For the PCs, we have…

* **Amrita** (the Ranger, beast-bonded, from Stonetop): a hunter and wanderer, long in the tooth. Rescued her smilodon companion, **Sita**, when she was a kit. Her mamma had been captured (?) by southerners (?), along with the rest of her litter. Amrita found Sita on the flats, raised her, and now they’re inseparable.
	+ NPCs: Siana (Amrita’s BFF, knows all the gossip); Braith (Amrita’s brother, distills the best whisky).
	+ Worried about an unwholesome presence in the Great Woods; suspects it’s an army of giant spiders (!); saw one near the cave bear’s den.
* **Brynmor** (the Blessed, vessel of power, from Stonetop): a young man, smart and observant but not much good in the fields. Always fascinated with the Stone, and recently a lightning strike blinded him and sent into a rapturous vision. There he saw… *things* buried beneath the Flats, many things, once burrowing up by blasted by lightning and turned to glass. Or perhaps just encased… for he senses, also, that they are stirring.
	+ NPCs: Tiwlip (weaver, beloved by everyone, thinks too highly of herself); Blodwen (Brynmor’s mothers, they live togehter)
	+ Danu’s shrine is given wide berth by most, approached with care and propitiation. Folks leave salt, crystals, and fine stones as offerings.
* **Pico** (the Seeker, antiquarian with the Azure Hand, from Lygos or thereabouts): a scholar and mystic. Part of some sort of academic society down south. He found another great megalith down south, but everything he learned about it pointed him towards Stonetop. That was, oh, 5-10 years ago?
	+ NPCs: Vahid (mentor in the academic society and good friend; originally possessed the Azure Hand, but wasn’t doing anything with it, didn’t understand it); Zil (Vahid’s wife, with designs on using the Azure Hand to no good… Pico took it from both of them, and it cost him Vahid’s friendship). Yanz (a local layabout/thief/troublemaker, who is holding on to a shard of pottery he needs).
	+ Has found the half-buried plaque in the courtyard of the Ruined Tower, dragged it home, and mastered it the Thunderous Bellow. Got a case of thunder-hiccups in the process, that lasted until Kios punched him out.
* **Kios:** (the Heavy, sheriff, from Lygos): an well-weathered soldier and mercenary from down south, quiet about his past but clearly got up to some nasty business. All sorts of scars. Came north a few years back, tried his hand at farming and was just terrible at it. After he showed his mettle in a couple... incidents (tossing out some adventurers, chasing off a thunder drake), they decided to give him in charge of… that sort of thing. He’s Stonetop’s first formal sheriff.
	+ NPCs: Ergben (troublemaker, who Kios ran out of town for causing trouble with **Nolwen**), Esyllt (Ergben’s mother, who *hates* Kios and isn’t fond of anyone else), Braith (Amrita’s brother, his whisky has saved Kios’s skin more than once).
* **Nolwenn** (the Would-Be Hero, driven, from the Hillfolk): older than you’d think, she once led a band of Hillfolk slavers (they’d raid other Hillfolk or anyone else they could get, sell ‘em off to southerners… pretty common practice among the Hillfolk). Anyhow, she got sick of it, saw the error of her ways, freed her last batch of captives and got most of her crew killed. Ran off to Gordin’s Delve (cuz that’s what you do, also a good place to avoid Hillfolk). Alas, got into trouble with a local madam/slaver named Chara when she was trying to sell some children to the Ustrina. Nolwenn tried to tank the deal, things went south, she got run out of town, and made her way to Stonetop. Was taken in by **Amrita**.
	+ NPCs: Chara (the madam/slaver from Gordin’s Delve who’s still got beef).
* **Vaughn the Mouse** (the Fox, a natural, from Marshedge): grew up in a well-off family in Marshedge, but got bored and took lots of risks. When he was old enough to know better, he left to go explore the Steplands. Went poking around near one of the old barrow mounds not too far from Three-Coven Lake, and ended up running from a horde of mice! They almost got him, left with him all sorts of pock-marked scars. Embarrassed to go home, he made his way to Stonetop. There, he loafs about, always managing to get out of real work so that he can go relic hunting. Alas, most of what he’s found is utter rubbish.
	+ NPCs: Iona (sister back in Marshedge, prideful, doesn’t approve); Yanz (a fellow layout/scavenger/thief… they’re both lovers and rivals)

**Spring Breaks Forth**:

Decided that Amrita (pantherish) was the most attractive character. She rolls +Fortunes, gets a 7-9. Chooses a bounty (1 Surplus, now) and trouble. Establish that the bounty comes from a lot more game showing up in the Woods near town, more than usual. Hunters having a field day. Amrita’s worried that it’s related to the spiders.

End session there.

**Observations:**

* With 6 players, bonds & NPCs took *forever*. Hard to coordinate, since there’s only 1 Stonetop playbook and they all need to get entered there.
* Pleasantly surprised at home many of the characters are older, not just kids. The Blessed is the only “youth.”
* Should probably add some southern names to the Heavy playbook.
* The Fox… the Natural should probably be more clearly tied to Stonetop. Vaughn’s background is rather… strained.
* Animal Companion: hmm… I’m a little concerned that the player is assuming that the follower can do things just because “smilodon.” She didn’t choose “Athletic” or “Stealthy” or “Warbeast,” and I’m guessing that’s because she thought of course a smilodon is those things.