

## Basic Moves

When *you roll a 6-*, mark XP and prepare for the worst (unless the move says otherwise).

### AID

When you *help someone who has not yet rolled*, the GM picks 1:

- ⊙ They can accomplish more than they could alone
- ⊙ They gain advantage on their roll

Regardless, you are exposed to any risk, cost, or consequence associated with their roll.

### CLASH

When you *fight in melee or close quarters*, roll +STR: **on a 10+**, your maneuver works as expected (deal your damage) and pick 1:

- ⊙ Avoid, prevent, or counter your enemy's attack
- ⊙ Strike hard and fast, for 1d6 extra damage, but suffer your enemy's attack

**On a 7-9**, your maneuver works, mostly (deal your damage), but you suffer your enemy's attack.

### DEFEND

When you *take up a defensive stance or jump in to protect others*, roll +CON: **on a 10+**, hold 3 Readiness (or 4 if you bear a shield); **on a 7-9**, hold 1 Readiness (or 2 with a shield). Spend your Readiness 1-for-1 to:

- ⊙ Suffer an attack's damage/effects instead of your ward
- ⊙ Halve an attack's effect or damage
- ⊙ Draw all attention from your ward to yourself
- ⊙ Strike back at an attacker (deal your damage, with disadvantage)

When you *go on the offense, cease to focus on defense, or the threat passes*, lose any Readiness that you hold.

### DEFY DANGER

When *danger looms, the stakes are high, and you do something chancy*, check if another move applies. If not, roll...

- ...+STR to power through or test your might
- ...+DEX to employ speed, agility, or finesse
- ...+CON to endure or hold steady
- ...+INT to apply expertise or enact a clever plan
- ...+WIS to exert willpower or rely on your senses
- ...+CHA to charm, bluff, impress, or fit in

**On a 10+**, you pull it off as well as one could hope; **on a 7-9**, you can do it, but the GM will present a lesser success, a cost, or a consequence (and maybe a choice between them, or a chance to back down).

### Multiple combatants

When *your attack could hurt multiple foes*, roll Clash or Let Fly once, but roll damage separately for each foe.

When *you gang up on a foe*, one of you rolls Clash or Let Fly and the others Aid. If you deal damage, one of you (your choice) rolls your damage, +1 damage per capable attacker after the first. Apply all tags that make sense.



### INTERFERE

When you *try to foil another PC's action and neither of you back down*, roll...

- ...+STR to power through or test your might
- ...+DEX to employ speed, agility, or finesse
- ...+CON to endure or hold steady
- ...+INT to apply expertise or enact a clever plan
- ...+WIS to exert willpower or rely on your senses
- ...+CHA to charm, bluff, impress, or fit in

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

- ⊙ Do it anyway, but with disadvantage on their (next) roll
- ⊙ Relent, change course, or otherwise allow their move to be foiled

### KNOWTHINGS

When you *consult your accumulated knowledge*, roll +INT: **on a 10+**, the GM will tell you something interesting and useful about the topic at hand; **on a 7-9**, the GM will tell you something interesting—it's on you to make it useful; **either way** the GM might ask, "How do you know this?"

### LET FLY

When you *calmly take an easy shot with a ranged weapon*, deal your damage. *If the shot is tricky or you're under pressure*, first roll +DEX: **on a 10+**, you have a clear shot, deal your damage; **on a 7-9**, pick 1:

- ⊙ Deal your damage, but deplete your ammo (mark the next status by your weapon; don't pick this if your weapon lacks such statuses)
- ⊙ Hold steady and wait for a clear shot; when the moment arrives (GM's call), deal your damage
- ⊙ Move to get a clear shot—exposing yourself to danger or giving up some advantage (GM says how)—then deal your damage
- ⊙ Rush the shot and deal your damage, leading to a cost or complication of the GM's choice

### PERSUADE (vs. NPCs)

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.

### PERSUADE (vs. PCs)

When you *press or entice a PC and they resist*, ask their player: "Could I possibly get you to do this, yes or no?" If the answer is "No," let it drop.

If the answer is "Yes," you can roll +CHA: **on a 10+**, they mark XP if they do what you want, and if they don't, they must reveal how you could convince them; **on a 7-9**, they mark XP if they do what you want (but can refuse or make a counter-offer if they like).

### SEEK INSIGHT

When you *study a situation or person*, looking to the GM for insight, 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?
- ⊙ 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?

## 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.

If you *have advantage/disadvantage on a damage roll*, roll the main die twice and discard the lower/higher result. Then add any bonus dice that apply.

### BURN BRIGHTLY

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

### DEATH'S DOOR

When you *are dying*, you glimpse the Last Door and the Lady of Crows (describe it). Then, roll +nothing: **on a 10+**, you wrest yourself back to the realm of the living—return to 1 HP but say how your brush with death has marked you; **on a 7-9**, the Lady waves you off—you're no longer dying but you're out of the action; **on a 6-**, your time has come—choose 1:

- ⊙ Make one last move as if you rolled a 12+, then step through the Last Door
- ⊙ Refuse to go; gain the Revenant or Ghost insert
- ⊙ Call on one of the Things Below by name and beseech it to intercede; gain the Thrall insert

### END OF SESSION

When a *session ends*, point out how you demonstrated or struggled with your instinct. If you can, mark XP.

Say how your relationship with or opinion of a PC, NPC, or group has changed. If you can, mark XP.

Answer these questions as a group. For each "yes," everyone marks XP.

- ⊙ Did we learn more about the world or its history?
- ⊙ Did we defeat a threat to Stonetop or the region?
- ⊙ Did we improve our standing with our neighbors?
- ⊙ Did we make a lasting improvement to Stonetop, or tangible progress towards doing so?

Praise something about the session (in the fiction or around the table) that you enjoyed or appreciated.

Finally, offer up a wish for future sessions: more \_\_, less \_\_, a chance to \_\_, handling \_\_ in a different way, etc. Wishes can be about what happens in the fiction or around the table. The GM will take notes.

## Follower Moves

### ORDER FOLLOWERS

When you *direct your follower to do something that would trigger a player move*, and they do it, they trigger the move. If the move involves rolling, you roll for them. Instead of rolling +STAT, roll and...

- ... if they have at least one appropriate tag or move, add +1, or +2 if they're also *exceptional*;
- ... if they have no relevant tag or move, add +0; and
- ... if any of their tags would get in the way, roll with disadvantage

When a *follower is without orders or they act on their own initiative*, the GM says what they do and decides how it goes.

### STRENGTHEN YOUR BOND

When you *pay your follower's cost and haven't done so recently*, they hold +1 Loyalty (max 3).

Spend your follower's Loyalty 1-for-1 to have them:

- ⊗ Overcome their fear to do as you say
- ⊗ Resist acting on their instinct/tags/traits
- ⊗ Do something they don't want to do (as long as it's not abhorrent or suicidal)

### Followers in fights

When a *follower Aids you to Defend*, you can spend 1 Readiness to have the follower suffer the damage/effects of an attack, or to have the follower draw all attention from your ward to itself.

When a *group of followers fights another group*, you can abstract the violence. Roll a single move like Let Fly or Clash once for the whole group. Each side has HP and Armor and deals damage as one individual. Lost HP represent casualties proportionate to the group's original HP.

If one side outnumbered the other, it gets a +1 bonus to Armor and damage for each multiplier past the first (so a group that outnumbers their foes 3:1 does +2 damage and has +2 Armor).

## Expedition Moves When you roll a 6-, mark XP and prepare for the worst (unless the move says otherwise).

### CHART A COURSE

When you *wish to travel to a distant place*, name or describe your destination ("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 *prepare for an expedition in a friendly community*, mark as many ◇ on your Inventory insert as you wish to carry, either on specific items or in "undefined." Mark up to 3 ◇ for a *light* load (quick and quiet), 4-6 ◇ for a *normal* load, or 7-9 ◇ for a *heavy* load (noisy, slow, quick to tire). Also, mark a number of □ in the **Small items** section equal to 4+Prosperity (on specific items or "undefined").

You can select:

- ⊗ Items printed on the Inventory insert
- ⊗ Other common, mundane items
- ⊗ Any of your special possessions
- ⊗ Special items for which you Trade & Barter

Tell the GM what you're bringing, and answer their questions about your gear and where you got it.

### REQUISITION

When you *borrow some of the steading's assets for an expedition* (like the horses or a plow), roll +Fortunes: **on a 10+**, go ahead, but bring it back safely; **on a 7-9**, you'll need to do some convincing; **on a 6-**, don't mark XP—you can take the asset with you if you want, but if you do, reduce Fortunes by 1.

### HAVE WHAT YOU NEED

When you *decide that you had something all along*, transfer a mark (or marks) from your "undefined" inventory to a specific item or a slot. If you mark a slot, fill it with a common mundane item or something from your special possessions.

Alternately, you can expend a use of supplies to mark an additional small item/slot (□).

Whatever you produce, it must be something you could have had all along. The GM or any player can veto unreasonable items.

### RECOVER

When you *take time to catch your breath and tend to what ails you*, expend 1 use of supplies and regain HP equal to 4+Prosperity. You can't gain this benefit again until you take more damage.

When you *tend to a debility or a problematic wound*, say how. The GM will either say that it's taken care of or tell you what else is required to do so.

### FORAGE

When you *spend a few hours seeking food in the wild*, roll +WIS. In winter, you have disadvantage. **On a 10+**, pick 2; **on a 7-9**, pick 1:

- ⊗ You acquire ♥ provisions (1d6 uses)
- ⊗ You acquire an extra 1d6 uses of provisions
- ⊗ You discover something interesting or useful
- ⊗ You avoid danger or risk (else, there is some)

Provisions can substitute for supplies when you Make Camp, 1-for-1.

### KEEP COMPANY

When you *spend a stretch of time together*, ask the others if they want to Keep Company. If they do, take turns asking a PC or NPC one of the following.

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

### MAKE CAMP

When you *settle in to rest in an unsafe area*, answer the GM's questions about your campsite. Each member of the party must consume 1 use of supplies or provisions; if you use a ◇ mess kit (requires fire & water), then 1 use can provide for up to four people.

If you *eat and drink your fill*, and *get at least a few hours of sleep*, pick 1:

- ⊗ Regain HP equal to ½ your max (round up)
- ⊗ Clear a debility

If your rest was *particularly peaceful, comfortable, or enjoyable*, you also gain advantage on your next roll.

### STRUGGLE AS ONE

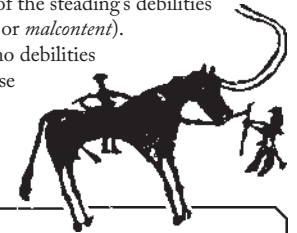
When you *Defy Danger as a group*, establish the party's approach and each roll +STAT (per Defy Danger): **on a 6-**, you find yourself in a spot, the GM will describe it or ask you to; **on a 7-9**, you pull your weight; **on a 10+**, you do well enough to get someone else out of a spot, if you can 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 the opportunity, etc., then clear one of the steading's debilities (*diminished, lacking, or malcontent*).

If the steading has no debilities marked, then increase Fortunes by 1.



### Travel times

JOURNEYS	TIME	DANGEROUS JOURNEYS	TIME
From Stonetop via the Roads to...		From Stonetop to...	
the Crossroads	3-4 hours	the cave bears' den	3-4 hours
the Foothills	2 days	the Red Grove	4-6 hours
Titan Bones	2 days	the Maw	5-7 hours
Gordin's Delve	4 days	From the Crossroads to...	
the Steplands	4 days	the Ruined Tower	5-6 hours
Barrier Pass	5 days	From Marshedge to...	
Marshedge	10 days	the ruins on the Dread River	2 days
		the northern Manmarch	4 days
		Three-Coven Lake	4 days
		Lygos	30 days

# Homefront Moves

When you *roll a 6-*, mark XP and prepare for the worst (unless the move says otherwise).

## BOLSTER

When you *prepare for what's coming or seek the favor of the gods*, say how and answer the GM's questions. Then, hold Preparation based on the amount of time you devote:

- ⊗ 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).

## CONVALESCENCE

When you *rest for a few days, in safety and comfort*, recover all your HP and clear all your debilities.

When you *rest for a few weeks under the care of a healer*, heal any problematic wounds that can heal. If you *have suffered a permanent injury or impairment*, either retire or Make a Plan to adapt to it.

## 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
- ⊗ Injuries abound; the steading marks *diminished* (disadvantage to Deploy, Muster, Pull Together)
- ⊗ The GM picks a named NPC involved in the action; they die

## LEVEL UP

When you *have a quiet stretch of time at home and XP equal to (or greater than) 6 + twice your current level*, follow these steps:

- 1) Subtract 6 + twice your current level from your XP.
- 2) Increase your level by 1.
- 3) Choose a new move from your playbook, or an insert that you've unlocked.
- 4) If you are the Blessed (or have a sacred pouch) and your new level is even, increase your max Stock by 1.
- 5) If you are the Lightbearer (or have Invoke the Sun God) and your new level is even, choose a new invocation.
- 6) Review your Instinct and Appearance (on the front of your playbook). Change anything that no longer applies. Feel free to make up new options.

## 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 say what's required. If you're stumped on how to accomplish one of the requirements, tell the GM and Make a Plan for that.

## MEET WITH DISASTER

When *calamity befalls the steading or panic spreads*, reduce Fortunes by 1 (min -1).

When *Fortunes would drop below -1 for any reason* (not just calamity or panic), then the GM picks 1 instead:

- ⊗ The steading marks *diminished* from injuries/sickness/doubt (disadvantage to Deploy, Muster, Pull Together)
- ⊗ The steading marks *lacking* due to shortages/hoarding/distrust (treat Prosperity as 1 lower)
- ⊗ The steading marks *malcontent* from fear/anger/despair (Fortunes reset to +0 each season, not +1; folks need Persuading more often than usual)
- ⊗ Folks start to leave; reduce Population by 1

## 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 is alert and ready for action until the threat passes, the Seasons Change, or you cease to oversee the muster. **On a 10+**, also pick 2; **on a 7-9**, also pick 1.

- ⊗ Increase Defenses by 1 as long as the muster holds
- ⊗ Everyone's willing to pitch in; don't reduce Fortunes after all
- ⊗ The muster holds together even without your presence
- ⊗ 1 or 2 individuals show real potential; ask the GM who and 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, material, Surplus, etc.) and roll +Population: **on a 10+**, the job gets done; **on a 7-9**, pick 1:

- ⊗ It gets done, but other work doesn't; reduce Fortunes by 1
- ⊗ It gets done, but the work is shoddy, crude
- ⊗ It gets done, but there's a consequence (bad blood, an injury, a threat unearthed, etc.)
- ⊗ There's an unforeseen cost, requirement, or challenge; address it and the job gets done

## SEASONS CHANGE



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

Whatever the result, reset Fortunes to +1.



When *the hot days of summer settle across the land*, whoever is most content rolls +Fortunes: **on a 10+**, pick 2 seasonal gains; **on a 7-9**, pick 1 seasonal gain; **on a 6-**, a threat to the steading makes itself known or gets worse (and don't mark XP).

Whatever the result, the steading generates 1d4-1 Surplus. Then, reset Fortunes to +1.



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

Whatever the result, reset Fortunes to +1.

When *the harvest is complete*, roll 1d4; the steading generates that much Surplus.



When *winter grips the land*, whoever is weariest rolls 1d4+Population (min 0); the steading consumes that much Surplus.

If there's not enough, reduce Surplus to 0, reduce Fortunes by 1, and pick 1:

- ⊗ Reduce Population by 1 (min -1) due to death, decrepitude, and departure
- ⊗ An important resource (one of the horses, the cistern, etc.) is lost or not maintained
- ⊗ An important NPC dies, their role unfilled
- ⊗ Your PC dies, leaves, or retires from play

Then, roll +Fortunes: **on a 10+**, the winter is relatively mild, and each player can name a local NPC with whom their relationship improves at least a little (work together to figure out how); **on a 7-9**, the steading must consume additional Surplus equal to 1d4+Population before winter ends or suffer the consequences as above; **on a 6-**, as a 7-9, but also threats abound (and don't mark XP).

Whatever the result, reset Fortunes to +1.



## Seasonal gains

- ⊗ **Population boom:** A number of youth come of age, and/or outsiders settle here. Increase Population by 1 (max +3).
- ⊗ **Tor's blessing:** Fine weather abounds. Take +1 to Pull Together this season, and any time you roll the Die of Fate for weather, roll twice and take your pick.
- ⊗ **Unexpected bounty:** A sudden influx of wild game, trade profits, or some other resource generates 1 Surplus, now.
- ⊗ **Trade opportunity:** At some point this season, someone offers to trade something valuable at a good price or something unique/unusual at a reasonable price. Pay what they're asking and it's yours.
- ⊗ **Interesting news:** There's an opportunity to improve your fortunes, knowledge, or relations, and/or to make progress towards a steading improvement.
- ⊗ **Valuable insight:** You learn something that gives you a chance to address a threat that's been plaguing the steading.

## TRADE & BARTER

When you *wish to acquire or sell a commonly available item*, you can. When you *seek to acquire or sell a special item*, roll +Prosperity and subtract the item's Value. In winter, you have disadvantage. **On a 10+**, you can get it or sell it for a fair price; **on a 7-9 when you're trying to buy**, the GM picks 1:

- ⊗ You can get it, but it'll cost more than usual
- ⊗ \_\_\_ has it, but they aren't keen to give it up
- ⊗ You can get something close, but not quite right

**On a 7-9 when you're looking to sell:** you can sell it now, but you won't get its full worth.

**On a 6- either way**, don't mark XP. If you want to acquire/sell it, you'll need to travel to \_\_\_ or wait until next season.

For unique or truly exceptional items, don't Trade & Barter. Either get with the GM and Make a Plan or wait for a trade opportunity when Seasons Change.



# Special Items

When you Outfit or Have What You Need, you can pick items from the Inventory insert or your possessions. For anything else, you have to Requisition or Trade & Barter.

## Gear terms & tags

◇ or ◇◇: it takes up one of these slots on your Inventory insert, and counts against your load.

**area:** affects everything in an area.

**[n] armor:** when you take damage, subtract *x*; doesn't stack.

**+1 armor:** increases your armor value by 1; stacks.

**awkward:** unwieldy, requires space, gets stuck.

**crude:** prone to break, wear out, stop working, etc.

**cumbersome:** you're noisy, slow, hot, and quick to tire while carrying it, even without a heavy load (and if you have a heavy load, it's worse).

**+*[n]* damage:** increase the damage you deal with that weapon by *x*.

**dangerous:** causes trouble and collateral damage if you aren't careful (and maybe if you are).

**fragile:** easy to break/ruin; pack it carefully.

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

**hours:** it lasts about an hour for each ○; mark ○ to track time used.

**immobile:** you can't really carry it on your person; you need a beast or vehicle to transport it.

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

**[n] piercing:** when you deal damage, ignore *n* points of the target's armor. For items with "x piercing," *x* = the steading's current Prosperity.

**reload:** after it's used, it takes time/effort to reset.

**requires \_\_\_\_:** if you don't meet the requirements, it works poorly or not at all.

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

**thrown:** you can Let Fly with it (at *near* range).

**uses:** mark a ○ each time you use it; it's gone/ useless when they're all marked.

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

## Range tags

The distance within which a weapon or light source is effective.

**band:** tight quarters; up close and personal.

**close:** melee range, 1-2 steps away.

**reach:** 3-4 steps away.

**near:** up to 30 or so steps away.

**far:** quite the distance; up to 100 steps, maybe more.

## Coin

A ◇ **purse of coins** contains ~10 **handfuls of coins**. A handful is ~10 individual coins, so a purse has ~100 coins in it.

One silver coin is worth a purse of coppers (about 100 copper coins). And one gold coin is worth a purse of silvers (around 100 silver coins, or an absolute pile of coppers).

## Relative Value

Exchange rates are anything but standard, but...

A **Value 0 item** is generally worth:

- A ◇ purse of copper coins
- A single silver coin
- A favor
- A few days of unskilled labor
- A common, mundane item

A **Value 1 item** is generally worth:

- A handful of silver coins
- A season (or so) of unskilled labor
- A few days of skilled labor
- A unit of trade goods\* (a sack of grain, a ◇ pouch of salt, a ◇◇ stack of pelts, etc.)
- A bit of finery (a ◇ richly embroidered cloak, a silk scarf, a silver comb, etc.)

A **Value 2 item** is generally worth:

- A ◇ purse of silver coins
- A single gold coin
- A Surplus
- A year (or so) of unskilled labor
- A season (or so) of skilled labor
- A cartload of common trade goods\*
- An item of luxury or status (a gold ring, an artful silver torc, a gemstone, etc.)

A **Value 3 item** is generally worth:

- A handful of gold coins
- A year (or so) of skilled labor
- A good, trained horse or mule
- A precious item (ruby ring, gold torc, etc.)

A **Value 4 item** is generally worth:

- A ◇ purse of gold coins, or...
- A dozen or so good horses
- A "priceless" item (huge flawless gemstone, ◇ gold statuette, ◇ bejeweled scepter, etc.)

\*Exotic trade goods are +1 Value.

WEAPONS OF WAR	VALUE	TRANSPORT	VALUE
◇ <b>Mace</b> or <b>flail</b> , iron ( <i>close, forceful</i> )	1	<b>Wheelbarrow</b>	1
◇ <b>Battleaxe</b> , iron ( <i>close, messy</i> )	1*	<b>Cart</b> or <b>sleigh</b> (requires donkey/mule/horse)	2
◇ <b>Short sword</b> iron ( <i>hand, close</i> )	1*	<b>Wagon</b> (requires mule/horse)	3
◇ <b>Sword</b> iron ( <i>close, +1 damage</i> )	1*	<b>Spare parts</b> for wagon/cart/sleigh (axles, wheels, etc.; ○○○ uses, <i>immobile</i> )	2
◇ <b>Warhammer</b> iron ( <i>close, 2 piercing</i> )	1		
◇ <b>Crossbow</b> ( <i>far, +1 damage, x piercing, reload, ○ low ammo, ○ all out</i> )	1	<b>EXOTIC STUFF</b>	<b>VALUE</b>
◇ <b>Composite bow</b> ( <i>far, +1 damage, x piercing, ○ low ammo, ○ all out</i> )	1	<b>Bendis root</b> (burnt fumes repel perversions of nature; lasts ~1 hour, <i>reach, area</i> )	1
*Value 2 to get 1 piercing or (maybe) 2 piercing		<b>Bezoar</b> (swallow to cure any poison)	1
		◇ <b>Naphtha</b> (burns hot & sticky; damage d8; ○○○ uses, <i>thrown, area, dangerous</i> , ignores armor)	1
<b>BRONZE WEAPONS</b>	<b>VALUE</b>	<b>Silver-alloy dagger</b> ( <i>band</i> )	2
Bronze weapons do not have "x piercing."			
<b>Common weapons</b> (spears, daggers, etc.)	0	<b>TRADE GOODS</b>	<b>VALUE</b>
<b>Weapons of war</b> (see above)	1	<b>Salt</b> (a little box)	0
		<b>Skin of whisky</b> , fine (○○ uses; share a use with someone to get advantage on Persuade)	0
<b>ARMOR</b>	<b>VALUE</b>	◇ <b>Purse of coppers</b> (~10 handfuls)	0
◇ <b>Cuirass</b> , boiled leather (1 armor)	1	◇◇ <b>Firkin of whisky</b> , fine	1
◇◇ <b>Hauberik/cuirass/scale</b> , iron or bronze (2 armor, <i>warm, cumbersome</i> )	2	<b>Handful of silvers</b>	1
◇ <b>Vest</b> , brigandine, fancy (2 armor, <i>warm</i> )	3	<b>Barrel of whisky</b> , common ( <i>immobile</i> )	1
		<b>Barrel of whisky</b> , fine ( <i>immobile</i> )	2
<b>LIGHT SOURCES</b>	<b>VALUE</b>	◇ <b>Purse of silvers</b> (~10 handfuls)	2
<b>Candle</b> (lasts ~1 hour, <i>close, area</i> )	0	<b>1 Surplus</b> of various trade goods ( <i>immobile</i> )	2
◇ <b>Lantern</b> (○○○○○ hours, <i>close, area</i> )	0		
◇ <b>Bullseye lantern</b> (○○○○○ hours, <i>near</i> )	1	<b>LIVESTOCK &amp; OTHER BEASTS</b>	<b>VALUE</b>
		<b>Dog</b> , follower ( <i>keen-nosed</i> , pick 2 more)	1
<b>TOOLS &amp; TRADES</b>	<b>VALUE</b>	<b>HP 6; Damage</b> d6 ( <i>band, grabby</i> );	
<b>Small metal tool</b> (chisel, file, nails, shears, etc.)	0	<b>Instinct</b> to get distracted; <b>Cost</b> training	
<b>Glass vial</b> ( <i>fragile</i> )	0	<b>Goat</b> ( <i>sure-footed, curious, hungry</i> )	1
◇ <b>Block &amp; tackle</b>	0	<b>HP 3; Damage</b> d4 ( <i>band</i> ); <b>Instinct</b> to explore; butcher for ♡ provisions (6 uses)	
◇ <b>Instrument</b> (harp, lute, fiddle, etc.)	1	<b>Sheep</b> ( <i>timid, hardy, woolly</i> )	1
◇ <b>Metal tools</b> (drill, prybar, saw, tongs, etc.)	0	<b>HP 3; Damage</b> d4 ( <i>band</i> ); <b>Instinct</b> to follow the herd; butcher for ♡ provisions (6 uses)	
◇ <b>Mirror</b> , hand-held, polished bronze	1	<b>Pig</b> ( <i>keen-nosed, stubborn, gluttonous, clever</i> )	1
<b>Common trade tools</b> (for pottery, weaving, distilling, etc.; <i>immobile</i> )	1	<b>HP 6; Damage</b> d4 ( <i>band</i> ); <b>Instinct</b> to eat anything; butcher for ♡ provisions (d6+10 uses)	
<b>Uncommon trade tools</b> (for carpentry, chandlery, beekeeping, etc.; <i>immobile</i> )	2	<b>Donkey</b> ( <i>hardy, sure-footed, cautious, slow</i> )	2
<b>Specialized trade tools</b> (for smithing, glassblowing, scribing, etc.; <i>immobile</i> )	3	<b>HP 10; Damage</b> d4+2 ( <i>band, forceful</i> ); <b>Instinct</b> to be stubborn	
		<b>Mule</b> , follower? ( <i>large, hardy, sure-footed, cautious, keen-nosed, sterile</i> )	3
<b>WRITING IMPLEMENTS</b>	<b>VALUE</b>	<b>HP 14; Damage</b> d6+1 ( <i>band, close</i> ); <b>Instinct</b> to avoid danger; <b>Cost</b> care & grooming	
◇ <b>Slate and chalk</b>	0	<b>Horse</b> , follower? ( <i>large, powerful, keen-nosed, swift or hardy</i> )	3
◇ <b>Wax tablet and stylus</b>	0	<b>HP 10; Damage</b> d6+3 ( <i>band, close, forceful</i> ); <b>Instinct</b> to panic; <b>Cost</b> care & grooming	
<b>Parchment</b> , a few sheets ( <i>fragile</i> )	0		
<b>Fine vellum</b> , a few sheets ( <i>fragile</i> )	1		
<b>Ink, vial and quills</b>	1		
◇ <b>Empty book, parchment</b> ( <i>fragile</i> )	1		
◇ <b>Empty book, fine vellum</b> ( <i>fragile</i> )	2		

# If you want to...

## ...increase Fortunes

The main ways are:

- ⊗ Undertake an expedition on behalf of the village and Return Triumphant.
- ⊗ Complete 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 “unexpected bounty” when you get a seasonal gain.
- ⊗ Choose “trade opportunity” when you get a seasonal gain, and suggest that you’d like to trade for extra Surplus.
- ⊗ Undertake an expedition to hunt big game: elk, wisents, cave bears, ceirwmawr, etc.
- ⊗ Buy some! Surplus isn’t commonly available, so you’ll need to roll to Trade & Barter to see if it’s available from a passing merchant. If it’s not, you’ll need to travel to a neighboring steading. Surplus is Value 2, so expect to pay a purse of silvers, a donkey, a barrel of fine whisky, or so forth.

If you want to increase how much Surplus the village generates, look to the steading improvements.

## ...improve Defenses

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

Build a Palisade or a Stone Wall (see the steading improvements). They grant advantage to Deploy rolls when you take advantage of them.

Establish a Standing Watch (see the steading improvements). They add +1 to your Defenses when they’re involved.

Spend time drilling the villagers to unlock the Well-Trained Militia improvement. If you train the militia in 2 or more tactics, Defenses increases by 1.

Invest in the Weapons of War improvement. This increases Defenses by 1 and gives PCs access to better weaponry.

## ...increase Population

When Seasons Change and you get a seasonal gain, choose “population boon.”

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 Muster and Pull Together, but it also means more mouths to feed in winter.

## ...improve Prosperity

Pursue the Expanded Trades and/or the Market improvements. Each of these increase Prosperity by 1, which makes your metal weapons better, increases the number of uses you get out of supplies, and makes the Recover move more effective.

You also roll +Prosperity to Trade & Barter. The Township improvement will grant advantage to Trade & Barter.

## ...unlock a steading improvement

Look at the requirements and choose one to pursue. If you don’t know how to pursue it, Know Things 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

You can Outfit or Have What You Need to produce a handful of coppers, but if you want more significant quantities, or any quantity of silver or gold coins, then you’ll need to roll Trade & Barter to see if they’re even available. If they are, you’ll need to trade something of equivalent Value.

If you need more coin than what’s available in town, you can undertake a trade mission. Take some of the steading’s Surplus to Marshedge, Gordin’s Delve, or maybe the Hillfolk, and find someone to buy it. A purse or two of silvers is a fair trade for 1 Surplus (Value 2)

Alternately, go explore the Ruined Tower or someplace like it and dig up some sweet loot. Then roll Trade & Barter to sell it to a passing merchant or head to Marshedge or Gordin’s Delve and try to sell it there for more.

## ...find new arcana

Know Things. 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” or “interesting news” when you get a seasonal gain.

## ...unlock an arcanum’s mysteries

Do what the requirements say! If you’re not sure how to meet a requirement, roll to Know Things and/or Make a Plan with the GM.

## ...recruit followers

If you have someone in mind, ask them to join you on an expedition. Persuade them if necessary.

If you don’t have someone in mind, tell the GM what sort of follower you’re looking for (“a skilled tracker,” “a knowledgeable guide,” “someone who can handle themselves in a fight,” etc.). They’ll either tell you who in town fits the bill, or ask you to make someone up, or suggest that you Know Things.

Alternatively:

- ⊗ Muster the village and pick “1 or 2 individuals show real potential.” Let the GM know that you’re hoping for a follower, and they’ll probably work with you.
- ⊗ Go to a bigger town and find a public place, like the Swap in Gordin’s Delve or Edgemarket in Marshedge. Announce that you’re looking to hire help. Say what the job is and what you’re offering. Those towns each have a special player move for Recruiting.

