actually hard to find, finding enough to be medically useful takes time. There are actually legends of this stuff being used for blood transplants.*

Algae can be added RAW for [BLOOD]

**Fisher’s Friend ★ – PLANT – Shallows (4)**

*This azure ocean grass is a favourite of nearly every fish that comes across it. So much so that many fishers use it for their lures with great success!*

Use this Reagent to Halve the Foraging Value of an ANIMAL Reagent.

# Ocean Reagents

## **Cannon Crab Gel ★★★ – ANIMAL – Ocean (13)**

*The volatile gel made by the cannon crab is used to burrow through solid stone and to give even the largest creatures of the sea something to fear.*

Gel can be added RAW for [MOOD] and [NERVES]

## **Abyssal Snow ★★ – ANIMAL – Ocean (4)**

*Not everything in the ocean is beautiful. Many of the creatures that live in the dark crevices subsist on this mixture of corpse debris and waste.*

Snow can be added RAW for [STOMACH] and [PARASITE]

Snow adds 1 Point of Poison.

## **Moonlight Jellyfish ★ – ANIMAL – Ocean (6)**

-3 during Winter

*Filled with white light like the moon captured in essence, this jellyfish floats serenely across the water's surface at night.*

Jelly can be BOILED for [CURSE]

## **Boxer Shrimp's Anger ★ – MAGIC – Ocean (4)**

Requires a Wand to Collect

*This little creature can punch so fast that the water boils around its claw so be careful. Take its anger with your wand and let them go in a better mood.*

Anger can be added RAW for [MOOD]

## **Ocean Glow ★★ – ANIMAL – Ocean (8) – Beach (9)**

*Paradise Beach's famous bluelight tide is possible thanks to these tiny bioluminescent creatures.*

Glow can be added RAW for [MOOD]

## **Alright White Shark's Teeth ★★ – ANIMAL – Ocean (7)**

*This usually peaceful shark's teeth grow constantly, changing from teeth to scales as they leave the mouth and they drop off all the time.*

Teeth can be CRUSHED for [BONE] and [TEETH]

## **Ghost Eel ★★ – MAGIC – Ocean (7)**

*These spectral eels are the stuff of nightmares for thallasaphobes as they can pass through the hulls of ships and snap at unsuspecting sailors.*

Eel goo can be BOILED for [SPIRIT] and [CURSE]



**Witch Fish Slime ★★★ – ANIMAL – Ocean (12)**

*This deep sea fish coats itself in a magical slime that is stronger than steel if you can believe it. It dissolves the slime once its back at a safe depth.*

Witch Slime can be BOILED for [CURSE]

**Wyvern Shark ★★★ – ANIMAL – Ocean (11)**

*This tremendously large flying fish is infamous for gliding over ships and shooting boiling water at the crew then eating whoever is foolish enough to leap overboard.*

Water can be added RAW for [DEHYDRATION] and [INFECTION]

**Lanternfish Light ★★ – ANIMAL – Ocean (5)**

*This little fish has a dazzling defence where it sprays predators with glowing goo that makes it easier to avoid and for the attacker to get eaten.*

Glowing Goo can be added RAW for [SENSES]

**Micro-whale – ANIMAL – Ocean (13)**

*Fully grown micro-whales are about the size of a wheelbarrow and are often full of unexpected things. Tickle their tummy to collect this reagent. Draw a Card and 2 Reagents whose Foraging Values match that Card's Value.*

OR

Gain Whale Digestive Juices which Increases the Potency of any Reagent to ★★★

**Baby Island Turtle Herbs ★★★ – PLANT – Ocean (13)**

*The juvenile island turtle hasn't grown the rich varied garden that an older island turtle has cultivated but it does have some rare herbs from the ocean floor that grow upon its shell.*

Turtle Herbs can be CRUSHED for [ANY]

**Bright Starfish ★★★ – ANIMAL – Ocean (12)**

**Requires a WAND to Collect**

*Much of the ocean floor is covered in fading starfish, making the depths seem like a starry sky but only the rare bright starfish work for potions.*

Starfish light can be BOILED for [WOUND] and [PAIN]

**Loose Magic ★ – MAGIC – Ocean (4)**

**Requires a WANT to Collect**

*The merfolk city is full of things that can be harnessed by a canny witch.*

Loose Magic can be added RAW for [MAGIC]

# Island Reagents

## **Captain's Tartar Sauce ★ – MADE – Islands (3)**

*Packed full of potent vinegar, fresh shallots, and a secret ingredient that makes it a surprisingly useful reagent, these jars can thankfully be found scattered around the islands due to storms and wasteful pirates.*

Tartar Sauce can be added RAW for [STOMACH]

## **Captain's Rum ★★★ – MADE – Islands (7) – Beach (11)**

*This high alcohol volume rum has been known to spontaneously combust and sink ships and yet it's still the best seller. Who knows how.*

Rum can be added RAW for [PAIN] and [INFECTION]

## **Captain's Oyster Sauce ★★★ – MADE – Islands (9) – Ocean (12)**

*A recipe liberated from a far off port, this peculiar sauce does bring out the best in a fish dish and is apparently very good for you.*

Oyster Sauce can be BOILED for [NERVES] and [SENSES]

## **Blackpowder ★★★ – MADE – Islands (7) – Dwarf Hold (8)**

*An old pirate cure for indigestion; swally a teaspoon o' blackpowder with a swig of rum then hang yer back end off the gunwale till mornin'!*

Blackpowder can be added RAW for [STOMACH]

Blackpowder adds 2 Point of Poison

## **Pirate Crab ★★★ – ANIMAL – Islands (12)**

*A more proactive and aggressive cousin to the hermit crab, this cruel crustacean likes to steal the shells of larger creatures to use as its own.*

Pirate Crab Mucus can be BOILED for [MOOD] and [SKIN]

## **Cursed Skull ★★★ – MAGIC – Islands (14) – Dungeon (13)**

*The skulls of pirates, robbers, thieves, and outlaws are often cursed by those they wronged. Still, a witch is not to pass judgement when able.*

It is willing to act as a Treasure Map (page 6) if you give it a Reagent that cures [CURSE]. This will let their spirit rest.

Skull slime can be added RAW for [MAGIC] and [SPIRIT]

## **Unlucky Catfish ★ – ANIMAL – Islands (4) – Ocean (7)**

*This foul-tasting fish spends most of its time in nets, on hooks, or stuck in pools on the shore than it does in the water.*

Unlucky Mucus can be BOILED for [FEET]

**Mossy Crab ★★ – ANIMAL – Islands (6) – Beach (10) – Loch (12)**

*As these odd little crabs age, a unique species of moss grows out of their shell and claws making them difficult to spot before they pinch.*

Crab Moss can be CRUSHED for [PAIN]

**Dwarf Kraken ★★★ – ANIMAL – Islands (13) – Ocean (13)**

*While the dreaded galleon wrecking kraken is too famous for the likes of Paradise Pier, the rowboat bothering dwarf krakens unfortunately aren't. Be prepared to lose an oar if any of these miniature monstrosities attack.*

Dwarf Kraken Ink can be BOILED for [BURN][RASH] and [NERVES]

**Parrot Feather ★★ – ANIMAL – Islands (9)**

*The colourful feathers of the Pirate Isle's native Parrots are prized for their beauty and for their ability to rejuvenate limp and lackluster hair.*

Feathers can be CRUSHED for [SKIN] and [HAIR]

**Ghost Root ★★ – PLANT – Islands (10)**

**Requires a WAND to Collect**

*This ethereal plant is prized in Paradise Pier for its sweet taste once candied but most witches treasure it for its potion purifying powers.*

Root can be CRUSHED for [CURSE]

Removes 3 points of Poison from a Potion.

**Orchestra Crab ★★★ – ANIMAL – Islands (13) – Ocean (13)**

**Requires a WAND to Collect**

*These musical crustaceans create a vast array of sounds unlike the fiddler crab that can only produce one. They are, however, very shy around people.*

Crab Music can be added RAW for [MOOD] and [MAGIC]

**Sunken Guilt ★★★ – MAGIC – Islands (10) – Loch (13)**

**Requires a WAND to Collect**

*A blood soaked knife, a stolen coin, an admission of guilt never delivered. Whatever the form, this is a powerful reagent for good and for bad.*

Guilt can be CRUSHED for [CURSE] OR [MAGIC]

**Peg Cream ★★ – MADE – Islands (6)**

*Peg legs can get pretty darn uncomfortable so some enterprising pirate made a cream that even the witches of High Rannoc use when they can.*

Cream can be added RAW for [RASH] and [INFECTION]

# Paradise Pier - Cursed

The once legendary seaside town has become quiet and dour. Rain falls interminably from the cracking gutters, litter fills the streets, and the cursed residents present some of the most comically miserable characters outside of a black comedy.

**Some Events are locked until you find a way to fix certain parts of Town. See pages 58 – 61. Ace, 2, and 10 are always available.**

- A You wander through dark and lonely streets until you come across someone doing something strange. What are they doing? How do they respond to you?

- 2 You find one of the destinations from your Tourist's Guide. What is it? What did it look like in the guide? What does it look like now?



- 3 Someone has dropped something into one of the Aquarium tanks. What is it? If you get it out for them, gain 1 Reputation. How do they respond?



- 4 With the Illuminations lit up again, you can see parts of the city that were previously hidden. What new thing do you notice today?



- 5 Some actors are out in the street trying to drum up interest in their latest show by performing scenes. What is your favourite scene they perform? How does the general public react?



- 6 While up on the Big Wheel, you get a great view of Paradise Beach and The Shallows. Gain +3 Foraging Points at the start of your next Forage.



7

You see a nice little prize sitting just at the edge of the pennyfalls machine. You can pay to try win it. To do so, pay 1 Silver and Draw two Cards, one for you and one for it. If yours is Higher then you win 10 Silver! If yours is Lower then you get nothing, typical isn't it?



8

Some kids challenge you to beat their highscore on one of the amusements. What game do they pick? Draw a Card for them and a Card for you, Highest Value Card wins.  
If you win – Gain 1 Reputation. If you lose – Lose 1 Reputation.  
How does their attitude towards you change over time?



9

While exploring the aquarium one of the workers gestures you over and gives you a message from one of the aquatic creatures. What is the message? How does this person receive these messages? You may also get a free FISH Reagent from one of the creatures you have previously caught and given to the Aquarium.

10

You come back to your hotel room to find the owners have done something strange to your room. What have they done?



J

While strolling through the Illuminations, you come across some moth people who have travelled all the way from Blastfire Bog. How did they get here? If you tell them you fixed the lights, they offer you a Reagent from the Bog (Apothecaria, pages 38 – 39)



Q

You are invited to help come up with ideas for the next show the Seaside Theatre puts on. What ideas do you put forward? How do they respond?



K

While wandering down the Promenade, someone stops you and offers their sincere thanks. Who are they? What do they thank you for?

# Paradise Beach - Cursed

The once beautiful yellow sands of Paradise Beach are now faded and grey under the oppressive cloudy skies. Rubbish from careless townsfolk and debris from ship's wrecked at sea litters the coastline. Visitors are advised to take care when exploring the slippery rock pools.

**Switch to Paradise Beach – Fixed once you have filled the Beach Sheet (page 54).**

- A Some miserable sod has left a load of rubbish here! You can Decrease the Timer by 1 to clean it up. If you do, tick a Box on the Beach Sheet page 54. What sort of rubbish have they left?

You can choose to do this Event no matter what Card you draw.

- 2 One of the food sellers makes a half-hearted attempt to get you to buy something. What are they selling? What does it look and smell like? Why is no-one else buying it? You can pay 3 Silver to gain a Suspicious Food Reagent (page 26).

- 3 A rogue wave crashes over the rocks and sends you slipping into the rock pools. Lose 1 Reagent as it gets washed away. How do you dry off? Did you get hurt?

- 4 Someone has built a strangely grim sand sculpture here. What does it look like?

- 5 One of the beautiful merfolk calls to you from the water. What mean thing do they shout before they throw rubbish at you? Untick a Box on the Beach Sheet.

- 6 A large crab pinches you and won't let go! Draw a card for you and a card for it. Draw twice if you have a Wand. If yours is higher - you get it to let go. How do you treat the pinch? If yours is lower - it doesn't let go. Decrease the Timer by 2 to go home and find a way to remove it or Increase the Foraging Value of all Beach Reagents by 6.

- 7 The tide comes rushing in to cover the entire beach. Increase the Foraging Value of all Beach Reagents by 5.

- 8 Some of the local kids challenge you to a rock skipping contest. If you accept, draw a card for you and a card for them, highest wins. Gain a little trinket or 5 Silver if you win. Give them 5 Silver if you lose. What secret purpose did the rock skipping contest serve?

- 9 You come across someone buried in the sand. How did they get in there? How do they act towards you? You can Decrease the Timer by 1 to dig them out but don't expect any thanks.

- 10 You find some freshly filled rock pools! Draw a Card and gain a ANIMAL Reagent equal to or less than it's Value. What other things do you see moving around in the pools?

- J You find someone who seems to actually be enjoying the beach. Who/ what are they? What are they doing? They are quick to end any conversation. Each time you get this result, what one new thing do you learn about this mysterious person.

- Q You are surrounded by eerily silent seagulls who turn to look at their leader, a particularly large seagull with a plastic crown. It looks at you and makes a Demand (page 55) causing the rest of the gulls to join in the cacophonous choir.

While exploring some wreckage, you spot a cannon drake. Draw a card to see what it's doing:

- K A - It sees you and chases you away from the Beach. Move Locale. 2 - 10 - It is hunting. What does it look like? What is it hunting? You may Gain a Drakestone (page 26).  
J - K - It lets you approach. If you give it something to eat, you may ignore any future Ace result with this drake.

# The Shallows - Cursed

The Shallows beyond Paradise Beach are full of razor sharp coral, territorial crabs, stinging anemones and jellyfish. Once upon a time they were home to tourist divers wanting to see the beautiful colours and stunning sealife but only the foolhardy dare venture there now.

**Switch to The Shallows - Fixed (page 48) after you cure the Curse of Misery.**

- A You feel a horrible sensation as if you are being watched. If you get this result again, something will attack you. At that point, you will have to leave this Locale and Decrease the Timer by 1 to heal.

- 2 The way ahead is blocked by a dangerous looking bit of sealife. You'll have to find another way. What is it? Decrease the Timer by 1.

- 3 You find a grumpy merfolk in among the coral. What are they doing? How did they get out here? How do they react to your intrusion?

- 4 You get snagged on something! What is it? Decrease the Timer by 1 as you disentangle yourself.

- 5 Someone chucks a burlap sack full of offerings into the sea beside you. Who is the offering to? What is the offering? You could do something to make them feel like it worked. If you do, what do you do?

- 6 A helpful fish does its best to get your attention and leads you to the lowest Value Reagent you're looking for. How do you thank it? How did it know what you were looking for?



A passing fishing boat accidentally catches you!

Draw a Card, if it is ♥ – You manage to escape the net or hook!

- 7 If it is ♦ ♣ or ♠ – You get fished out of the water. How, if they notice, does the fisher react to having caught you? How do you get out? Decrease the Timer by 1 or change Locale.

- 8 You come across a rare moment of peace and beauty here in the cursed shallows. What do you see? Gain 2 Foraging Points as you can get a good look around for once.

- 9 You find a bit of Paradise Pier that has been thrown into the sea. What is it? What clues are there to how it ended up down here? You can choose to have this be a Missing Bit of the Arcade (pg 59).

- 10 You disturb an over stuffed hiding place causing a cloud of fishes to erupt and fill the Shallows with colour. Lower the Foraging Value of all Reagents by 3 for the rest of this Forage.

- J A shrine of some sort has been erected or sunk here. What does it look like? Are there any offerings at it? Who or what is it a shrine to?

- Q A disembodied voice calls out to you, guiding you through the coral reef. Gain 4 Foraging Points. What does the voice say? What does it sound like? Whenever you get this result, how does your relationship with the helpful voice develop? Do you ever find out what they are or where the voice is coming from?

- K You see a seal cautiously make their way up onto the shore where they transform into a person. How do they react if you make your presence known? Each time you get this result, write about how your relationship with this selkie develops.

# The Ocean - Cursed

Far below the waves lies the city of the merfolk, a place that once echoed with song that now lies eerily silent. Darkness has taken root and terrible things lurk just out of sight. Be careful when exploring this accursed place as not even the locals have much love for witches anymore.

**Once you cure the Curse Of Shadows Deep and Horrors True, change to The Ocean - Fixed (page 50)**

- H While exploring the city, you spot something horrifying; a Terror (page 56). It hasn't sensed you yet, or at least it's acting like it hasn't. If you Draw another Ace during this Forage, you will have to face it by following the rules on page 56.

- 2 The shadows grow darker and darker until it is nearly impossible to see. Increase the Foraging Value of all Reagents by 3 unless you have a Tool that could be used to make light.

- 3 You come across a merfolk family who react to you like you're some sort of monster. How do you respond? Where did you run into them?

- 4 The merfolk city is full of wondrous magic that, even in this dark time, remains beautiful. What magical thing have you found? You can either: Gain 3 Foraging Points or Increase the Timer by 1 thanks to this magic. How does it help you?

- 5 The city guard have spotted you and are trying to chase you out of the city or worse. To try lose them, Draw 2 Cards for you and 1 for them. The Highest Value Card wins. If you win, how do you escape them? If they win, you must leave this Locale and go to The Shallows or The Pirate Isles.

- 6 An alarm sounds throughout the city as a Terror has been spotted! Increase the Foraging Value of all ANIMAL Reagents by 2 until the end of this Ailment or Downtime.

7 A friendly merfolk merchant bids you welcome and gives you shelter in their store. They have a variety of things on sale including 3 random Reagents. Draw 3 Cards and choose Reagents with Foraging Values equal to the Cards' Values. They can be from any Locale. Their cost is equal to their Lowest listed Foraging Value.

8 You find a part of the city that, just for a moment, looks unaffected by the Curse. What does it look like? How different is it to the rest of the city?

9 You startle a terrified merfolk who was hiding. Draw a Card to see how they react in their panic:

- ♥ – They hug onto you and ask for your help. Do you help them?
- ♦ – They throw their coin purse at you and flee. Gain 10 Silver
- ♣/♠ – They strike at you. Decrease the Timer by 1 as you deal with the injury.

10 You get caught up in a trap intended for the Terrors. What is the trap like? Decrease the Timer by 1 and Draw a Card to escape. If the Card's Value is greater than 5, you get out! If not, Decrease the Timer and try again. If it takes you more than 3 attempts, a Terror finds you. You must face it (page 56) but with 1 less Card for you.

J While exploring the caves at the edge of the city you feel magic in the water and come across the Sea Witch. If you are curing a Sea Witch's Curse (page 25) they tell you the solution in the form of a riddle. If you just happen upon them, they offer you a gift at a cost; You can cure your current Ailment right now but must give them something dear to you. If you accept, what do you give them?

Q  
Or  
K You find your way into the Palace and find the Merfolk Monarch hiding there.

If your Reputation is less than 20 they have their guards chase you out of The Ocean. Change Locale.

If your Reputation is equal to or greater than 20 they ask who you are and seeing as you are so brave, task you with finding their lost Trident. Treat it as a Reagent with a Foraging Value of 30 that doesn't reset when leaving this Locale.

They also offer to pay you 50 Silver for each Terror (page 56) you defeat in service of their realm.

# Pirate Isles - Cursed

Shipwrecked and stuck at home with no-one to steal from has brought out the worst in this once jovial lot. Feuds, betrayals, wars are waged across the hundred little islands that make up The Pirate Isles. Be careful out there.

**The Pirate Isles are only accessible if you have a Broom or Enchanted Rowboat AND The Stormbreaker Prow (page 11)**

A A Terror (page 56) has come up out of the water and is following you. What does this monster look like? How do you avoid it? If you draw a ♠ while Foraging here, the Terror will attack you. It does not follow if you leave the Locale. If you get attacked, how do you escape? You fail the Ailment as you must return to your Hotel to heal yourself.

2 Some pirates take potshots at you for coming too close to their wrecked ship and their "booty". All ANIMAL Reagents have their Foraging Values increased by 3. How do you respond to the attack?

3 This island has an interesting distinguishing feature. What is it? What is the island called?

4 The sound of cannon fire rips through the silence! You have to take cover, where do you hide?! Decrease the Timer by 1 as you wait the battle out. Who wins?

5 You spot an animal here that looks almost the same as one you've seen on a different island. What is it? What does it look like? How has it adapted to this island?

6 While exploring some wreckage on the beach, you come across some undead pirates! They think you're trying to steal their booty and attack you. Draw 1 Card for them and 1 Card for you. If yours is Higher - you fight them off and can gain a Cursed Skull (pg 32). If yours is Lower - they give you a nasty whack, Decrease the Timer by 1 to heal.

- 7 You come across a dead pirate here. What can you tell about them and their grisly end?

- 8 A sunburnt merchant calls out to you, it seems they've set up a castaway store on this island. Who are they? What sort of things do they sell? How's business going for them? You can buy any Island Reagent from them at its Island Foraging Value x 3 Silver.

- 9 A parrot calls out to you from a nearby tree and offers you a Reagent if you can tell it a limerick it hasn't heard. If you can, how does it go? Draw a Card and gain a Pirate Isles Reagent equal to or lower than its Value. If you can't, how does the parrot react?

- 10 You spot a chest half-buried in the sand here! What does it look like? You can Draw a Card to see what's inside it on the Pirate Chest Table (page 14) but for this chest, you must half the value of whatever Card you draw - round up.

- J There's a pirate settlement here. What is it called? What have they built their houses out of? How do they react to you? Who is their leader?

- Q You run into a pirate captain who asks for your help in finding their lost crewmates. There are 30 Crewmates to be found. Whenever you draw an event in The Pirate Isles, flip a coin: Heads - You found one! Tails - No lost pirate here. What is this captain like? When you find all the lost crew you get the Captain's Debt Upgrade (page 11).

- K If you have a Treasure Map, you find something that leads you straight to the Treasure as if you had found all of the Clues (page 6) If you don't have a Treasure Map, forget I said anything. Look at that lovely view instead. What can you see? Isn't it lovely?

# Paradise Pier - Fixed

**Only accessible once you have cured The Curse of Miseries.**

Returned to its former glory, Paradise Pier is once again the jewel of the coast. A beautiful sea-side town packed with tourists, amusements, rides, and delicious food. There are still lingering effects of the curse but they will thankfully pass with time.

**You may use the Paradise Pier – Cursed Events as well, if you like.**

- A One of the townspeople expresses their gratitude to you in a touching way. Who are they? What do they do? How do you respond?

- 2 You find one of the Destinations from your Tourist Guide, how is it being fixed up? You can Decrease the Timer by any amount to help out. How does the owner thank you if you do?



- 3 One of the creatures you've brought to the aquarium has developed a health condition. You can choose a random FISH Ailment for this sea creature and start an Ailment Timer to help it. If you do, you gain 3 Reputation and 20 Silver from the Aquarium Keeper.



- 4 You are invited to visit the illuminations by someone. Who are they? Why did they ask you? How does it go? What is your favourite part?



- 5 The Theatre asks for your help in an upcoming show. What sort of help do they need? An acting role, stagehand, costume, makeup, effects? Do you accept? How does it go?



- 6 A serial entrepreneur has opened an exciting new outlandish business. How are they trying to make money? How is it going for them? What is this person like? Whenever you repeat this event, what happened to their last business?



7

Given your magical prowess, the arcade owner asks for your help in designing a new game. What do you help them make? What magical features does it have? How do people react to it?



8

You notice that the change machine is broken and is giving out more than it should. Do you take advantage? If so, Draw a Card:

♥♦♣ – Gain 5 Silver

♠ – You get caught! Lose Reputation equal to the number of Cards you've drawn.

If you choose to warn the Arcade Owner instead, gain 3 Reputation and ignore this Event in future.



9

If you have Cured the Curse of Terror then one of the creatures is ready to return to the Ocean. Do you take them there? If so, move to The Ocean (page 50) and say your goodbyes.

10

Someone unexpected comes to visit you. Who is it? Why are they here? Do you know them?



J

A new witch themed exhibit is being made in your honour. What is the newest lighting sculpture they've made? Once you've had this result 5 times, they open to the public. How do people react to the new exhibit?



Q

The Theatre puts on a biographical play about you. Draw a Card to see how accurate it is with Ace being wildly inaccurate and King being fully true, perhaps uncomfortably so. How do you feel about it? If you get this result again, they've added in your latest adventures.



K

You are challenged by one of the carnival game operators to beat their clearly rigged game. If you accept, Draw 3 Cards for them and either 1 Card for you if you play honestly or 3 Cards if you use magic to help. The Highest Value card wins. If you win – Gain some sort of carnival prize; a teddy, a balloon, a fish, etc. If you lose – Lose 5 Silver. How do they act about the outcome?

# The Beach - Fixed

## Only accessible once you have filled the Beach Sheet (page 54)

With the Curse of Miseries lifted, Paradise Beach has returned to its once famous state. The sand now glitters gold once again and people have returned to sunbathe, swim, and play. The previously shuttered storefronts are open and all around you can hear the sound of laughter, joy, and only the very occasional scream for help.

- H An unexpected wave rolls in and pulls you out to sea. Switch to The Shallows (page 48).

- 2 You find one of the reagents you're looking for... as the centrepiece of a child's sandcastle. You can take it but if you do, Lose 1 Reputation.

- 3 You come across someone practising an unusual skill on the beach. What are they doing? They offer to teach you if you're interested. Everytime you get this result, they offer to teach you a bit more of this unusual skill. Who are they? What are they like as a teacher?

- 4 You are offered a beach trekking experience atop a strange animal. What is the animal? Who makes you this offer? If you accept, pay 1 Silver and Increase the Timer by 1. What is it like to ride this animal?

- 5 The rockpools are swarming with loud and clumsy children. Increase the Foraging Value of all Reagents by 5. On the positive side though, some of them ask you endearing questions about being a witch and about the things you're looking for.

- 6 You spot some children playing keep-away with a selkie child's seal skin. Do you get involved? What do you say or do to them? If you get this event again, have the childrens attitudes or actions changed? What are they doing now?



7 You spot someone struggling out in the water. If you head out to help them, Draw a Card. If it is 5 or higher you get there in time and can rescue them. Gain 1 Reputation. What was happening to them?  
If it is less than 5 then you are too late. What happened? Are they okay?

8 You spot a treasure clam digging into the sand after stealing something from a nearby sunbather! To catch it, Draw 2 Cards; 1 for it and 1 for you. If yours is Higher then you catch it and Gain 1 Reputation. If yours is Lower it gets away, Decrease the Timer by 1. What did it steal?

9 You come across a merfolk who has been stranded in a rockpool by the receding tide. They look like they could use your help. You can Decrease the Timer by 1 to help them back into the sea. As thanks they tell you something about The Ocean. Gain 3 Foraging Points next time you Forage there. What do they tell you?

10 A group of locals challenge you to a game of volleyball. If you accept, Draw a Card for your team and a card for the other team. If your Card is Higher – you win and Gain 1 Reputation! If your Card is Lower – you lose and the winners mock your team relentlessly.

J The ocean is full of beautiful rhythms, from the tides to jellyfish migrations to the clouds of crab bubbles at sunset and sunrise. Someone invites you to sit and watch one of these beautiful moments with them. Who are they? What is happening?

Q The lifeguard calls you over and gives you into trouble for something you did in the previous Event. How do you react? Do you argue or defend your actions?

K A mob of seagulls are guarding the Reagent you're looking for. You will have to scare them off. Draw a Card for them and a Card for you. If yours is Higher – you scare them off and can collect the Reagent. If yours is Lower – they carry it away and you get nothing.

# The Shallows - Fixed

## Only accessible once you have cured The Curse of Miseries.

With the Curse lifted the Shallows are once again brimming with colour. The corals and fishes seem brighter, the water seems bluer, and people have returned to dive and explore. If anywhere along the coast is deserving of the word paradise this is it. The dangers are still present but they feel much easier to avoid.

H The shadow of a shark passes over you. If you get Hurt by any Event during this Forage, it will attack and you will fail your current Ailment. If that happens, how do you escape? Why can't you finish your current Ailment?

2 You Hurt yourself on a piece of razor sharp coral as you're squeezing through.

3 A group of tourist divers are poking and prodding at everything they can see. Increase the Foraging Value of all Reagents by 4. How do you react to them?

4 You start to notice more and more jellyfish as you've accidentally swum into a swarm of them. You can Decrease the Timer by 1 to carefully pick your way out of the swarm or you get Jelly Stung (page 18).

5 A stream of glittering fish lead you through the corals to a Reagent. Draw a Card and Gain a Shallows Reagent equal to its Value.

6 The dark parts of the reef are lit by a wash of glowing blue algae that shimmers when disturbed. Decrease the Foraging Value of ANIMAL Reagents by 3.

7 You startle the wrong creature and it Hurts you! What happened?

A curious octopus starts to follow you around.

8 Once you have had this event 3 times, it starts to lead you around the Shallows. Where does it take you? What does it show you?

Once you have had this event 5 times, it will accompany you whenever you come to The Shallows.

9 You meet a freediver who seems to know the area very well. How do they communicate with you in the absence of speech? Gain 3 Foraging Points as they

10 You spot a fish you recognise from back home; the Wigfish! It looks like its on holiday. What is it doing? You may gain the Wigfish Wig [MOOD ★★★] [SLEEP ★★★] and [HAIR ★★★] but this will ruin its holiday.

A selkie in their seal form approaches you. If you've met the selkie before, they share a story with you and ask for one from you.

J If this is the first time you've met, they ask all about you. Each time you get this result, think about how your relationship with the curious selkie develops.

Q A disembodied voice calls out to you, guiding you through the coral reef. Gain 4 Foraging Points. What does the voice say? What does it sound like? Whenever you get this result, how does your relationship with the helpful voice develop? Do you ever find out what they are or where the voice is coming from?

K You see a creature you've never seen before. What does it look like? What is it doing when you see it? What name do you give it?

# The Ocean - Fixed

## Only accessible once you have cured The Curse of Terror.

Bustling, thriving, and brighter than ever before, the merfolk city is a shining beacon in the depths. Music fills the streets and people are out and about again as life, once again, goes on.

- 4 You notice something very different about the merfolk society compared to those you're used to. What is it?

- 2 You overhear one merfolk tell another something wildly inaccurate about humans. What did they say? Do you correct them or encourage them? How do they respond if you interject?

- 3 A merfolk's pet gets away from them and comes swimming over to you. What is it? What is its attitude to you? How does they react to their pet's outburst?

- 4 You are invited to take part in a merfolk tradition. What is it? What are you expected to do? How does it go?

- 5 You come across a mural or statue that really catches your attention. What is it? What does it look like? What is it meant to depict? What does it catch your attention?

- 6 Beautiful music flows throughout the city as people and enchanted parts of the city join together in song. What is the song about? Decrease the Foraging Value of all ANIMAL Reagents by 2 as they join in the music.

7 A friendly merfolk merchant bids you welcome. They have a variety of things on sale including 3 random Reagents. Draw 3 Cards and choose Reagents with Foraging Values equal to the Cards' Values. They can be from any Locale. Their cost is equal to their Lowest listed Foraging Value.

8 Some of the Sea Witch's minions sabotage you in some way. What do they do? Either Decrease the Timer by 2, Lose 5 Foraging Points, or lose the use of a Tool until your next Downtime. Why are they sabotaging you?

9 You meet one of the poor merfolk who had been transformed into a Terror. How are they dealing with what happened? What difficulties do they face now? Is there any way you can help?

10 Alarm bells ring throughout the city as a large sea creature approaches. How do they handle it? What do you do? Decrease the Timer by 1 whatever your solution.

J While exploring the caves at the edge of the city you feel magic in the water and come across the Sea Witch. If you are curing a Sea Witch's Curse (page 25) they tell you the solution in the form of a riddle. If you are just visiting then they invite you into their lair. What do you learn from them? What do they learn about you?

Q The Merfolk Monarch lures you to Palace with a thinly veiled excuse but spends the entire visit trying to get you to marry one of their offspring. Who is your supposed soulmate? How do they act during the visit? How do you feel about this? Do you ever accept?

K The Merfolk Monarch summons you to the Palace to ask you about the people of Paradise Pier or the Pirate Isles. Why are they asking? What do you tell them? How do things change between these groups based on what you said?

# Pirate Islands - Fixed

## Only accessible once you have cured The Curse of Wrath and Ruin.

With the Curse of Wrath and Ruin lifted the disparate crews have returned to their city to rebuild. Feuds are mostly ended, ships are dredged from the depths, and things are slowly returning to normal.

You would still do well to watch your silver and your back though.

Some shady looking pirates offer to take you to the Highest Value Reagent you're searching for. Do you go with them? If so, Draw a Card:

H

♥ - They take you there! Gain that Reagent!

♦♣♠ - As expected, they betray you. What form does this betrayal take? Why did they do it? Decrease the Timer by 2 or Lose 10 Silver.

2 You come across a pirate whose plans keep getting foiled by a meddlesome child. They ask you for advice. What advice do you give them? If you meet them again, how did it go for them?

3 This island has an interesting distinguishing feature. What is it? What is the island called?

4 You hear some pirates singing a rude shanty but they stop as soon as they see you. What was the song about? Do you know it? How do you react?

5 A group of drunken pirates have set up on this island and are having a very loud and destructive party. Increase the Foraging Value of all Reagents by 2. Why are they celebrating? What damage has their party caused so far? Do you get involved?

6 You hear the sound of cannons as a nearby pirate ship battles with a huge sea monster. What does it look like? Do you help? If so, which side? Draw a Card for each side plus an extra Card for you. If your side's total is Higher - you fend the other off and send them fleeing! Gain 2 Reputation. If your side's total is Lower - you weren't able to help. What did you manage to do? Decrease the Timer by 2.

7 You come across a crew working hard to rebuild their ship. If you'd like to help out, Decrease the Timer by 1. Who do you meet? How do you help out? What is the ship called? They give you 5 Silver for your help.

8 This island is crawling with undead pirates looking for something. If you have a Reagent that can cure [CURSE] then you can put them to rest. How do you manage that? Otherwise, they chase you away, Decrease the Timer by 1.

9 While exploring one of the islands, you come across a curious crime scene that requires a bit of detective work. What is your first impression of this probable crime scene. What clues do you find if you search around? What is your final verdict as to what happened here?

10 You see a merchant being harassed by a group of pirates! What do you do? If you help the merchant: Gain 2 Reputation. If you help the Pirates: Gain 50 Silver but Lose 1 Reputation.

J A shorthanded pirate captain asks for your help in their current voyage. They'll need you to be part of the crew, swabbing decks, reading maps, and all that. If you agree, Decrease the Timer by 3 but gain 20 Silver. What are the crew like? What do you learn? What is the captain like? What is your voyage?

Q You run into a pirate captain who asks for your help in finding their lost crewmates. There are 30 Crewmates to be found. Whenever you draw an event in The Pirate Isles, flip a coin: Heads – You found one! Tails – No lost pirate here. What is this captain like? When you find all the lost crew you get the Captain's Debt Upgrade (page 11).

K If you have a Treasure Map, you find something that leads you straight to the Treasure as if you had found all of the Clues (page 6) If you don't have a Treasure Map, forget I said anything. Look at that lovely view instead. What can you see? Isn't it lovely?

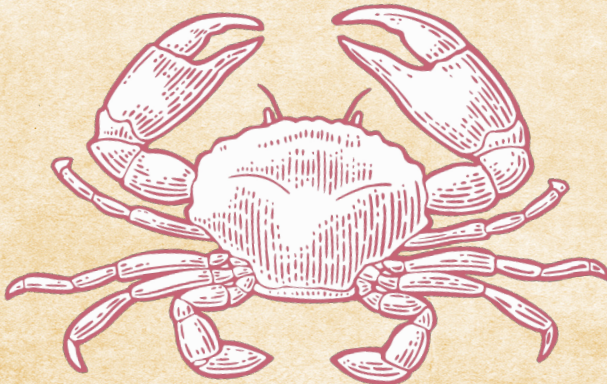
# Beach Cleaning

Every time you clean a bit of Rubbish from the Beach, tick one of these boxes. Use a pencil as there are Events that can untick boxes.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Once you've ticked off a Row of boxes, Decrease the Foraging Value of all Beach Reagents by 1.

Once you've ticked off all of the boxes, you can switch to the **Beach - Fixed** Locale instead (page 46)





# Demands

The Seagull Sovereign is the uncontested ruler of the seagulls and gull drakes of Paradise Beach. This vicious, sneaky, and clever monster is infamous all along the coast due to both its temperament and its peculiar ability to speak. An ability which it uses to make Demands of people like you.

Whenever an Event says a Demand is made of you, draw a card and check the table below to see what you must do. To fulfil a Demand, you must be in a Locale where you could feasibly fulfil the Demand and Decrease the current Timer by 1.

While you have an unfulfilled Demand, seagulls and gulldrakes will harry you whenever you draw a ♠ card. How does this affect the Event?

## List of Demands

**A - 4** – Steal something and bring it to me!  
*What do you steal?*  
*How do people react?*

**5 - 8** – Chips fresh from the chippy!  
*What is the chip shop like?*

**9 - 10** – Clean a house or cart so that we may mess it up again!  
*What do you clean?*  
*How long does it stay clean?*

**Jack** – Build a nest fit for the prince and princess's eggs!  
*What materials do you use?*

**Queen** – Bring a foul smelling gift to the gulldrakes.  
*What is the gift? How do they react?*

**King** – Deliver a peck to a townsperson that has irked the Seagull Sovereign.  
*Who is the target?*  
*How do they react?*

**Joker** – Recover the lost relic!  
*What is the lost relic?*  
If you fulfil this Demand, they no longer make Demands of you.



# Terrors

Deep in the shadows of The Ocean, amidst the pillars of the merfolk city and caverns of the Sea Witch, lurk Terrors. Once normal merfolk made into foul things by the Curse that lays upon their realm.

If you find yourself having to face them then this is how you do so, though I do not recommend seeking them out if you can avoid it.

**Step One)** Determine what the Terror looks like using the Terror Table below. Draw 2 or more Cards and see what results you get.

Card	♥	♦	♣	♠
1 - 3	Eel-like Neck	Crab Clawed	Shark Teeth	Barnacle Ridden
4 - 6	Puffer-fish Spikes	Lobster Tailed	Whale Sized	Tough Shelled
7 - 9	Horrific Song	Many Legged	Merfolk-like	Mucus Covered
10 & J	Tentacled	Eye Stalks	Human-like	Shark-like Scales
Q & K	Cloaked In Darkness	Coral Growths	Glowing	Jellyfish Skin
Joker	Exceptionally Dangerous. Draw an Extra 2 Cards when Facing it.			

**Step Two)** If you are facing it either in combat or through trying to trick into a trap of some sort then follow the rules below.

Draw 2 Cards for it and 1 Card for you + 1 Card for each Tool or Familiar Skill that may be applicable to this moment. i.e. your Wand.

If your Total is Lower than its Total then you lose and suffer some sort of wound that requires you to either: Find a Reagent with the [WOUND] Tag or Spend 2 Downtime Segments resting.

If your Total is Higher than its Total then you win and may Defeat the Terror. See below.

## Through Might

Gain 1 Reputation now.

Gain 50 Silver if you've met the Merfolk Monarch and accepted their bounty.

## Through Mercy

Gain 3 Reputation after The Ocean is Cured.

Gain 2 Pirate Chests (pg 14) from their family as a thank you after The Ocean is Cured

# Paradise Pier

## Tourist's Guide



# Staying At Paradise Pier

## Enjoy The Ambience At Paradise Pier's Haunted Hotel

Home to and staffed by ghosts, this family friendly hotel has had rave reviews due to the staff's dark humour that can be seen in everything from the décor to the optional weekend haunting package.

What does the hotel look like inside? What is your room like?

During your Downtime, you have the option to meet one or more of the ghosts who live and work in the hotel. Who are they? How did they end up here?

**Price:** 5 Silver per Week

**Perk:** You have free access to Ghost Goo (Apothecaria, page 29)

**Downside:** Your nights are often interrupted by ghostly intrusions. Your Downtime is Decreased by 1 until you cure the Curses.

## Experience A Life Of Luxury In Our 4 Star Bed & Breakfast

Run by a pair of retired adventuring legends, this B&B has been on the hotlist since its opening due to the owners' quality of care for their guests and for the beauty of the B&B itself.

What does the B&B look like inside? What is your room like?

During your Downtime, you have the option of learning about the owners' and even some of the guests' legendary adventures. Who are they? Why did they come here?

**Price:** 8 Silver per Week

**Perk:** You can ask an Adventurer to come with you while Foraging. This lets you negate one Event per Forage.

**Downside:** You must spend 1 Downtime Segment each Week doing an activity with the owners and other guests or you lose the Perk.

## Take It Easy In The Unassuming Hotel

Sometimes something regular, normal, average is just what's needed.

**Price:** 2 Silver per Week

**Perk:** None

**Downside:** Something doesn't feel right about this place. What secrets are lurking behind locked doors? Why do the paintings not have eyes?


# Things To Do

## Visit The Aquarium!

Our aquarium keepers work hard to ensure that all our fishy friends have the best quality of life during their short stay at the aquarium. Each of our guests are given full health checks and help our keepers know about anything in the sea that they need to see! So come down today, make some fishy friends of your own and learn all about life under the sea!

In order to restore the Aquarium, you will need to;

- Clean the Tanks. Each Tank takes 1 Downtime Segment to clean. There are 10 Tanks.
- Catch at least 1 Fish for each Tank by Fishing (page 12) with Capture Bulbs (page 10)

3  
&  Once you have completed the steps above, the Aquarium Keeper will visit you and open the Aquarium again.

9

Each time you bring them a fish, they will tell you something about it. What do they tell you? Gain 5 Silver for each Fish brought to the Aquarium.

## Win Big At The Arcade!

Pennyfalls machines, shooting galleries, bowling alleys, and dozens of other entertainments await in our world famous arcade so come on down and let your inner child run wild!

In order to restore the Arcade, you will need to;

- Find all 20 Missing Bits of the various arcade attractions.

To find a Missing Bit, flip a coin before any Event in any Locale. If it is Heads – you find a Missing Bit! What is it? Tails – nothing here.

7  
&  Once you find all the Missing Bits, the Arcade owner returns and you are able to open the Arcade again.

8

What is your favourite part of the arcade?

## See It All At The Paradise Pier Illuminations!

Great paper sculptures filled with lights, each year the theme changes so don't miss out! This year our master artisans have crafted a beautiful underwater theme to show our admiration for our merfolk neighbours. Enter through the glowing coral and enjoy a lightshow that has over 1 million lights!

In order to restore the Illuminations you will need to;

- Find the Broken Bulb.

To search for the Broken Bulb that has caused all of the lights to stop working, you can spend 1 Downtime Segment to Draw a Card. If that Card is a Joker, you find it! If not, try again or give up like everyone else has.

Keep track of each attempt, once you have spent 20 Downtime Segments searching you can choose to automatically find it.

4 &  Once you have fixed the Illuminations, the owner will return and you can open it to the public!

J What is your favourite sculpture?



## Catch A Show At The Seaside Theatre!

This beautiful theatre is the crown jewel of Paradise Pier. Home to some of the finest actors in the world and boasting enough seating for 600. The Seaside Theatre has been home to such classics as *Felines!*, *A Birch Tree*, and *The Seagull!*


In order to restore the Theatre you will need to;

- Spend 6 Downtime Segments putting together a Show.

What is the Show you're putting together?

Who do you get to play the other parts or is it a solo show?

How does it go?

5 &  Once you have put on a show, the theatre will be brought back to life with actors and stagehands returning to their old roles.


Q What is the first show the professional actors put on? Are you in it?

## Ride The Big Wheel At Paradise Pier's Famous Promenade!

While The Big Wheel is this city's landmark, the promenade is much loved by tourists and locals for its selection of wonderful rides including the Tsunami Rollercoaster and the Maelstrom Chairswing.

In order to restore the Promenade you will need to;

- Fulfill 10 Demands or find the Missing Relic (page 55) so that the Seagull Sovereign will return the Promenade Key.
- Spend 6 Downtime Segments repairing the Rides

6 &  Once you have fixed the Promenade, the owner and ride operators will return and open it to the public!

K Which ride do you ride first?

*See You Soon!*





This was such a nice place, once

Venture forth to The Cursed Coast and face a trio of terrible curses that must be broken before you can return home!

This Apothecaria expansion introduces:

- 4 New Locales
- New nautical Ailments and Reagents
- A whole new Plotline
- And new Tools and Upgrades!

**BLACKWELL**  
**GAMES**