Stonetop The village of Stonetop

Prosperity: Poor // Population: Steady (~250) // Defenses: Militia Resources: Stone, Furs, Whiskey // Trade: Gordon's Delve (metal) Trade: Marshedge (textiles, herbs, glass) // Blight: goblins

Everyone in town is expected to pull their weight, but few think badly of those who suffer misfortune. The town pulls together; its community is its strength.

Able-bodied men and women are expected to know how to fight and protect the village when needed. Everyone keeps a spear, a round wooden shield, and maybe a bow. Folk rotate through guard duty, manning the three WATCHTOWERS each night.

There's no government. When decisions need to be made, the leaders come together and make them. Everyone knows who the leaders are: the old and wise, the cunning, the brave. It's not a formal thing.

Most of the buildings in town are stone, low and squat, scavenged from the crumbling Old Wall about a mile out of town and the half-buried ruins that litter the area. The roofs are almost all of thatch. Families pass these homes on, with two or three generations living in one or two small buildings.

A LOW STONE WALL, cobbled together and about waisthigh, rings most of the town. It'd be no use against a real
army, but it provides some cover against goblin raiders.
The houses built outside the wall are newer ones, their
families mostly newcomers to the village.

A relic of the Builders, THE WEST ROAD crosses the Highway a few miles out of town and runs all the way to Gordon's Delve in the Western Stonewall Mountains. The roads never get overgrown, and

Most folk in town are farmers, growing beans, potatoes, and some barley in nearby fields. THE FIELDS stretch out to the edge of the Old Wall. Beyond that, the weedy, inedible grasses of the Flats choke out anything the villagers plant.

There's no mill in town, not much in the way of bread. Families keep goats for milk and chickens for eggs. The town owns two horses in common, plus a couple carts and a wagon they bought from Marshedge.

Well over 30 ft tall and etched in faint runes, THE STONE appears to be older even than the giant-sized ruins of the Builders that the village is built on.

When storms roll in from the southeast (and they often do), lightning strikes the Stone repeatedly. The locals barely even notice.

The PUBLIC HOUSE is the largest building in the village, where the locals meet after sundown to drink and socialize. It offers floor space in the common room for travelers and boasts a small stable. The town's two horses are kept here.

Next door is the GRANARY, where the town stores foodstuffs for winter. Everyone contributes, everyone shares.

The village sits on a bluff overlooking the GREAT WOOD. A few brave souls ply its depths for fur and meat, which the town trades to its neighbors. Trappers bring in most of the town's wealth, but hunters get more respect. It's dangerous, hunting in the Wood.

By compact with the elves of the Wood, the people of Stonetop never fell a living tree. They're free to gather fallen wood, but if they need timber they send folk northwest to the foothills. But the ELVES HAVEN'T BEEN SEEN IN A DECADE, and some grumble that there's plenty of timber in their own back yard.

GOBLINS are known to lurk in the Great Wood. The elves once hunted them and kept them in check, but their numbers have been growing and they grow bolder.

The area's always had its share of earth-quakes, but the elders say they've grown more frequent. Perhaps it's related to the strange stones that've been found in the Wood?

All sane folk shun lakes, rivers, and other large bodies of water. *Things* live in the water, things that slither forth and drag you in with them. Everyone knows this.

The village stores as much rainwater and snowmelt as it can in an ancient CISTERN. But in a dry spell, someone's got to take the wagon and some barrels to the Old Wells, a couple days' journey north of town.

The village boasts no temple but does have a PAVILION OF THE GODS, an open building with shrines to Helior (the Daybringer), Danu (the Earth Mother), and Aratis (keeper of laws and lore), and Tor (rain-maker, thunderer, slayer-of-beasts). Tor is the most popular and widely associated with the Stone itself, but all four gods are given their due respect.

Steading Playbook: Starting: Village, Fortunes +1, Surplus 1, Prosperity -1,

Size

□Hamlet (~50) □Village (~100-200) □Town (~300-600) □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

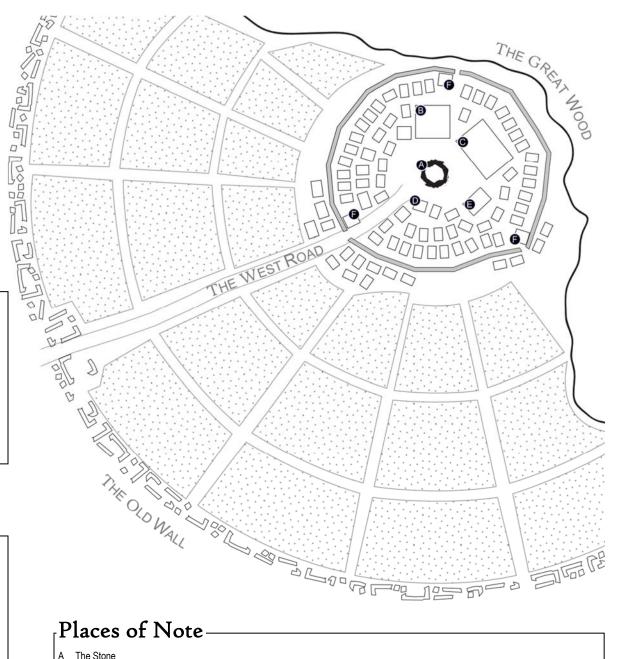
□-2 None □-1 Militia □+0 Watch □+1 Guard □+2 Garrison □+3 Battalion

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



- A The Stone
- Granary
- Public House & Stables
- Well House & Cistern
- E Pavilion of the Gods (with Chronicle below)
- F Watchtowers

Drive choose 1 At the end a session, if you've met your drive's requirement, mark XP.	Bonds write up to 5, with PCs or NPCs
☐ DEFENSE Defeat an agent of chaos and ruin.	
☐ EXPANSION An NPC from another community acknowledges your authority.	
☐ HARMONY Settle a dispute without violence.	
☐ KNOWLEDGE Teach an NPC something important about the world.	
The Chronicle	Pick at least one of these:
The Judge of Aratis is charged with maintaining the Chronicle, a history of the community, it's people, and their traditions.	 _ resents my authority. I will win them over. _ is a liar and a coward. They cannot be trusted.
The lore contained in the Chronicle depends on your background, but describe its physical structure.	 _ will bring ruin to us all. I must keep them in check. A grim fate looms over _, but it must be so. I will quide them toward it.
On the plus side, it (pick 3):	guiue irierii iowaru ii.

- □ is a sturdy vault from the time of the Builders
- □ has plenty of room to grow
- □ is hidden underground
- □ has but one entrance which is magically sealed
- □ bears minor magicks that preserve its contents
- □ is warded and proof against spirits and magic
- □ includes space for your living quarters & office

But alas it... (pick 2):

- □ sits on the outskirts of town, near the Old Wall
- □ is cramped, chaotic, and overflowing
- □ is little more than a crude cellar
- seems to be haunted
- □ contains a few dangerous artifacts as well as lore

Mark the Chronicle on the Stonetop Playbook map. If you haven't already, mark your home as well.

- hem over.
- not be trusted.
- ep them in
- ust be so. I will

Make up the others. Bonds should always have two parts: an relationship to, experience with, opinion of, or observation about them, and a course of action that follows. Examples:

- is my brother/sister/cousin; they disappoint me. I must keep them at arm's length.
- I am betrothed to . I hope to make a good spouse.
- _ is my father/mother, and thinks that gives them some special privilege. I must show that it doesn't.
- and I have been friends since youth. I trust them
- _ is a credit to the community. I hold them up as an example for others.
- I have taken as my apprentice. I'll teach them the proper way of doing things.
- _ was my mentor as a Judge. I strive to live up to their example.
- does things properly. I follow their lead.
- _ is bold and cunning, perhaps too so. I must quide them to wisdom.
- cares more for the wilds than their fellow townsfolk. I must keep an eye on them.
- I see great things in _'s future. I will protect them.

THE JUDGE

Look here at this little town, this flickering flame in the darkness. Its vey existence is an act of hope. Its every stone an altar to the goddess Aratis. And Aratis has charged you to keep it. To settle its disputes. To chronicle its tales. And to defend it from the chaos and ruin that surround it on all sides.

Take up you hammer, Judge. Take up your shield, your quill. Your town needs you.

Background | choose 1

☐ LEGACY

You are the 17th Judge of Stonetop. You were born here, apprenticed to the prior Judge, and are charged to pass the mantle on.

The Chronicle is rich repository of lore, but there's no index so good luck finding anything. When you Spout Lore about the people or history of Stonetop, take +1. When you spend weeks or months pouring through the Chronicle, ask the GM a question. They'll tell you what the Chronicle has to say.

☐ MISSIONARY

You are part of a larger order of Aratis's chosen, with Judges in Gordon's Delve, Marshedge, Lygos, and the smaller towns of the arid south. You were sent to Stonetop from one of these places to spread the faith of Aratis and protect the flickering flame of civilization. The Chronicle is still new and a work in progress; your position in town is far from certain.

When you call upon the Judge of another steading for hospitality, information, aid, or succor, they are oath-bound to give it. You are likewise oathbound to support them. Add these Judges to the Neighbors list on Stonetop's playbook now.

The Judges of your order uses carrier pigeons to communicate. When you send a message via carrier pigeon, roll +WIS. *On a 10+, you receive a reply in a few days later. *On a 7-9, the reply is delayed but it arrives eventually. *On a miss, you receive no reply and the GM decides why.

□ PROPHET

The line of Judges was broken long ago and the Chronicle lost or fallen into ruin. Aratis has called you personally to her service though dreams, omens, and visions. Some in town resent the authority you've assumed.

When you spend time (a few hours at least) in communion with Aratis, you receive visions of a threat to your community or wider civilization. Roll +WIS. On a 10+, you also gain some hint as to how it may be stopped.

Starting Gear

Choose a symbol of your authority (pick 1):

- □ An ancient steel cuirass, helm, and greaves (3 armor, worn, clumsy, 4 weight)
- □ A huge, cold-iron warhammer (close, forceful, +1 damage, awkward, two-handed, 3 weight)
- ☐ An ancient shield of unknown material, hard as diamond and bearing Aratis's seal (+1 armor, unbreakable, 2 weight)

Beyond that, choose up to 3 of the following:

- □ A warhammer (close, 1 weight)
- □ A staff (close, two-handed, 1 weight)
- ☐ A leather cuirass (1 armor, worn, 1 weight)
- ☐ Thick hides (1 armor, worn, warm, 2 weight)
- □ A wooden shield (+1 armor, 2 weight)
- □ Bag of books (5 uses, slow, 2 weight)

Look & Origin

Choose one of each:

young & eager | in my prime | showing my years kind eyes | fiery eyes | stern eyes calm voice | booming voice | a voice that carries hard body | lean body | well-fed body | flabby body spit-polished gear | robes of office | modest clothes

I and my family are am from... (choose 1 and a name)

□ Stonetop

Feminine: Arianrhod, Eleri, Mair, or Nerys Masculine: Caerwyn, Einion, Macsen, or Trefor

¬ Marshedge

Feminine: Bridget, Eleanor, Liadain, or Siomha Masculine: Aonghus, Comhghall, or Muiredach

- □ Gordon's Delve Pick from any other list
- □ Lygos or some other southern town Feminine: Despina, Hypatta, Nomika, or Sofia Masculine: Abram. Cassander, Leon, or Yosef

_「My name is...—

Stats | assign these scores to your stats (and modifiers): 16 (+2), 15 (+1), 13 (+1), 11 (+0), 9 (+0), 8 (-1) Gear | max load : STR (not Strength) + 10 Item Item weiaht weiaht Strength _ Constitution Dexterity ____ Intelligence Wisdom_ Charisma **STR** CHA DEX CON INT WIS □ Weakened □.Shakv □ Sickened \square Dazed \sqcap Confused \Box Scarred When a debility is marked, -1 ongoing to that stat Hit Points / max HP = Constitution (not CON) + 8 Damage (+ Modifiers) Armor *D6* Max HP: Coin & Treasure Moves | choose 3 at first level, plus 1 each time you level up ☐ FOR THE GREATER GOOD ☐ SMITE ☐ A LIGHT IN THE DARK UNDIMMED ☐ CENSURE Requires: level 6+ When you denounce a nearby being as an agent Your hirelings always accept "opposing a threat to When you strike a thing of unnatural darkness, When you Defy Danger against dark, corrupt, or of chaos and an enemy of civilization, pick one: civilization" as payment of their cost. Also, take +1 to chaos, or corruption, roll +STR. *On a 7+, deal your chaotic magic, treat a miss as a 7-9. -Everyone deals +1d4 damage ongoing against it Order Hirelings. damage and choose 1: - It does -1d4 damage ongoing - deal +1d6 damage The effect lasts only while in your presence. - ignore its armor or other defenses ☐ ARMORED ☐ KNOWI FDGE IS POWER - suppress one of its unnatural powers or defenses Ignore the clumsy tag on any armor you wear. When you Spout Lore, take +1 forward to act on the - force it from its host ☐ CASTIGATE information or grant an ally +1 forward if they act on On a 7-9, you also expose yourself to harm or draw Requires: Censure ☐ BEAR WITNESS unwanted attention. When you use Censure, get both effects. When you speak the truth with conviction and ☐ MANY HANDS MAKE LIGHT WORK candor, none can doubt you. They might deny what ☐ TRUTH OR CONSEQUENCES ☐ MARK OF CHAOS you say, but in their hearts they recognize the truth of Take +1 to Aid others, and others get +1 to Aid you. When you look into someone's eves while you talk Requires: Censure, level 6+ vour words. to them, roll +WIS. *On a 10+, hold 3 insight. *On a 7 Anyone you Censure is marked with a mystical ☐ A BUNDLE OF STICKS UNBROKEN -9, hold 1 insight. While in their presence, spend 1 brand that cannot be removed until you dismiss insight to ask their player if they are lying. If they are, ☐ ARMISTICE Requires: Many Hands Make Light Work it. Any intelligent creature who sees the mark take +1 forward against them. Requires: Bear Witness, level 6+ When you Aid another or someone Aids you, recognizes the bearer as an agent of chaos treat a miss on the Aid roll as a 7-9 When you approach an enemy to negotiate and enemy of civilization. in good faith, they will at least hear you out. ☐ BINDING ARBITRATION Even the most debased and savage foe will Requires: level 6+ ☐ SCENT OF CORRUPTION ☐ PROCLAMATION delay violence until you've had your say. When someone gives their word in your Add "What here is tainted by the Things Below?" to Requires: Censure, level 6+ presence, you can henceforth ask their player the list of questions you can ask when you Discern You can Censure a entire group. At least one ☐ Breaking Bread if they have kept their word and the player must Realities. individual must be present, and you must answer honestly. The character need not be While you share a proper meal with someone, you clearly identify what makes someone part of present. If they have broken their word, take +1 each consume a ration a heal 1d8 hit points. the group. Others in the group are affected ☐ CORRUPTION'S FOUL STENCH forward against them. regardless of distance. Requires: Scent of Corruption, level 6+ ☐ BUI WARK You can always ask the GM "What here is ☐ WELL READ While you have hold from Defend, you and any ally tainted by the Things Below?" and get an ☐ CHRONICLER OF STONETOP When you name the source in which you read you can see or who can see you gains +1 armor honest answer. When you write up detailed session notes and about something, you can Spout Lore with +WIS onaoina. share them with the other players, mark one box. instead of +INT. You can erase a box at any time to add +1 to a roll ☐ SHIFLD OF FAITH □ A MIGHTY RAMPART you or a fellow player just made. When you bear a shield, you can use it to turn away **XP** | mark XP on a miss or when a move says so Requires: Bulwark, level 6+ spells, magical effects, and insubstantial foes as if Increase the bonus to armor from Bulwark by they were physical blows. When you Defend with a +1 (+2 armor total). shield take +1 Current level:

Great Wood

IMPRESSIONS:

- From above: an endless sea of fog-shrouded trees.
- From below: massive trunks reaching up up up.
- The feeble light of stars and moon barely glimpsed above.
- A cloying stillness, more like being indoors than in nature.
- Wind shaking the canopy; rain showers despite clear skies.
- Smells of pine, of moldering leaves, of damp earth.
- Pools of fresh water and cold, gurgling streams, lined with ferns and shallow enough to be safe.
- Snares left by some of the trappers: some waiting, some sprung, others torn apart by vandals.
- A majestic hart, startled briefly, then gone into the brush.
- Whispers heard in the wind. No, it must be your imagination.
- Hidden paths and doorways, visible only to those with the elfsight or minds touched by madness.
- Massive ruins from the time of the Builders, now overgrown.
- The cry of a baby echoing from somewhere in the distance.
- A strange jut of rune-etched rock, pushed out of the undergrowth like a pustule. Nothing yet has come to grow on it.
- A grove of low trees, grown together to almost be a cave.
- Another stone protrusion, carved into an idol by crude tools.
- A jet black stone set in the idol like an eye, oozing malice.
- More damn trees.

QUESTIONS:

- Who in your family used to ply the Wood for a living? What happened that shattered their nerve?
- What did you once see deep in the Wood that you've never told anyone else about?
- Who did you lose to the Great Wood? What happened?
- Of all the stories you've heard about the dangers of the Wood, which one scares you the most?
- What did the elves teach your elders to always do when travelling the Wood? Why?
- Who in town was arguing that you should start harvesting good timber from the Wood, now that the elves are gone?
 What's your stance?
- How is it that you came upon the Blood Red Grove during autumn? What did you see there that haunts your dreams?
- What did your grandfather tell was the Erlking's one weakness? Why do you believe him?

LOCATION MOVES:

- Change the environment: the trees open into a clearing // a rocking outcropping looms // they stumble on some caves // old ruins come into view // night falls // day breaks // the weather changes // fog settles or lifts // a storm rolls in
- Point to a looming threat: a desiccated deer in spider webs //
 distant singing, so beautiful as to break your heart // a
 splash of blood on fresh snow // eyes seen in the brush,
 then gone // a trapper's snares, sprung but their prey since
 torn apart // a distant horn, then the rushing of wind.
- Introduce a faction/creature: a pair of bear cubs in front of them // low growling coming from behind // crunching noises of something in the distance, something big // an old goblin camp, must've been dozens of 'em // "what was that?"
- Use a threat/creature move: snare them in spider webs //
 surprised goblins scatter into the wood // lure them into a
 trap // pounce on them from above // snipe at them from
 cover // snuff out a light source // surround them
- Make them backtrack: ruin their water so they must return to a spring for more // fill them with nameless dread // put a dangerous beast in their path, easier to avoid than fight
- Present riches at a price: a glint of gold on that goblin corpse dangling in the spider webs // the old Builder stones bear faded runes // black stones whispering promises of knowledge and power, if only you'll let them in // the Erlking himself challenges you to a contest or marks you as prey
- Present a challenge to one of the PCs: the goblins left a
 trail // the stones mark a place of power // the voices compel them to act // living darkness advances on them // a
 mighty beast bellows a challenge // the sentries haven't
 spotted you yet // the spirits of the Wood are angry

When you go looking for something in the Wood without a guide, roll +WIS. On a hit, gain +1 *PROGRESS*. On a 7-9, also choose one. On a 10+, choose two.

- You make good time
- You can retrace your steps
- You discover something else of interest or value
- You avoid the dangers of the Wood

When you've accumulated 3 *PROGRESS*, you find what you were seeking.

