

Hedge Witch



You are a frail old Hedge Witch who lives in a cottage not far from a small town. You spend most of your days tending to your magical gardens, but inevitably the townsfolk, despite mostly thinking you are evil, come to ask your help with their problems. Name your witch, describe their witchiness, choose a skill for which their success is not in doubt:

Skills

1. Midwifery	5. Speaking to the dead
2. Lie-detecting	6. Locating lost things
3. Tending to flesh-wounds	7. Speaking to animals
4. Turning into a cat	8. Being fire-proof

Also name a form of magic thought impossible that you want to work towards.

To start with you get four different seeds and one gold, representing the small savings you've made in your modest life.

You can buy 4 seeds for 1 gold, or 1 uncommon seed. For each seed, name the plant it grows into and the primary magical effect the plant produces. The GM will tell you if that seed is uncommon or not and how many seasons (typically 1-4) it takes to grow.

At the start of each season, roll 1d6 (or 1d4 in winter) for each plant you have planted that isn't fully grown yet. This is the health of that plant.

1	Dying. It's not growing well, the GM will tell you why. You'll need to find a way to solve the issue before you can start improving the health of this plant. It will die at the end of the season if not tended to.
2-3	Failing. It's not doing well but its health can be improved. It will die at the end of the season if not tended to.
4-5	Healthy. It's growing well.
6	Thriving. It's growing incredibly well. +1 uses of this plant. (Default is one use)

Every month (there are three per season) you have two actions. These can be: Tend to a plant, and Enlist the services of some adventurers to track down rare ingredients or seeds for you. Going into town, preparing magical plants into a potion, and other things that you could do in a day or week don't count as actions. The Tend and Enlist actions are things that take a month of work to complete. You can perform the same action twice in a month.

Tend

Improve the health rating of a plant by one. You can improve a plant's health to a maximum of six this way. If the plant's health is 3 or less the GM describes what's wrong with it and you describe how you tend to it. e.g. the soil is too dry, so you spend time drawing from the well and watering it.

Enlist

You name the plant and what it does, GM names a challenge the adventurers must overcome and whether they can bring back the grown plant or just a seed (mostly it should be the grown plant, but if it's very powerful then just the seed).

Roll 1d6, plus 1d6 for each gold you spend or ingredient you can provide that is related to the challenge. A 5-6 on a single d6 is a success. The number of successes determines what the adventurers bring back:

0	It's wrong, it does have another use but it has a dark consequence (on use, to be taken from where it belongs, from keeping it)
1	It's a lesser version but it'll do in a pinch. It does what you want with a minor drawback
2	This is the one! One use only.
3	There's a bunch of it. 2 uses
4+	3 (+1 for each success more than 4) uses OR it's something even better with an extra power

Potion Making

If you have a matured plant you can easily make it into a potion or other magical remedy that produces the main effect of that plant. If you don't have a matured plant that does what you want, you can try to make something out of what you have: Roll 1d6 for every plant with health 4 or > in your garden. Use the adventurer result table to determine if you can make something to produce the desired effect. This uses up two plants of your choice.

GM

Have someone come to the Hedge Witch roughly twice each month. Make one problem more long-term (multiple seasons), and another short-term (a week to a month). Let them choose their starting plants after they have heard at least one problem.

- ✘ Always bring a problem with two equally tempting sides
- ✘ Reward problem solving that creatively helps both sides or that sidesteps the need for a magical cure by having characters come forward with gold or a nifty little seed they were sold by a strange fellow at the markets
- ✘ Punish failure to solve a problem or keep a useful plant alive by bringing townsfolk to their door, possibly with an angry mob. They will come with new more severe demands. The townsfolk mostly don't like to harm a witch as they believe it unlucky, but they'll trash the garden (-2 or -1 to each plant, whichever seems reasonable). Note that if something is in doubt (eg. a fight), the witch fails unless they have a clever solution using their plants or their wits

Townsfolk Problems

Roll twice on the person table, and once on the other tables. Fill the results into the blanks:

Person 1 wants Person 2 to Desire but Person 2 is Complication

Person	Desire	Complication
The mayor's son	fall in love with them	mourning the loss of their spouse.
An heiress	allow them to leave	destitute and prideful.
The priest	leave the town	a literal angel.
Maid from the Pebbleshoe Inn	be cured from their strange illness	suicidal.
A ghost	come back from the dead	cursed.
The townsfolk	die	possessed by a powerful demon.