

BASIC MOVES

AID

When you *help another character who's about to roll*, they gain advantage but you are exposed to any risks, costs, or consequences.

When you *jump in to help another character who just rolled*, tell us how and ask the GM what else is required or what that consequences will be. If you accept, increase your ally's roll by +1.

DEFEND

When you *take a defensive stance in the face of imminent attack*, to yourself or another, roll +CON: **on a 10+**, hold 3 Defense; **on a 7-9**, hold 1 Defense.

As long as you stand in defense, when you or your ward are attacked you may spend Defense 1-for-1 to choose an option from the list below.

- ⊗ Redirect an attack from your ward to yourself
- ⊗ Halve the attack's effect or damage
- ⊗ Create an opening against the attacker; an ally gains advantage if they act on it
- ⊗ Deal your damage (with disadvantage) to the attacker with

DEFY DANGER

When you *act despite an imminent threat or suffer a calamity*, say how you deal with it and roll...

- ... +STR to employ brute force
- ... +DEX to act with speed or finesse
- ... +CON to endure or hold steady
- ... +INT to think fast or or employ expertise
- ... +WIS to apply mental fortitude or sharp senses
- ... +CHA to use charm, subterfuge, or social grace

On a 10+, you do what you set out to do and the threat doesn't come to bear; **on a 7-9**, the GM will offer you a worse outcome, hard bargain, or ugly choice.

DISCERN REALITIES

When you *closely study a situation or person*, roll +WIS: **on a 10+**, ask the GM 3 questions from the list below; **on a 7-9**, ask 1. Either way, gain advantage on your next move that acts on the answers.

- ⊗ What happened here recently?
- ⊗ What is about to happen?
- ⊗ What should I be on the lookout for?
- ⊗ What here is useful or valuable to me?
- ⊗ Who or what is really in control here?
- ⊗ What here is not what it appears to be?

HACK AND SLASH

When you *attack an enemy in melee*, roll +STR: **on a 10+**, choose 1.

- Deal your damage and avoid their attack
- Deal your damage +1d6, but expose yourself to their attack

On a 7-9, you deal your damage to the enemy and the enemy makes an attack against you.

INTERFERE

When you *try to foil another PC's action*, say how you do it and roll...

- ... +STR to employ brute force
- ... +DEX to act with speed or finesse
- ... +CON to endure or hold steady
- ... +INT to think fast or or employ expertise
- ... +WIS to apply mental fortitude or sharp senses
- ... +CHA to use charm, subterfuge, or social grace

On a 10+, they pick 1 from the list below; **on a 7-9**, they pick 1 but you are left off balance, exposed, or otherwise vulnerable.

- ⊗ They do it anyway, but with disadvantage
- ⊗ They relent, change course, or otherwise allow their move to be foiled

PARLEY

When you *press or entice an NPC*, say what you want them to do (or not do). If they *have reason to resist*, roll +CHA: **on a 10+**, they either do as you want or reveal the easiest way to convince them; **on a 7-9**, they reveal something you can do to convince them, though it'll likely be costly, tricky, or distasteful.

When you *press or entice a PC and they resist*, you can roll +CHA: **on a 10+**, both; **on a 7-9**, pick 1:

- ⊗ If they do it, they mark XP
- ⊗ If they don't do it, they must reveal a way you could convince them

SPOUT LORE

When you *consult your accumulated knowledge about something*, roll +INT: **on a 10+**, the GM will tell you something interesting, useful, and relevant about the subject; **on a 7-9**, the GM will only tell you something interesting—it's on you to make it useful.

Either way, the GM might ask "how do you do this?" Tell them the truth, now.

VOLLEY

When you *launch a ranged attack*, roll +DEX: **on a 10+**, you have a clear shot—deal your damage; **on a 7-9**, deal your damage but choose 1 from the list below.

- ⊗ You have to move/hold steady to get the shot, placing you in danger as described by the GM
- ⊗ You have to take what you can get: you have disadvantage on your damage roll
- ⊗ Reduce your ammo by 1



FOLLOWER MOVES

Followers can Aid, Spout Lore (on a topic for which they are *wise*), Make Camp, and Recover. They use the Encumbrance move. They can roll for Death's Door at the GM's discretion. An *archer* can Volley and a *cunning follower* can Discern Realities.

When you *deal damage with the Aid of one or more followers*, roll all your damage dice and use the highest result. Add +1 to the total for each *warrior* or *archer* who is helping.

When you *Defend with the Aid of a follower*, you may spend 1 Defense to redirect an attack to them instead of yourself.

ORDER FOLLOWER

When you *order or expect a follower to do something dangerous, degrading, unreasonable, or contrary to their instinct*, roll +Loyalty: **on a 10+**, they do it now; **on a 7-9**, they do it, but the GM picks 1:

- ⊗ Their Loyalty decreases by 1
- ⊗ They complain loudly, now or later, and demand something in return
- ⊗ Caution, laziness, or fear makes them take a long time to get it done.

DO THEIR THING

When you *have a follower do something risky but within the scope of their tags or moves*, roll +Quality: **on a 10+**, they do it as well as can be expected; **on a 7-9**, they do it, but there's a cost, consequence, or limitation (ask the GM what).

When you *have a follower do something risky that is beyond the scope of their tags or moves*, or when they *do anything on their own*, the GM will say what happens.

PAY UP

When you *pay a follower's cost*, increase their Loyalty by 1 (to a maximum of +3). You can't trigger this move again until you both Make Camp or Recover.



SPECIAL MOVES

ADVANTAGE/DISADVANTAGE

When you *make a roll with advantage*, roll an extra die and discard the lowest result.

When you *make a roll with disadvantage*, roll an extra die and discard the highest result.

When you *make a roll with both advantage and disadvantage*, they cancel each other out.

BURN BRIGHTLY

When you *have enough XP to Level Up* (6 + twice your current level), you may spend 2 XP after any roll to add +1 to that roll (maximum +1 per roll).

DEATH'S DOOR

When you *are dying*, you catch a glimpse of the Black Gates and the Lady of Crows (the GM might ask you to describe it). Roll +nothing: **on a 10+**, the Lady waves you off—you're no longer dying, but you're still in a bad place; **on a 7-9**, choose 1:

- ⊗ Your time has come, but you can make one last move as if you rolled a 12+ (make it count)
- ⊗ Wrest yourself back to the realm of the living—return to 1 HP, and say how your brush with death has marked you (everyone must agree that it makes sense)

On a 6-, your time has come. Choose 1:

- ⊗ Step willingly through the Black Gates
- ⊗ Refuse to go; gain the Revenant or Ghost insert (your choice)
- ⊗ Call on one of the Things Below by name and beseech it to intercede; gain the Thrall insert

ENCUMBRANCE

When you *make a move while carrying weight*, you may be encumbered. If your weight carried...

... does not exceed your Load, you suffer no penalty

... exceeds your Load but by no more than 2, take disadvantage on all rolls until you lighten your burden

... exceeds your Load by 3 or more, drop at least 1 weight and roll with disadvantage or automatically treat the roll as a 6-

END OF SESSION

When you *reach the end of a session*, give an example of how you fulfilled the requirement of your drive. If everyone agrees, mark XP.

Next, describe how your opinion of or relationship with another character (PC or NPC) has changed this session. If everyone agrees, mark XP.

Finally, answer these questions as a group:

- ⊗ Did we learn something about the wider world or its history?
- ⊗ Did we overcome a threat to Stonetop or the greater region?
- ⊗ Did we improve our standing or influence with our neighbors?
- ⊗ Did we make some lasting improvement to Stonetop, or tangible progress towards doing so?

For each "yes," everyone marks XP.

LEVEL UP

When you *have a week or more of downtime and XP equal to (or greater than) 6 + twice your current level*, you can reflect on your experiences and hone your skills. Resolve the following steps:

- 1) Subtract 6 + twice your current level from your XP.
- 2) Increase your level by 1.
- 3) Choose a new move from your class playbook, or an insert class that you've unlocked.
- 4) Choose one of your stats and increase it by 1 (this may change your modifier). Stats can't go above 18.
- 5) Review your look on the first page of your playbook. If any of your choices no longer apply, change them. Feel free to add new ones of your own invention.

EXPEDITION MOVES

CHART A COURSE

When you *wish to travel to a distant place*, name or describe your destination (for example, "Gordin's Delve," "the hagr's lair," or "wherever these tracks lead"). If the route is unclear, tell the GM how you intend to reach it. The GM will then tell you what's required, the risks, and how long it will likely take.

When you *set out on the journey*, the GM will present each of the challenges one at a time—plus any surprises that you couldn't have seen coming—in whatever order makes the most sense. Address them all and reach your destination.

OUTFIT

When you *undertake a mission on behalf of a friendly steading*, choose someone to roll +Fortunes: **on a 10+**, together with your allies you pick up to 6 things from the Gear list that corresponds to the steading's Prosperity; **on a 7-9**, you pick 3; **on a 6-**, you get nothing (not even XP). Regardless of the result, you can make up to 3 additional picks, but doing so reduces the steading's Fortunes by 1.

TRAVEL TIMES

From Stonetop via the Roads to... Time

the crossroads	3-4 hours
the foothills to the north	2 days
Titan Bones	2 days
Gordin's Delve	4 days
Barrier Pass	4 days
the Steplands	4 days
Marshedge	8 days

Perilous Journeys Time

From Stonetop to...	
the Maw	2-3 hours
the cave bears' den	2-3 hours
the Red Grove	3-4 hours
From the crossroads to...	
the Ruined Tower	4-5 hours
From Marshedge to...	
the ruins on the Dread River	2 days
the northern Manmarch	4 days
Three-Coven Lake	4 days
Lygos	30 days

FORAGE

When you *spend a few hours seeking food in the wild*, roll +WIS: **on a 10+**, gain 1d4 rations and...

... +1d4 if you have the gear to hunt or trap

... +1 if the land is verdant and full of life

... +1 if you know the land and its creatures well

... +1 if it's summer or autumn

... if it's winter, roll twice and use the lowest roll

On a 7-9, as above, but you must first deal with a danger of the GM's choice.

Foraging in barren terrain is usually impossible.

MAKE CAMP

When you *settle in to rest in an unsafe area*, answer the GM's questions about your campsite. Then, each player (including the GM) takes turns asking one of the following questions of a character in camp.

- ⊗ What do you do in camp that's so annoying/ endearing?
- ⊗ What do I do in camp that you find so annoying/ endearing?
- ⊗ Who or what seems to be on your mind?
- ⊗ What do we find ourselves talking about?
- ⊗ How do you pass the time?
- ⊗ What new thing do you reveal about yourself?

When you've *eaten 1 ration, drunk your fill, and gotten at least a few hours of sleep*, pick 1. If your rest was particularly comfortable, peaceful, or enjoyable, pick 2.

- ⊗ Heal HP equal to ½ your max (round up)
- ⊗ Expend 1 use of an appropriate resource (rations, whisky, remedies, etc.) to clear a debility
- ⊗ Gain advantage on your next roll

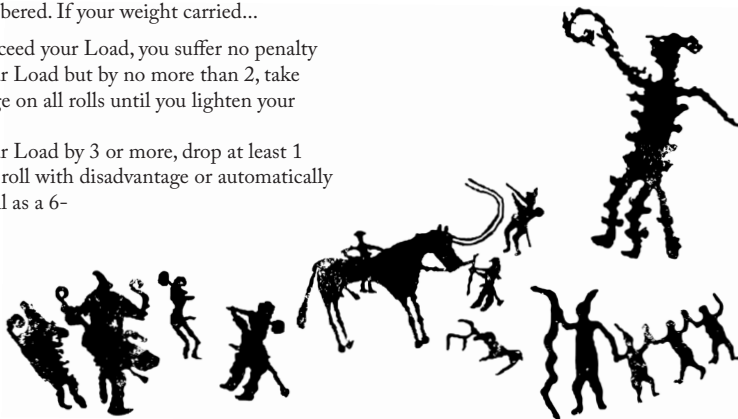
STRUGGLE AS ONE

When *the GM calls on you to struggle as one*, they'll describe the challenge(s) you face. Say how you do your part and each roll +STAT: **on a 6-**, you find yourself in a spot, the GM will describe it or ask you to; **on a 7-9**, you pull your weight; **on a 10+**, you do well enough to get someone else out of a spot, if you can tell us how.

If you roll a 6- but someone saves you, don't mark XP.

RETURN TRIUMPHANT

When you *return home in triumph*, having saved your fellows, put down the threat, seized an opportunity, etc., increase the steading's Fortunes by 1 (to a max of +3).



HOMEFRONT MOVES

BOLSTER

When you *spend downtime in study, meditation, or hard practice*, hold Preparation according to the amount of downtime spent:

- ⊗ A week or so: 1 Preparation
- ⊗ A month or so: 2 Preparation
- ⊗ The better part of a season: 3 Preparation

When you *make any roll to which your efforts might apply*, you may spend 1 Preparation to add +1 to that roll, after it is made (maximum +1 per roll).

DEPLOY

When you *send a steading's people into danger or rally them against an attack*, roll +Defenses: **on a 10+**, it goes as well as can be expected; **on a 7-9**, it works but someone chooses 1 from the list below. If the steading is acting from a position of strength, you choose. Otherwise, the GM chooses.

- ⊗ It's less effective than you expected
- ⊗ There are a number of injuries, some serious; take disadvantage on your next Defenses roll
- ⊗ The GM picks a named NPC involved in the action; they die

MAKE A PLAN

When you *wish to accomplish some project but aren't sure how to go about it*, tell the GM what you hope to achieve. They'll tell what's required. If you aren't sure how to accomplish one of the requirements, ask the GM and they'll tell you what's required for that.

MEET WITH DISASTER

When *calamity befalls a steading*, reduce its Fortunes by at least 1, to a minimum of -3. Other stats might be immediately affected, at the GM's discretion.

MUSTER

When you *press every able body into the defense of a steading*, reduce Fortunes by 1 and roll +Population: **on a 7+**, the steading gains advantage on all Defenses rolls as long as the muster holds; **on a 10+**, also choose 2; **on a 7-9**, also choose 1.

- ⊗ Everyone's willing to pitch in; don't reduce the town's Fortunes after all
- ⊗ The muster holds together as long as the threat lasts, even without your presence
- ⊗ 1 or 2 individuals show real potential; ask the GM how

PULL TOGETHER

When you *set a community to work on improvements, to secure new resources, or to make major repairs*, spend whatever the GM says is required (time, coin, Surplus, etc.) and roll +Population: **on a 10+**, the job gets done; **on a 7-9**, pick 1:

- ⊗ Other work goes undone; reduce Fortunes by 1
- ⊗ The work is incomplete or shoddy
- ⊗ There's an unforeseen cost or requirement; address it and the job gets done

RECOVER

When you *do nothing but rest in safety and comfort*, after a day of rest you recover all your HP. After three days of rest, remove one debility of your choice. If you're under the care of a healer, you heal a debility every two days of rest instead.

SEASONS CHANGE

When *the season ends and a steading's Fortunes are +3 or -3*, reset that steading's Fortunes to +0.

Then, the GM increases or decreases Prosperity, Population, or Defenses by 1. Prosperity and Defenses can never be more than 1 higher than Size (which is +0 for a village), but can go as low as -2.



When *spring bursts forth upon the land*, whoever is the most hopeful rolls +Fortunes: **on a 10+**, choose 1 option from the Gains list; **on a 7-9**, choose 1 Gain, but a threat to the steading makes itself known or gets worse; **on a 6-**, threats abound (and don't mark XP).



When *the long, hot days of summer settle across the land*, whoever is most content rolls 1d4-1; the steading generates that much Surplus. Then, roll +Fortunes: **on a 10+**, choose 2 from the Gains list; **on a 7-9**, choose 1; **on a 6-**, a threat to the steading makes itself known or gets worse (and don't mark XP).



When *autumn falls and the land is ripe for harvest*, whoever is most determined rolls +Fortunes: **on a 10+**, choose 1 from the Gains list; **on a 7-9**, choose 1 Gain, but a threat to the town makes itself known or gets worse; **on a 6-**, threats abound (and don't mark XP).



When *winter grips the land*, whoever is most weary rolls 1d4+Population, and the steading consumes that much Surplus (minimum 0). If there isn't enough, reduce Surplus to 0 and Fortunes by 1, then choose 1 from the list below:

- ⊗ A handful of the weaker or less fortunate starve or freeze to death; more children and elderly die than ought
- ⊗ An important NPC dies, their role unfilled
- ⊗ An important resource (one of the horses, the cistern, etc.) is lost or not maintained

Then, regardless of the last roll, roll +Fortunes: **on a 10+**, the winter passes without further incident; **on a 7-9**, the winter is long, harsh, and brutal—the town must consume Surplus equal to 1d4+Population before winter ends or suffer the consequences as above; **on a 6-**, the 7-9 result applies and threats abound (don't mark XP).

TRADE OR BARTER

When you *go looking to buy, sell, or trade goods in a steading*, you can freely exchange items from gear lists matching the steading's current Prosperity or lower. For example, in a Poor steading, you can freely exchange Poor or Dirt items.

If you wish to acquire or sell something from a list higher than the steading's Prosperity (or something unique or strange), you'll have to make special arrangements. Tell the GM what you're after and they'll tell you the details.



SEASONAL GAINS

- ⊗ **Danu's blessing:** Fine weather, good crops, and ample game. When you next roll to generate Surplus, roll with advantage.
- ⊗ **Unexpected bounty:** A sudden influx of wild game, trade profits, or some other resource. Gain 1 Surplus, now.
- ⊗ **Trade opportunity:** A neighboring community is looking to trade. The GM will offer (or ask you pick) something from the Wealthy or Rich list. Or, the GM can offer something unique or unusual. Trade something of equal value (in Surplus, coin, or service) and it's yours. If it benefits the town as a whole, increase Fortunes by +1.
- ⊗ **Interesting news:** The GM will tell you of some way to increase the steading's fortunes, knowledge, or relations.
- ⊗ **Valuable insight:** The GM will tell you some new way to address a threat that's been plaguing the steading.



GEAR

Different gear is available in different steadings according to each stading's Prosperity. See the Outfit and Trade or Barter moves for an explanation.

GEAR TAGS & TERMS

2-handed: requires the use of both hands.

— **ammo:** number of times you can expend ammo (e.g. on a 7-9 Volley result) before you're out of ammunition.

area: it affects everything in an area, not just one target.

— **armor:** when you take damage, subtract the indicated amount; doesn't stack

+ **armor:** increases your armor value by the indicated amount; stacks

alive: it's a living creature.

awkward: unwieldy, tricky to use.

clumsy: tough to move around in; take disadvantage on all rolls while wearing it.

crude: prone to break, wear out, or otherwise suck; *crude* weapons do -1 damage

+ **damage:** increase the damage you deal with that weapon.

forceful: can knock someone around, maybe even off their feet.

light: provides illumination out to the range indicated.

magic: requires arcane knowledge and power to make.

messy: does particularly destructive damage, ripping people and things apart.

— **piercing:** when you deal damage, subtract the indicated amount from the target's armor for that attack.

precise: when you Hack and Slash with a *precise* weapon, you can roll +DEX instead of +STR.

ration: can be consumed as part of any move that calls for eating a ration.

reload: after it's used to attack, it takes time and effort to prepare for another attack.

requires: if you don't meet the requirements, it works poorly if at all.

slow: takes minutes or more to use; unlikely to be useful in the middle of a fight.

thrown: you can Volley with it, but on a 7-9 you can't choose to expend ammo. Once you throw it, it's gone until you retrieve it.

— **uses:** can only be used — times.

— **wt:** count the indicated amount as weight against your Load.

warm: will keep you warm in cold weather, but it's uncomfortable and exhausting (and possibly dangerous) in hot weather.

worn: to use it, you have to be wearing it.

RANGE TAGS

Hand: as far as you can reach out and touch.

Close: as far as you can reach, plus a pace or so.

Reach: up to 3-4 paces away from you.

Near: about as far as you could throw a rock, 30 or 40 paces.

Far: quite the distance; 100 paces, maybe more.

BUYING POWER

A handful of coppers will get you:

- ⊙ 1 item from the Dirt gear list

A purse of coppers will get you:

- ⊙ 1 item from the Poor gear list, or
- ⊙ 3 items from the Dirt gear list
- ⊙ 3 handfuls of coppers

A handful of silvers will get you:

- ⊙ 1 item from the Moderate gear list, or
- ⊙ 3 items from the Poor gear list
- ⊙ 3 purses of copper

A purse of silvers will get you:

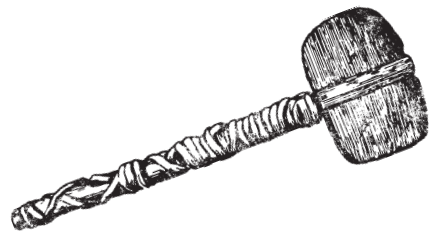
- ⊙ 1 item from the Wealthy gear list, or
- ⊙ 3 items from the Moderate gear list, or
- ⊙ 1 Surplus for a Poor village or Dirt town
- ⊙ 3 handfuls of silver

A handful of gold will get you:

- ⊙ 1 item from the Rich gear list, or
- ⊙ 3 items from the Wealthy gear list, or
- ⊙ 1 Surplus for a Moderate village or Poor town
- ⊙ 3 purses of silver

A purse of gold will get you:

- ⊙ 3 items from the Rich gear list, or
- ⊙ 1 Surplus for a Moderate town or Dirt city
- ⊙ 3 handfuls of gold



PROSPERITY: DIRT

- ⊙ **Coins, copper,** a handful (0 wt)

WEAPONS & AMMUNITION

- ⊙ **Arrows, stone- or copper-tipped,** 1 quiver (*crude*, 3 ammo, 1 wt)
- ⊙ **Axe, stone** (*close, crude, forceful, awkward, 2-handed*, 3 wt)
- ⊙ **Maul, stone** (*close, crude, forceful, awkward, 2-handed*, 3 wt)
- ⊙ **Sling** (*near, far, awkward, reload*, 0 wt) and stones, 1 pouch (*crude*, 4 ammo, 1 wt)
- ⊙ **Spear, stone- or copper-tipped** (choose 1) long (*reach, crude, 2-handed*, 1 wt) short (*close, thrown, near, crude*, 1 wt)
- ⊙ **Staff** (*close, crude, 2-handed*, 1 wt)
- ⊙ **Weapon, simple** (choose 1d4+1) adze, club, or mallet (*hand, crude*, 1 wt) knife, stone (*hand, crude*, 1 wt)

OTHER GEAR

- ⊙ **Adventuring gear, shabby** (*crude*, 3 uses, 2 wt). When you *expend 1 use*, you produce some cheap, common piece of equipment (some rope, a blanket, a candle, some chalk, a clay pot, lantern oil, etc.); nothing fancy.
- ⊙ **Bandages** (*slow*, 4 uses, 1 wt). When you *expend 1 use and take the time needed to bandage someone's wounds*, they heal 4 HP.
- ⊙ **Chicken** (*alive, awkward*, 2 wt). With a little wooden cage to keep it. When you *kill, prepare, and cook a chicken*, it becomes 3 rations.
- ⊙ **Porridge, dry** (*ration*, 5 uses, 1 wt). Requires fire and water. Lightweight, but needs to be cooked to be much use.
- ⊙ **Provisions** (*ration*, 5 uses, 2 wt). Salted meat, pickled potatoes, fruit, flat bread, a water-skin. Decent fare; may spoil.
- ⊙ **Torches**, 2 (*light, area, reach*, 1 wt). A torch illuminates to *reach* range for about 1 hour. It can also ignite things, intentionally or otherwise.
- ⊙ **Whisky, rot-gut**, 1 flask* (2 uses, 0 wt) When you *expend 1 use to down a draught*, gain advantage on one roll to act boldly or face terror. When you *expend a second use before consuming a ration*, mark a debility.

PROSPERITY: POOR

- ⊙ **Coins, copper,** a purseful (1 wt)
- ⊙ **Any 3 items** from the Dirt Prosperity list.

WEAPONS & AMMUNITION

- ⊙ **Arrows, bronze- or iron-tipped,** 1 quiver (3 ammo, 1 wt)
- ⊙ **Bow, self** (*near, 2-handed*, 1 wt)
- ⊙ **Quarterstaff, metal-banded** (*close, 2-handed*, 1 wt)
- ⊙ **Weapon, bronze or iron** (choose 1) Battleax (*close, 2-handed, messy, awkward, +1 damage*, 2 wt) Hatchet, mace, or warhammer (*close*, 1 wt) Knife or dagger (*hand, precise*, 0 wt) Mace, heavy (*close, 2-handed, +1 damage*, 2 wt) Maul (*close, 2-handed, forceful, awkward, +1 damage*, 3 wt) Spear, long (*reach, 2-handed*, 1 wt) Spear, short (*close, thrown, near*, 1 wt)

ARMOR & CLOTHING

- ⊙ **Cloak, wool** (*worn, warm*, 1 weight)
- ⊙ **Hides, thick** (*worn, warm, crude*, 1 armor, 2 wt)
- ⊙ **Shield, wooden** (*crude, +1 armor*, 1 wt)

OTHER GEAR

- ⊙ **Goat** (*alive*). When you *kill, prepare, and cook a goat*, it becomes 1d4+4 rations.
- ⊙ **Lantern** (*light, area, reach*, 1 wt). A container for flame and oil. Burns for about 12 hours before you need to replace its fuel.
- ⊙ **Poultices & herbs** (*slow*, 4 uses, 1 wt). When you *expend 1 use and take the time needed to carefully treat someone's wounds*, they heal 7 HP.
- ⊙ **Rations, trail** (*ration*, 5 uses, 1 wt). Hearty fare; keeps well, doesn't weigh much.
- ⊙ **Remedies** (*slow*, 3 uses, 0 wt). When you *expend 1 use to prepare and administer the appropriate concoction*, your patient can attempt to recover from a disease, poison, or debility.
- ⊙ **Sledge, rollout** (*awkward, crude*, 10 Load, 3 wt). A couple sturdy polls with rope and hide lashed between them. Good for hauling game.
- ⊙ **Whisky, decent**, 1 flask* (2 uses, 0 wt). When you *expend 1 use to down a draught*, gain advantage on one roll to act boldly or face terror. When you *expend a third use before consuming a ration*, mark a debility.

* In Stonetop, whisky is one step less expensive; a flask of rot-gut is 1 use of shabby adventuring gear.

GEAR

Different gear is available in different steadings according to each steadings's Prosperity. See the Outfit and Trade or Barter moves for an explanation.

PROSPERITY: MODERATE

- ⊙ **Coins, silver**, a handful (0 wt)
- ⊙ **Any 3 items** from the Poor Prosperity list.

WEAPONS & AMMUNITION

- ⊙ **Arrows, steel-tipped**, 1 quiver (3 ammo, 1 piercing, 1 wt)
- ⊙ **Bow** (choose 1)
 - composite short (*near, 2-handed*, 0 wt)
 - composite long (*near, far, 2-handed*, 1 wt)
- ⊙ **Crossbow** (*near, far, reload*, +1 damage, 2 wt)
- ⊙ **Flail** (choose 1)
 - light (*close, forceful, awkward*, 1 wt)
 - heavy (*close, forceful, awkward, 2-handed*, +1 damage, 2 wt)
- ⊙ **Spear, steel-tipped**
 - long (*reach, 2-handed*, 1 piercing, 1 wt)
 - short (*close, thrown, near*, 1 piercing, 1 wt)
- ⊙ **Sword, bronze or iron**
 - arming (*close*, +1 damage, 1 wt)
 - long (*close, messy, 2-handed*, +1 damage, 2 wt)
 - short (*hand, close*, 1 wt)

ARMOR & CLOTHING

- ⊙ **Shield, bronze or iron** (+1 armor, 2 wt)
- ⊙ **Cuirass, boiled leather** (*worn*, 1 armor, 1 wt)
- ⊙ **Finery** (*worn*, 0 or 1 wt). A nice dress, a doublet and breaches, a richly woven cloak—that sort of thing.

OTHER GEAR

- ⊙ **Adventuring gear, decent** (4 uses, 2 wt). When you *expend 1 use*, you produce some mundane piece of equipment (a shovel, a glass vial, an inkpot & quill, some parchment, a tinderbox); nothing fancy or too specialized.
- ⊙ **Bendis root** (*reach, area*, 3 uses, 0 wt). When burnt, its fumes repel pervasions of nature. 1 use burns for a couple hours.
- ⊙ **Cart** (10 Load, requires horse or donkey)
- ⊙ **Hound** (*alive*). A good dog
- ⊙ **Lantern, bullseye** (*light, near*, 1 wt). Uses a lens and mirror to direct its light in a cone. Lasts about 12 hours before needing a refill.
- ⊙ **Whisky, fine**, 1 flask* (2 uses, 0 wt). When you *expend 1 use to down a draught*, gain advantage on one roll to act boldly or face terror. Also, when you *share 1 use with someone else*, you have advantage to Parley with them.

* In Stonetop, whisky is one step less expensive.

PROSPERITY: WEALTHY

- ⊙ **Coins, silver**, a purseful (1 wt)
- ⊙ **1 Surplus** for Poor village or a Dirt town (10 wt)
- ⊙ **Any 3 items** from the Moderate Prosperity list.

WEAPONS & AMMUNITION

- ⊙ **Weapon, steel** (choose 1)
 - Battleax** (*close, 2-handed, messy, awkward*, +1 damage, 1 piercing, 2 wt)
 - Hatchet** (*close*, 1 piercing, 1 wt)
 - Knife or dagger** (*hand, precise*, 1 piercing, 0 wt)
 - Flail, light** (*close, forceful, awkward*, 1 piercing, 1 wt)
 - Flail, heavy** (*close, forceful, awkward, 2-handed*, +1 damage, 1 piercing, 2 wt)
 - Sword, arming** (*close*, +1 damage, 1 piercing, 1 wt)
 - Sword, long** (*close, messy, 2-handed*, +1 damage, 1 piercing, 2 wt)
 - Sword, short** (*hand, close*, 1 piercing, 1 wt)

ARMOR & CLOTHING

- ⊙ **Shield, steel** (+1 armor, 1 wt)
- ⊙ **Armor, bronze or iron** (*worn, warm, clumsy*, 2 armor, 3 wt)

OTHER GEAR

- ⊙ **Adventuring gear, fine** (5 uses, 2 wt). When you *expend 1 use*, you produce a mundane item, possibly fancy (mirror, skeleton key, silk rope, etc.), but nothing unique or overly precise.
- ⊙ **Bag of books** (*slow*, 5 uses, 2 wt). When you *reference a book in your bag and expend 1 use*, you can ignore a Spout Lore roll you just made and treat the result as a 10+.
- ⊙ **Bezoar** (*magic*, 0 wt). When you *swallow a bezoar*, it cures you of any poison affecting you.
- ⊙ **Donkey** (10 Load)
- ⊙ **Potion, healing** (*magic*, 0 wt). When you *drink an entire healing potion*, heal 10 HP or remove 1 debility (your choice).
- ⊙ **Tools, crafting** (1-4 wt). The tools needed to practice a trade or art (smithing, glazing, brewing, distilling, herbalism, etc.).

PROSPERITY: RICH

- ⊙ **Coins, gold**, a handful (0 wt)
- ⊙ **1 Surplus** for a Moderate village or a Poor town (you'll need a cart to haul it, at least)
- ⊙ **Any 3 items** from the Wealthy Prosperity list.

ARMOR & CLOTHING

- ⊙ **Vest, brigandine** (*worn, warm*, 2 armor, 2 wt)
- ⊙ **Armor, steel** (*worn, warm, clumsy*, 3 armor, 3 wt)
- ⊙ **Regalia** (*worn, clumsy*, 1 or 2 wt). An outfit of impressive, ostentatious, and impractical clothing

OTHER GEAR

- ⊙ **Horse** (*mount*, 10 Load)
- ⊙ **Wagon** (40 Load)



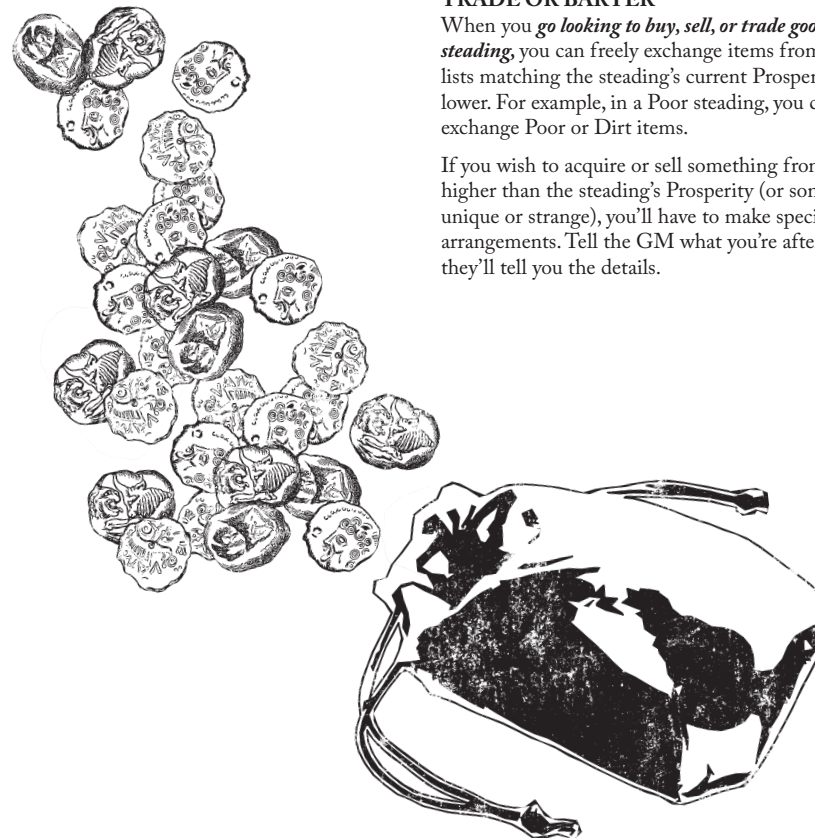
OUTFIT

When you *undertake a mission on behalf of a friendly steadings*, choose someone to roll +Fortunes: **on a 10+**, together with your allies you pick up to 6 things from the Gear list that corresponds to the steadings's Prosperity; **on a 7-9**, you pick 3; **on a 6-**, you get nothing (not even XP). Regardless of the result, you can make up to 3 additional picks, but doing so reduces the steadings's Fortunes by 1.

TRADE OR BARTER

When you *go looking to buy, sell, or trade goods in a steadings*, you can freely exchange items from gear lists matching the steadings's current Prosperity or lower. For example, in a Poor steadings, you can freely exchange Poor or Dirt items.

If you wish to acquire or sell something from a list higher than the steadings's Prosperity (or something unique or strange), you'll have to make special arrangements. Tell the GM what you're after and they'll tell you the details.



PLAYERS' GUIDE

PLAYER'S AGENDA

- ⊗ Portray your character as a protagonist
- ⊗ Engage with the world you are creating
- ⊗ Play to find out what happens

PLAYER'S PRINCIPLES

- ⊗ Think in character
- ⊗ Think about the rules, too
- ⊗ Begin and end with the fiction
- ⊗ Show us what's important to you
- ⊗ Make connections to other characters
- ⊗ Have goals and pursue them
- ⊗ Be bold, take risks
- ⊗ Embrace difficulty, setback, and failure
- ⊗ Answer questions with integrity
- ⊗ Help author the steading and the world
- ⊗ Build on what others have said
- ⊗ Give others a chance to shine
- ⊗ Contribute to the conversation: pay attention, ask questions, offer suggestions

WHEN IN DOUBT

- ⊗ Visualize the situation
- ⊗ Ask the GM for clarification
- ⊗ Think about what you want, what your goal is
- ⊗ Consider your strengths and weaknesses
- ⊗ Look to others for ideas
- ⊗ Go with the obvious choice, the interesting choice, the meaningful choice... not always the "right" choice (remember, you get XP on a miss!)

TRIGGERING MOVES

If you want to do it, then do it in the fiction. Tell us how you do it, what it looks like. Be specific.

But remember: if you do it in the fiction, then you have to do it. *"I rush past the crinwin to grab the glowing sword"* and the GM's says that's Defying Danger with DEX. It's okay to say "oh, really? I guess I don't do that." But if you want to rush past the crinwin, make with the dice.

WHEN A MOVE SAYS...

...**hold X Currency (until/while/so long as ___)**, then note the Currency you hold and spend it as described by the move. Spending held Currency usually means you just do it, no roll required.

IF YOU WANT TO...

INCREASE FORTUNES

The main ways are:

- ⊗ Undertake an adventure on behalf of the village and Return Triumphant
- ⊗ Seize a trade opportunity for something that benefits the village as a whole (see the Seasons Change move)
- ⊗ Unlock a steading improvement that increases Fortunes

GAIN SURPLUS

You get Surplus automatically in summer and when the harvest is done towards the end of autumn. If you want more:

- ⊗ Choose "Danu's blessing" or "unexpected bounty" when Seasons Change and you get a boon
- ⊗ Buy some; 1 Surplus for a Poor village costs a purse of silvers, but you'll need to make special arrangements (see the Trade and Barter move)
- ⊗ Undertake an adventure to hunt big game: elk, wisents, cave bears, mastodon, ceirwmawr, etc.

If you want to increase how much Surplus the village generates, look to the **STEADING IMPROVEMENTS**.

INCREASE DEFENSES

You can temporarily boost Defenses via the Muster move, but it will usually cost you Fortunes to do so.

Building a pallsade or a stone wall (see **STEADING IMPROVEMENTS**) grant a +1 bonus to Defenses when you take advantage of them.

When Seasons Change and your Fortunes are +3, the GM will pick one of the steading's stats to increase (Defenses, Population, or Prosperity). If you want to ensure that Defenses increase, get with the GM and Make a Plan.

Defenses are limited to +1 while Stonetop is still a village. If you want it up to +2, you need to unlock the Township improvement.

INCREASE POPULATION

When Seasons Change and your Fortunes are +3, the GM will pick one of the steading's stats to increase (Defenses, Population, or Prosperity). If you want to ensure that Population increases, get with the GM and Make a Plan.

Alternately, go out and save/recruit/capture a bunch of people and bring them back to live in your village.

Careful: higher Population makes it easier to Recruit, Muster, and Pull Together, but it also means more mouths to feed in winter.

INCREASE PROSPERITY

Establishing a marketplace (a **STEADING IMPROVEMENTS**) lets you Trade or Barter as if Prosperity was one step higher.

When Seasons Change and your Fortunes are +3, the GM will pick one of the steading's stats to increase (Defenses, Population, or Prosperity). If you want to ensure that Prosperity increases, get with the GM and Make a Plan.

Prosperity is limited to +1 while Stonetop is still a village. If you want it up to +2, you need to unlock the Township improvement.

UNLOCK A STEADING IMPROVEMENT

Look at the requirements and choose one to pursue. If you don't know how to pursue it, Spout Lore and/or Make a Plan with the GM.

If you want to make an improvement to the steading that isn't listed, tell the GM what you have in mind. They'll either Make a Plan with you or add it to the list of **OTHER IMPROVEMENTS** (along with the requirements and potential benefits), whichever is more appropriate.

GET SOME COIN

Undertake a trade mission to Marshedge, Gordin's Delve, or maybe the Hillfolk. When you Supply, load up on whisky—it's one step cheaper in Stonetop than anywhere else.

Take that whisky to your neighbors and Trade or Barter it for coin. You can generally...

- ⊗ Get 3 flasks of rotgut whisky as a Dirt choice, and sell each for a handful of coppers
- ⊗ Get a flask of decent whisky as a Dirt choice, and sell it for a purse of coppers in Gordin's Delve or in Marshedge
- ⊗ Get a flask of fine whisky as a Poor choice, and sell it for a handful of silvers in Marshedge

Alternately, go explore the Ruined Tower or someplace like it and dig up some sweet loot. Then make special arrangements to sell it (see Trade or Barter).

FIND NEW ARCANA

Spout Lore. Maybe you know where something like that might be found.

If you don't: ask around, dig through the Chronicle (if there is one), consult the spirits (if you can), pray for guidance (if that's your thing), eat some mushrooms and hope for a vision, etc.

Explore dangerous and mysterious places: old Maker ruins, barrow mounds, fae circles, strange groves, caves, or lakes (if you dare).

Put the word out to merchants or other contacts that you're interested in that sort of thing, then choose "trade opportunity" when you get a seasonal boon.

UNLOCK AN ARCANUM'S MYSTERIES

Do what the requirements say! If you're not sure how to meet a requirement, Spout Lore and/or Make a Plan with the GM.