

Steading Moves

DEPLOY

When you **organize a steading's defenses against a threat**, whoever's in charge rolls +Defenses. *On a 10+, the plan works as well as can be expected. *On a 7-9, it works but also pick one:

- It wasn't as effective as you'd hoped
 - The effort strains the steading's resources (-1 Fortunes)
 - There are a number of injuries, some serious (-1 forward to Defense)
 - A PC is seriously injured and at Death's Door
- If the steading is acting from a position of strength, you choose. Otherwise, the GM chooses.

MUSTER

When you **press every able body into the defense of a steading**, reduce Fortunes by 1 and whoever's in charge rolls +Population. *On a 7+, the steading gets +1 ongoing to Defenses as long as you remain present and involved. Make choices equal to your CHA. *On a 10+, make an extra choice.

- Everyone's willing to pitch in; don't reduce the town's Fortunes
- The recruits are disciplined and follow orders
- The recruits hold together as long as the threat lasts, even without your presence
- One or two recruits show real potential; ask the GM how

OUTFIT

When you **undertake a mission on behalf of a friendly steading**, pick someone to roll +Fortunes. *On a 10+, the party can pick 6 options from the list that corresponds to the steading's Prosperity. *On a 7-9, they can pick 3. On a miss, the party gets nothing. Regardless of the result, the party can make up to 3 extra picks but doing so reduces the steading's Fortunes by 1.

PULL TOGETHER

When you **set the people of the steading to work upon a task**, whoever's in charge rolls +Population. *On a 10+, choose one.

*On a 7-9, choose two.

- It distracts folk from work that needs doing; -1 Fortunes
- It requires more resources than expected; consume 1 Surplus
- The work is shoddy or incomplete

TRIUMPHANT RETURN

When you **return to your home steading after dealing with a threat or realizing an opportunity**, increase Fortunes by 1 (to a maximum of +3).

SEASONS CHANGE

When a **season ends with a steading's Fortunes at +3 or -3**, reset Fortunes to +0 and increase or decrease one of these accordingly (GM's choice as to which): Prosperity, Defenses, or Population. Prosperity and Defenses can never be more than 1 higher than Size but can go as low as -2.

When **spring bursts forth upon the land**, the player with the most beautiful or handsome character rolls +Fortunes. *On a 10+, they choose one option from the **GAINS** list. *On a 7-9, they choose one gain but a threat to the town makes itself known or clearly gets worse. On a miss, no gains; only threats.

When **the long, hot days of summer settle across the land**, the player with the happiest character rolls 1d4-1. The steading generates that much Surplus. Then they roll +Fortunes. *On a 7-9, they choose one from the **GAINS** list. *On a 10+, they choose two.

When **autumn falls and the harvest begins**, the player whose character is most cunning rolls 1d4. The steading generates that much Surplus. Then they roll +Fortunes. *On a 10+, they choose one option from the **GAINS** list. *On a 7-9, they choose one gain but a threat to the town makes itself known or clearly gets worse. On a miss, no gains; only threats.

When **winter grips the land**, the player whose character is most weary rolls 1d4+Population. The town consumes that much Surplus. If there isn't enough, reduce Surplus to 0 and Fortunes by 1, then choose one:

- 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 roll unfilled.
- An important resource (one of the horses, the cistern, etc.) is lost or damaged

Next, regardless of the last roll, they 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 another 1d4+Population Surplus or suffer the consequences as above. *On a miss, as a 7-9 but a threat to the steading rears its head or gets worse.

GAINS

- Fine weather, good crops, and ample game. When you next roll to generate Surplus, roll twice and take the higher roll.
- There's an immediate bounty in game, wild foods, trade, or other resources. Gain 1 Surplus now.
- Your goods are in high demand from your neighbors. Roll 1d4; you can trade that much Surplus to increase Fortunes by 1.
- An opportunity arises to increase the steading's fortunes, knowledge, or relations. Ask the GM what it is.
- An opportunity arises to address a threat that's been plaguing the steading. Ask the GM what it is.



Steading Playbook:

Stonetop

Starting: Village, Fortunes +1, Surplus 1, Prosperity -1, Defenses -1, Population +0

Size

-1 Hamlet (~50) +0 Village (~100-200) +1 Town (~300-600) +2 City (1,000+)

Fortunes

Surplus

Prosperity

-2 Dirt -1 Poor +0 Moderate +1 Wealthy +2 Rich

Resources

Farming (*beans, potatoes, barley*)
Game from the Wood (*furs, meat, hides*)
Whisky (*from surplus barley*)
Stone (*from the Old Wall*)
Trade: Gordon's Delve (*metal*)
Trade: Marshedge (*textiles, herbs, glass*)

Defenses

-2 None -1 Militia +0 Watch +1 Guard +2 Garrison +3 Battalion

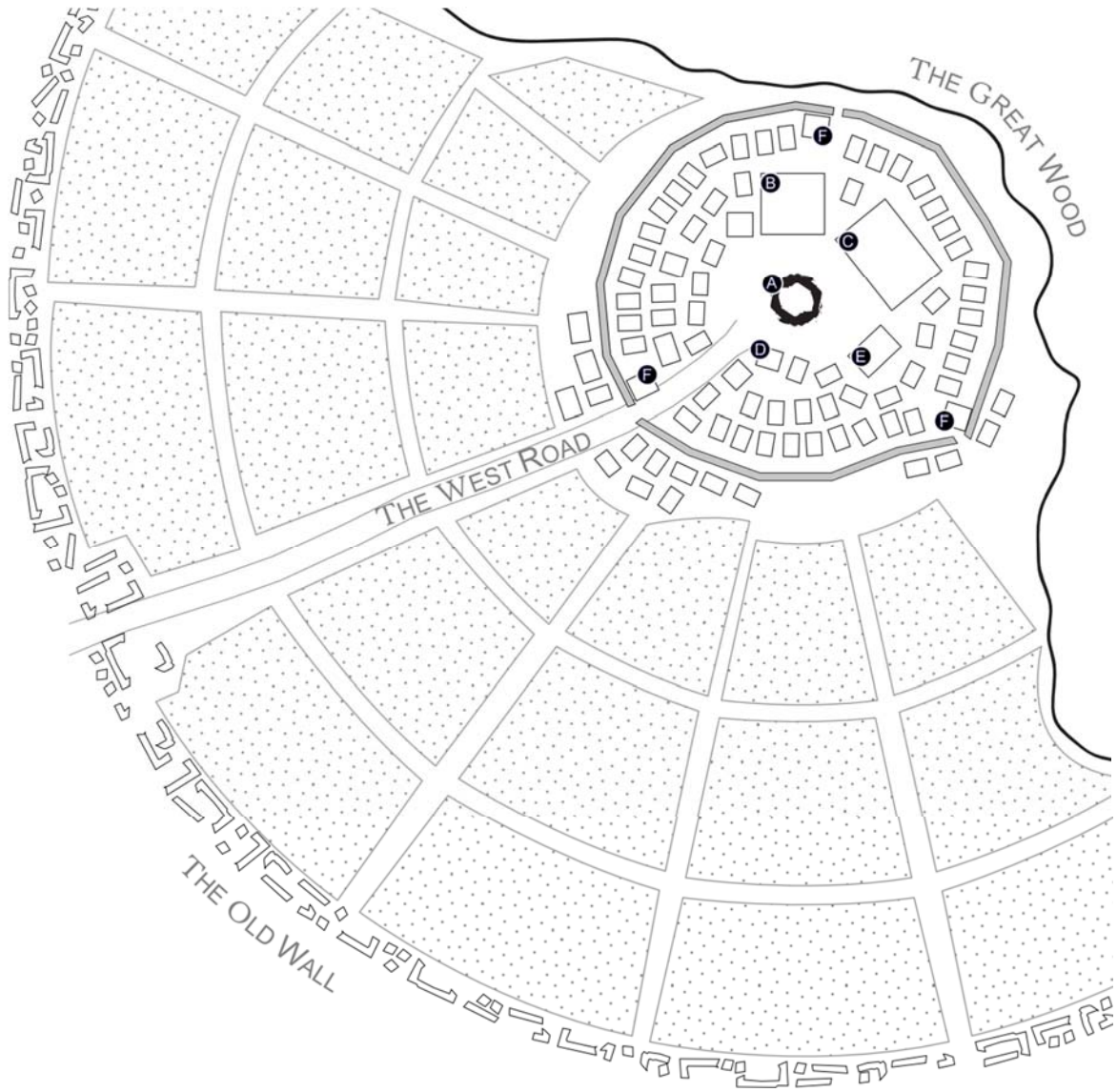
Fortifications & Related Features

Low stone wall
Three watchtowers, manned nightly
Spears & wooden shields in each home, some bows

Population

-2 Exodus -1 Shrinking +0 Steady +1 Growing +2 Booming

See *Notables* on reverse side



Places of Note

- A The Stone
- B Granary
- C Public House & Stables
- D Well House & Cistern
- E Pavilion of the Gods
- F Watchtowers

Notables

Each player (including the GM) picks 1 or 2 names, and 1 or 2 traits for each

Stonetop names (feminine): Aderyn, Aeronwen, Alis, Anwen, Aranrhod, Bethan, Betrys, Blodeuyn, Blodwen, Branwen, Briallen, Bronwyn, Cadi, Caron, Catrin, Ceinwen, Ceridwyn, Cerys, Crystin, Delyth, Deryn, Dilwen, Dylis, Efa, Eilwen, Eira, Eirlys, Elain, Elin, Eluned, Enfys, Enid, Esyllt, Eurwen, Ffion, Fflur, Gaenor, Gladys, Glenys, Gwendolyn, Gwyneth, Gwynedd, Haf, Heledd, Lewela, Lleuca, Llinos, Lowri, Mabyn, Mair, Mallt, Marged, Mari, Meiner, Meinwen, Mererid, Morwenna, Myfanwy, Nerys, Nesta, Nia, Olwyn, Owena, Rhiannon, Rhianu, Rhonwen, Rhosyn, Seren, Siana, Sioned, Siwan, Tegan, Tesni, Tiwlip, Wynne

Stonetop names (masculine): Aeron, Afon, Aled, Alun, Andras, Aneirin, Arwel, Awstin, Bedwyr, Berwyn, Bleddyn, Braith, Bran, Bryn, Brynmor, Cadfael, Cadoc, Cadwgan, Caerwyn, Caradoc, Cefin, Celyn, Dafydd, Dai, Deiniol, Dilwyn, Drystan, Dylan, Eifion, Emrys, Emyr, Enfys, Ercwlff, Ffransis, Gareth, Gawain, Gerallt, Gethin, Glyndwr, Glynn, Grigor, Gruffydd, Gwilym, Gwynn, Harri, Haul, Heddwyn, Hywel, Idris, Ifan, Iorwerth, Iwan, Llewelyn, Mabon, Madoc, Maldwyn, Marc, Meirion, Meredydd, Mervin, Neirin, Ofydd, Owain, Padrig, Pedr, Pryce, Rhys, Rheinallt, Rhisiart, Rhydderch, Roderick, Sawyl, Stefan, Talfryn, Taliesin, Tomos, Trahaern, Trefor, Tristan, Urien, Wynn, Yorath

Traits: is the oldest | is the prettiest | is the most handsome | tells the best jokes | distills the best whisky | is the best cook | is the best weaver | tells the best stories | knows all the gossip | is beloved by everyone | gets the best deals | has the most children | was widowed recently | lost all their children | just got married | is blind | is deaf | is mute | is a simpleton | keeps to themselves | moved here recently with their family | loves their dogs | runs the public house | is the blacksmith | tends to the sick & injured | is the midwife | is the cobbler | must approve any marriages | tends to the Gods' Pavilion | doesn't pull their weight | is drunk more oft than not | suffers from fits | swears they saw the Erlking once | once braved the Ruin Tower | had a dalliance with an elf years ago | has elf-blood in their veins | has travelled far and wide | has terrible nightmares | hates the Hillfolk | is cautious | is reckless | is ambitious | is a strange one | is cowardly | is well-read | is tender-hearted | hears voices | gathers herbs & flowers from the Wood | has lost their nerve | desperately wants a child | resents their lot in life | has their head in the clouds | refuses to marry | has no respect for their elders | craves recognition | has a beef with Marshedge | has just terrible luck | likes to hurt things | is an orphan | isn't too bright | has a good heart | has a wandering eye | is full of pride | is the jealous sort | has a way with animals | is good with children | is a loyal friend | has a lot of backbone | is very strong

Neighbors

Players: add NPCs to these lists if your playbook tells you to. Otherwise, add names as they come up in play.

MARSHEDGE

Aileen, Brighid, Caitlin, Deirdre, Fiona, Isibeal, Lile, Muirne, Norene, Reagan, Sheila, Sinead, Treasa Bran, Colin, Dermot, Ennis, Fergus, Gilroy, Kieran, Liam, Murphy, Owen, Quinn, Ronan, Sean, Torin

- Brennan: once a notorious bandit, now Marshedge's marshal.

GORDON'S DELVE

pick names from other lists; no one's from here originally

THE HILLFOLK

Annick, Blejan, Eseld, Franseza, Gwenaelle, Jennifer, Katarin, Maela, Merryn, Nolwenn, Rozen, Steren, Yannick Daveth, Deniel, Gwilherm, Jago, Judoc, Jowan, Loic, Mael, Margh, Myghal, Paol, Pasco, Per, Roparz, Yann

LYGOS (and other towns of the arid south)

Agathe, Alexis, Chara, Demetria, Elene, Ioanna, Korina, Marika, Natasa, Petra, Sara, Sophia, Thekla, Theodosia, Vasiliki Akakios, Dimitrios, Elias, Fotios, Georgios, Iason, Kyriakos, Markos, Mihail, Nikolas, Petros, Stamatis, Stephanos, Vasilis

OTHERS (Barrier Pass, the Great Wood, the Manmarch, etc.)

Stonetop Improvements

known, available improvements you can achieve; the GM will present others

☐ AUROCH HUNTING

A small herd roams the Flats each spring. The Hillfolk hunt them, but none from Stonetop have learned to do so.

Requires: One of these:

- ☐ A handful of fast, brave horses and hunters to ride them
- ☐ Cooperation with the Hillfolk in a cunning plan

Benefit: Add “Auroch hunting (meat, hide, horn)” to the Resources list. When you **go auroch hunting in the spring**, the hunt-leader rolls +Fortunes. *On a 7+, gain 1d4 Surplus.

But on a 7-9, pick one:

- 1d4 of the town’s horses are lamed or killed
- A number of townfolk are killed or injured; take -1 Fortunes
- A PC is seriously wounded and at Death’s Door
- The Hillfolk are somehow offended
- The herd is weak; if you hunt next year they’ll be wiped out

☐ BETTER WATER SUPPLY

The town catches rainwater & snowmelt and stores it in an ancient cistern. That gets dicey in dry, hot years.

Requires: Build or expand the cistern, requiring all of these:

- ☐ An engineer or foreman of considerable skill
- ☐ A pouch of silver (for tools, supplies, etc.)
- ☐☐ Three seasons of labor, each consuming 1 Surplus
- OR- securing a nearby water source, requiring both of these:
 - ☐ Finding such a source and clearing it of dangers
 - ☐ Establishing a way to protect it and keep it safe
- OR- ☐ Constructing an aqueduct from mountain streams

Benefit: Add the new source(s) of water to the town’s Resources list (and the map if appropriate). For each additional water source, take +1 to Fortunes rolls in the summer.

☐ FAR-REACHING REPUTATION

Few have heard of Stonetop’s heroes. Yet.

Requires: Any 3 of these:

- ☐ Impress a tribe of Hillfolk with your bravery and prowess
- ☐ Brave a lake and come back with proof
- ☐ Save a great number of people from Marshedge
- ☐ Save the life of someone from beyond Marshedge
- ☐ Pay a wandering minstrel a purse of silver to tell your tales

Benefit: When **the PCs first meet someone from another steading**, the player with the most famous character roll +Fortunes. *On a 7+ tell the GM what they’ve heard. *On a 10+, take +1 forward against them. *On a miss, the GM decides what they’ve heard.

☐ IMPROVED HARVEST

The fields within the Old Wall are tamed and productive, but beyond that that prairie grass of the Flats choke crops out.

Requires: One of these:

- ☐ Somehow double the yield of crops inside the Old Wall
- ☐ Clear and cultivate new farmland beyond the Old Wall

Benefit: Generate an extra 1d4 Surplus each autumn. Update the map if appropriate.

☐ MARKETPLACE

Stonetop is more of an afterthought for traders in the area. There’s just not enough here to draw folk in.

Requires: One of these...

- ☐ A compelling product or service unavailable elsewhere
- ☐ Some other draw, like a place of pilgrimage

And at least 2 of these:

- ☐ A proper inn and stable
- ☐ A safe, dedicated place to hold the market
- ☐ A trusted arbiter with the ability to enforce their rulings

Benefit: Add “Market” to Stonetop’s Resources list and add the marketplace to the map. As long as the market thrives, treat Prosperity as 1 step higher when **outfitting** from town. In each of spring, summer, and fall, the market generates Surplus equal to 1+Population (min 0).

☐ PROPPER INN & STABLE

The public house lets travelers sleep in the common area and can hostel a couple horses, but it’s a far cry from a proper inn.

Requires: All of these...

- ☐ A place build it
- ☐ An engineer or foreman of moderate skill
- ☐ Two purses of silver (for furnishings, supplies, etc.)
- ☐ A small staff to work it: innkeep, cook, caretaker, etc.
- ☐☐ Two seasons of labor, each consuming 1 Surplus

Benefit: Increase Fortunes by 1. Name the inn. Add the Inn to Stonetop’s Resources list and the map. **At the start of each season**, the player with the friendliest character rolls +Fortunes. *On a 10+, ask the GM 3 questions about the wider world. *On a 7-9, ask 1 question. *On a miss, ask 1 question anyway but the GM describes some trouble that stems from guests at the inn.

☐ REBUILT WALL

Surely such a feat is beyond the means of simple folk like us?

Requires: All of these...

- ☐ A source of new, cut stone, more than what’s left of the Wall
- ☐ An engineer of mythic skill, like that of the Builders
- ☐ A crew of skilled laborers and stone masons
- ☐☐☐☐ 12 seasons of labor, each requiring 1 Surplus and a pouch of silver

Benefit: Redraw the Wall on the map and add the Rebuilt Wall to the town’s Fortifications. **When properly manned**, the steading automatically gets a 10+ to deploy against threats approaching from the Flats. Increase Fortunes and Population by 1 as travelers are drawn to the marvel.

☐ TOWNSHIP

We’ll never be more than a backwater village if we don’t grow.

Requires: All of these:

- ☐☐☐ Population +2 Booming for four consecutive seasons
- ☐ Doubling the number of sturdy houses available
- ☐ A formal government of some sort
- ☐ A better water supply
- ☐☐ At least two other advancements from this list

Benefit: Change the steading’s Size to +1 Town and its Population to +0 Steady. It’s now possible to increase Defenses and Prosperity to +2. **Every spring and summer**, increased trade and industry generate 1+Population Surplus, but each time you roll to reduce Surplus in winter, roll 2d6 instead of 1d4.

☐ WOODEN PALISADE

A proper defensive fortification, about 10 feet high and tipped with spikes. Encompasses all the homes on the original map.

Requires: All of these:

- ☐ A large amount of good timber, more than scraps from the Great Wood can provide
- ☐ An engineer or foreman of moderate skill
- ☐ Two purses of silver (for tools, raw materiel, etc.)
- ☐☐☐ Three seasons of labor, each consuming 1 Surplus

Benefit: Add “Wooden Palisade” to Stonetop’s Fortifications list and add it to the map. Take +1 ongoing to Defenses when defending the steading from behind the palisade, and lose 1 less Surplus each winter.

Other Improvements ones the GM has revealed (achieved or not)

Assets owned by the town in general

- A pair of hardy draft horses
- A pair of horse-drawn plows
- A wagon (plus horse harness)