
PLAYERS' GUIDE

PLAYER'S AGENDA

- ⊗ Portray your character as a protagonist
- ⊗ Engage with the world you are creating
- ⊗ Play to see 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...

- ...*take +X forward (if/to __)*, then add X to the next roll you make that meets the criteria.
- ...*take +X ongoing while/when/until __*, then add X to all future rolls that meet the criteria
- ...*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.