

# soggymuse plays Apawthecaria

This is homebrew content for the awesome, adorable game Apawthecaria, written by Anna Blackwell and Brian Tyrrell. It is largely untested (as in, even my own character doesn't have half this stuff yet) and experimental, but you're welcome to use it for your own games if you're running out of content.

This file and other **Obsidian** content, such as snippets, themes, templates, and how-to-play flowcharts are available in my **Github**.

- Blackwell Games (<https://www.blackwellwriter.com>)
- My playthrough (<https://apawthecaria.wordpress.com>)
- My Github (<https://github.com/soggymuse/Obsidian-Apawthecaria>)

# Ailments

<b>Food Poisoning</b> ⌛ 6 Novice	[STOMACH 1], [POISON 1], [SLEEP 1] This beast has eaten something that <i>really</i> doesn't agree with them. <i>Consequences:</i> Dehydration makes the illness worse. Add +1 to each [TAG] plus [MOOD 1] and treat them again.
<b>Heat Stroke</b> ⌛ 10 Severe	[TEMPERATURE 3], [STOMACH 2], [SENSES 1], [BREATH 1] This beast can't control their temperature and on the door to Elsewhere. Nausea, panting, and sweaty paws have escalated to disorientation, lethargy, and vomiting. Cool them down, quick! <i>Consequences:</i> The patient dies. Oops.
<b>Influenza</b> ⌛ 6 Dire	[BREATH 3], [PAIN 2], [TEMPERATURE 3], [SLEEP 3], [ELSEWHERE 2] A seeming cold has turned into a full-fledged 'flu and now the poor beast is suffering from fever alongside a hacking cough, stuffed nose, and body-wide pain. <i>Consequences:</i> If left unchecked, this contagious disease will sweep through entire settlements, sending many Elsewhere. Rightly so, the Guilds agree to abandon this part of the Woods. Remove this Location from the Map. If it was a Settlement or City, Journal about the exodus of beasts to other parts of the Woods, and the emotional struggles that come with that.
<b>Mild Concussion</b> ⌛ 6 Novice	[PAIN 1], [WOUND 1], [SENSES 1] This beast has taken a bump to the noggin and rattled their brain just enough to have a headache. <i>Consequences:</i> Failing to treat this injury could result in a worsening of symptoms. Treat for <b>Minor Concussion</b> instead.
<b>Minor Concussion</b> ⌛ 9 Intermediate	[PAIN 2], [WOUND 2], [SENSES 2] This beast has taken a bump to the noggin and rattled their brain. <i>Consequences:</i> Failing to treat this injury could result in a worsening of symptoms. Treat for <b>Severe Concussion</b> instead.
<b>Severe Concussion</b> ⌛ 10 Severe	[PAIN 3], [WOUND 3], [SENSES 3], [ELSEWHERE 2] This beast has taken a bump to the noggin and rattled their brain badly enough to make it swell and cause all sorts of problems. <i>Consequences:</i> Failing to treat this injury could result in death! Lose 3 Reputation.

# Equipment

## Net Bag

○ 0 trinkets  
(loch)

A small market bag made of discarded fishing net that can be hooked on a belt or around the neck like a garlic string. Essentially the same as the **saddlebags**, except it's *not waterproof*. Requires successful completion of **Pi-Rats**; this is part of the payment.

## Potted Plant

○ 0 trinkets  
(any)

Any time you roll a "potted plant" as payment for a Remedy, follow the Foraging rules to choose a Plant Reagent to carry with you. You can then harvest any part of the plant (e.g. yarrow leaves and flowers) but it needs 1 Day to recover for every 3 uses.

## Glass Vials

○ 2 trinkets  
(any city)

Useful for carrying powdered Reagents like crushed beetle shells or ground leaves. (Set of 10 per ○.) Can be carried in the **Vial Cabinet** (requires a **wagon**) or **Utility Belt**. Pre-grinding reduces the weight of the reagent by ○ (min ○), reduces the amount of space they require, and makes them easier to carry but the Reagent must be **dried first**.

## Lantern Bracket

○ 2 trinkets  
(any settlement)

Attach a lantern to your wagon at the front or rear to light your way and make it easier to find your way around camp at night. (Cost per bracket, maximum 2 brackets.)

## Rope

○ 2 trinkets  
(any settlement)

Helps you climb mountains or get to awkward-to-reach places (SPEED+1 for a Move starting in the Mountains *or* ⌚ +1 foraging in difficult terrain).

## Woven Leather Sieve

○ 2 trinkets  
(any settlement)

A sieve made with woven leather straps tied around a wooden frame and used to strain parts of a remedy to remove yuckiness (adds [FAIR 1]).

## Glass Jars

● 3 trinkets  
(any city)

These glass jars are useful for storing solvents (e.g. oil and **honey**) or liquified Reagents. You can also use them to sell ready-made cold brews and liquid Remedies. (Set of 5 per ●.)

## Knitted Beanie

○ 3 hours  
(any)

Keep your ears warm with this knitted hat. This, unfortunately, makes you more vulnerable to sneak attacks because the hat muffles your hearing. Requires **Knitting Needles**.

## Spyglass

○ 3 trinkets  
(any settlement)

Allows you to see further and spot shortcuts and dangers, especially from high spots like towers and cliffs. For each Location you stop in, you can use this Spyglass to check for shortcuts (SPEED+1 for your next Move) *or* ignore a BEAST-themed encounter on your next draw.

## Wooden Funnel

○ 3 trinkets  
(any city)

Pour into jars and vials without spilling anything. This gives you a third as much of a liquid Remedy (such as a decoction or infusion) as you would get normally — store the remainder in **glass jars** for later use or sale.

## Wooden Torch

○ 3 trinkets  
(forest settlement)

Light up the dark and increase your speed at night with this wooden torch. Requires flint or a tinderbox.

## Jar Shelf

● 4 trinkets  
(any city)

A lipped shelf fixed to the inside wall of the wagon to secure **glass jars** so you can store liquid Reagents (like **honey**) safely (max weight for 15 jars).

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**Firefly Lantern**

○ 5 trinkets  
(bog settlement)

This lamp uses **fireflies** or bioluminescent fungus to light up the dark — but you have to find them first, and they only last 2 days before you have to Scrounge for more.

**Infusion Pots**

● 5 trinkets  
(any city)

Similar to the **clay pots** (follow its rules), this is a series of shelves built inside the wagon. Leave a concoction sealed in one of these pots for days (or weeks) while you travel. Requires **wagon**. Set of 2 per ●.

**Knitted Gloves**

○ 5 hours  
(any)

Protect your paws from toxic reagents, allowing you to collect twice as many POISON Reagent parts (e.g. nettles)! Requires **knitting needles**.

**Steel Funnel**

○ 5 trinkets  
(any city)

Pour into jars and vials without spilling anything. This gives you twice as much of a liquid Remedy (such as a decoction or infusion) as you would get normally — store the remainder in **glass jars** for later use or sale.

**Storage Tins**

○ 5 trinkets  
(any city)

Used to store pre-made salves and ointments. You can sell full tins 1 trinket per tin or treat patients from a ready-made Remedy if you have it in stock. (Set of 5 per ○.) Can be stored in the **Tin Trunk** (requires a **wagon**).

**Tent Brackets**

○ 5 trinkets  
(meadow settlement)

Turn your wagon into a caravan with these strong metal hoops that let you use the tent like a tarp rather than having to set up camp separately. Requires a **tent and wagon**.

**Tin Trunk**

● 5 trinkets  
(any city)

A trunk fixed to the inner wall/floor of the wagon to securely keep **storage tins** (max weight = 15 tins).

**Utility Belt**

○ 5 trinkets  
(any city)

Much like the **Greenpaw Bandolier**, this belt lets you free up your hands and still carry plenty! Designed to fit around the waist, it has "pockets" to hold up to 2weight of small tools **or glass vials**. No matter what it holds, this belt still only weighs weight.

**Waxed Cotton Tent**

● 5 trinkets  
(Summit)

A lighter, waterproof version of the **Canvas Tent** (follow its rules) made of waxed cotton and bamboo poles. It allows you to ignore negative outcomes of a Travel Encounter with the WEATHER tag.

**Vial Cabinet**

● 6 trinkets  
(any city)

A cabinet fixed to the inner wall of the wagon to securely store **glass vials** (max weight = 30 vials). Requires **wagon**.

**Wooden Sieve**

● 7 trinkets  
(any settlement)

A wooden sieve with small holes used to strain parts of a remedy to remove yuckiness (adds [FAIR 2]).

**Canoe**

●● 10 trinkets  
(loch settlement)

A small canoe carved from a log, this canoe allows you to safely swim along Waterways without discarding Reagents, and lets you stop in Loch locations (SPEED+1 while Moving in loch Locations). When Foraging, reduce the Rarity of Reagents in Loch locations by 3. It costs 5 less if you have a **bark coracle** to trade.

**Cheesecloth Sieve**

○ 10 trinkets  
(any city)

Used to strain parts of a recipe to remove yuckiness (adds [FAIR 4]). The finer the mesh, the better. Set of 10 small sheets per ○ that you can wrap around a sieve (requires **wooden** or **leather** sieve) to improve their base filtering ability. (Cheesecloth needs washing frequently and frays, so you will need to replace it after four seasons.)

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**Upgraded Alembic**

● 10 trinkets  
(any)

You can use an upgraded alembic to CATALYSE two reagents with the same [TAGs] when making a Remedy, even if they've already been combined. For example, you can combine a pre-catalysed pair with a third reagent to make them even more potent. Requires **Glass Alembic**.

**Hot Air Balloon**

●●● 15 trinkets  
(Screnest)

This contraption allows you to fly without wings! (Follow the SOAR rules for any Move you make with this gadget.) *See the Experimental Contraption if you want a hot air balloon attached to your wagon.*

**Rowboat**

●●● 15 trinkets  
(loch settlement)

A heavy rowboat made from wooden planks. This boat allows you to safely swim along Waterways without discarding Reagents, and lets you stop in Loch locations. When Foraging, reduce the Rarity of Reagents in Loch locations by 4. However, it cannot be carried by a beast alone and is instead carried upside down on top of a **wagon**, therefore making it useless for water crossings unless you have the **Sealed Carriage and Sails** expansion. It costs 5 less if you have a **bark coracle** to trade in, and 10 less if you can trade a **canoe**.