

SEASONS FLEETING

HOW TO PLAY

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SPINNER

The party have been trapped within an accelerated seasonal cycle by malevolent Fae. They know that fruits of the seasonal courts can be harvested to make Fae Wine, a drink no Fae can resist, which they can use to bargain their freedom from Queen Titania.

Starting in Spring, the players plant, nurture, harvest, and protect their fruits. At the end of winter, the surviving fruits mature, revealing whether they are a springberry, summemelon, fallfruit, or wintercot. One of each is required to attempt creation of the Fae Wine, otherwise, the cycle begins anew.

Print out this page and cutout the spinner! A print friendly spinner, battlemat, and additional resources are linked below.

After each season the players spin for sun and moon tokens based on their performance. If the spinner lands on the side matching their current season, they gain an additional token. After winter the spinner also determines which seasonal fruits their crops mature into.



Sun and moon tokens have different effects in each season. A player can use one token per turn (no action necessary).

THE BATTLE WITH TITANIA

While **Titania** cannot resist Fae Wine, she hates mortals. During the final stage, an aspect of **Titania** will try to stop the players.

The players must move their product around the room, visiting the following in order: **fruit crush**, **fruit press**, **fermenter**, **aging barrel**. Once the product reaches a step in the process, it must remain there until the start of the next round.

Once all processes have been completed, the Fae Wine is complete, and a bargain can be struck.



MAP FEATURES

- A - Mirrors: Enemies spawn from these
- B - Barrels: Used to store harvested crops
- C - Fruit Crusher (Stage 1)
- D - Fruit Press (Stage 2)
- E - Fermenter (Stage 3)
- F - Aging Barrel (Stage 4)
- G - Pillars (Impassable)
- H - Well of Renewal: Dead players respawn here at the start of spring at half health

- ☀ Gain advantage on any attack ☀
- 🌙 Impose disadvantage on **Titania's** attack 🌙

THE SPRING COURT

8 seedlings spawn and rush the players, with **1d4** more **seedlings** spawning at the beginning of the second and third round, to a maximum of **8 seedlings** at any one time.

Whenever a **seedling** is killed, a crop is planted where it dies, or in the closest space to where it died if already occupied.

This season is intended as a fairly simple combat, letting the players deal as much damage and plant as many crops as possible.

After **3** rounds, spring ends and any remaining **seedlings** vanish. The players spin a number of times equal to the number of seeds planted, and then summer begins.

- ☀ A slain **seedling** plants 1 extra crop ☀
- 🌙 Summon **1d4** extra **seedlings** 🌙

THE WINTER COURT

A **frost giant** comes to destroy the fruits. It cannot be damaged, killed, or incapacitated, but is still affected by other negative conditions.

The **frost giant** exudes an aura of cold. At the beginning of the **frost giant's** turn, any fruits within 5ft of them (including those in barrels) are frozen and die.

The players' objective is to keep their crops away from the **frost giant** to prevent them dying. Savvy players can hamper the **frost giant's** movement while allowing agile characters to move fruits.

After **3** rounds, winter ends, and the **frost giant** leaves. The players spin once again for each surviving plant, these spins determine both the tokens the players receive, and the fruit each crop matures into.

After a short rest, if the players have at least **1** fruit of each season, they can begin making the dish to bargain with **Titania**. Otherwise the cycle starts again with spring.

Players keep their matured fruits, but can trade duplicates for **3** tokens.

- ☀ Halve the **frost giant's** speed for 1 round ☀
- 🌙 Move 1 barrel or fruit held by a player to another player 🌙

THE SUMMER COURT

4 waterlings spawn and rush the players, with **1d4** more **waterlings** spawning at the beginning of the second and third round.

When a **waterling** dies, each adjacent crop is watered.

This season is intended as a more tactical combat, with the players moving creatures around so they can water plants.

After **3** rounds, summer ends and any unwatered crops die. Each watered seed grows into a seasonal crop, the players get a spin for each one, and then autumn begins.

- ☀ Reduce a **waterling** to half health ☀
- 🌙 Move a **waterling** to any space 🌙

THE AUTUMN COURT

6 wererats spawn per player. The **wererats** don't attack, they just try to steal the players plants, then run away.

Wererats are terribly weak, and die to any single target attack. Area of effect attacks deal damage normally.

The players' objective is to protect their crops. This is intended as a combat where controllers and defenders can shine, preventing the **wererats** from reaching the crops.

After **3** rounds, autumn ends. Each remaining crop is harvested, and the players get a spin for each one.

The players must decide how they are organising their crops. **1** crop can be held with no penalty. Barrels can store up to **4** crops each. A player holding a barrel can move, but take no other actions.

A player can pickup or putdown a crop, or a barrel, as part of their movement each turn. Once winter starts crops cannot be placed in, or removed from barrels.

- ☀ Stun a **wererat** for 1 round ☀
- 🌙 Make 1 square impassable by **wererats** 🌙