

Stonetop



Fortunes

Starts at +1

- ☐ -1
- ☐ +0
- ☐ +1
- ☐ +2
- ☐ +3



Surplus

Starts at 1

Size

Starts at *village*

- ☐ *hamlet* (<50 people)
- ☐ *village* (150-350)
- ☐ *town* (500-1500)
- ☐ *city* (2500+)

Population

Starts at +0

- ☐ -1
- ☐ +0
- ☐ +1
- ☐ +2
- ☐ +3

Prosperity

Starts at +0

- ☐ -1
- ☐ +0
- ☐ +1
- ☐ +2
- ☐ +3

Resources

- ⊙ Farming (beans, potatoes, oats, barley)
- ⊙ Hunting/trapping (fur, meat, hides)
- ⊙ Distilling (whisky)
- ⊙ Stone (collected from the Old Wall)
- ⊙ Cistern (filled with rain, snow)
- ⊙ Tradesfolk (midwife, potter, publican, smith, tanner)
- ⊙ Trade: Gordin's Delve (metal, tools)
- ⊙ Trade: Marshedge (textiles, herbs, glass)
- ⊙ _____
- ⊙ _____
- ⊙ _____

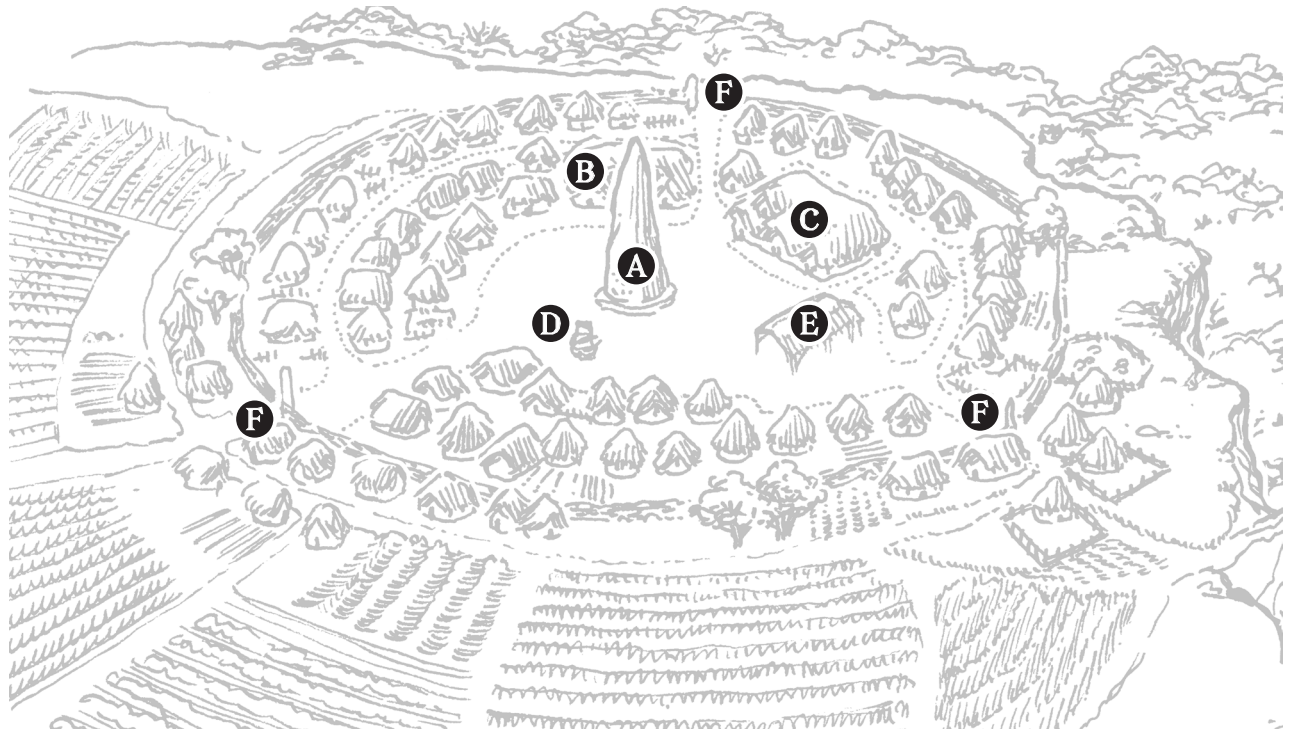
Defenses

Starts at +0

- ☐ -1 *feeble*
- ☐ +0 *mediocre*
- ☐ +1 *strong*
- ☐ +2 *formidable*
- ☐ +3 *legendary*

Fortifications, etc.

- ⊙ Village militia
- ⊙ The Ringwall (low, stone)
- ⊙ 3 watchtowers
- ⊙ Spears & shields in every home
- ⊙ Some bows
- ⊙ _____
- ⊙ _____
- ⊙ _____
- ⊙ _____



Places of interest

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

G _____

H _____

I _____

J _____

K _____

L _____

M _____

N _____

O _____

P _____

Q _____

R _____

Debilities

- ☐ *diminished*, by injury/sickness/doubt (disadvantage to Deploy, Muster, or Pull Together)
- ☐ *lacking*, due to shortages/hoarding/distrust (treat Prosperity as if it's 1 lower than it is)
- ☐ *malcontent*, from fear/anger/despair (Fortunes reset to +0 each season, not +1; folks need Persuading more often than usual)

Notes

Content

Keep this in sync with the GM playbook. Review it at the start of each session.

When *anyone calls “time out,”* play stops. Step out of character, check in with each other, maybe take a break. Discuss what’s wrong, player-to-player.

If *content was included that shouldn’t have been*, acknowledge the mistake, fix the fiction, and move on.

If *someone realizes they need content to be excluded, veiled, or handled in a particular way*, then update the lists. Clarify specifics, now or later, but don’t ask reasons. Fix the fiction. Check in with the player(s). When everyone is ready, move on.

Excluded content

(Not part of the game, on-camera or off)

Veiled content

(Part of the fiction, but only off-camera)

Special handling

Steading improvements

Known, available improvements you can make to Stonetop. The GM may present others.

ADDITIONAL HOUSING

It’s getting crowded! We need more room to live.

Requires either one of these:

- ☐ An *exceptional* engineer/foreman, to design much roomier houses on the current land
- ☐ Building on parts of the fields, resulting in -1 Surplus generated with each autumn’s harvest

And then:

- ☐ ☐ ☐ ☐ Pulling together 5 times, each requiring 1 season, 1 Surplus, and a wagonload of timber and other supplies (Value 2), to (re)build homes.

When you *meet the requirements*, increase Fortunes by 1 and add any new homes to the map.

Henceforth, *when you consume Surplus in winter*, consider Population to be 1 lower than it is.

AUROCHS HUNTING

Large herds form on the Flats in spring. The Hillfolk hunt them, but Stonetop has never learned to do so.

Requires 2 of the following:

- ☐ A Herd of Horses (and hunters to ride them)
- ☐ Cooperating with the Hillfolk
- ☐ A cunning plan

And then:

- ☐ A successful first hunt (played out in detail)

When you *meet the requirements*, add “Aurochs hunting (meat, hide, horn)” to the Resources list.

Henceforth, when you *lead the aurochs hunt in spring*, roll +Defenses: **on a 10+**, gain 1d4 Surplus; **on a 7-9**, gain 1d4 Surplus but pick 1 from the list below; **on a 6-**, pick 1 from the list below, or pick 2 and gain 1d4 Surplus.

- ⊗ 1d4 of the town’s horses are lamed or killed
- ⊗ A number of locals are injured; the steading marks *diminished* (disadvantage to Deploy, Muster, or Pull Together)
- ⊗ The GM picks an NPC present for the hunt; they are killed
- ⊗ The Hillfolk are somehow offended
- ⊗ The herd is weak; if you hunt next year they’ll be wiped out

EXPANDED TRADES

Specialization is the key to prosperity!

Requires one of the following improvements, to free up enough time to support more tradesfolk:

- ☐ Harnessing the Stream
- ☐ Raincatching
- ☐ Mill

And establishing at least 3 of the following:

- ☐ A Chandler with extensive tools and supplies (Value 3)
- ☐ A glassblower with a full glassworks (Value 3)
- ☐ An *exceptional* weaver with good tools (Value 2) and a reliable supply of Whitefang wool
- ☐ An *exceptional* potter with good tools (Value 2) and a reliable source of excellent clay
- ☐ An *exceptional* smith with a newer, hotter forge (Value 3)
- ☐ Some other *exceptional* tradesperson, with the appropriate tools and supplies (Value 2 or 3)

When you *meet the requirements*, increase Prosperity by 1. If you *cease to meet the requirements*, decrease Prosperity by 1.

GREATER HARVEST

Beyond the Old Wall, the prairie grass of the Flats chokes out any crops we try to grow.

Requires 1 of the following:

- ☐ Doubling the yield of crops inside the Old Wall
- ☐ Clearing/taming new fields beyond the Old Wall

When you *meet the requirements*, increase Fortunes by 1.

Henceforth, when *the autumn harvest is complete*, gain +1d4 Surplus.

HARNESSING THE STREAM

A shallow creek flows just below the town. If only it could be harnessed!

Requires 2 of the following:

- ☐ A reservoir for the Stream to pool in, and some way for water to flow uphill
- ☐ A series of aqueducts, from the Stream’s source to Stonetop

When you *meet the requirements*, add them to the Resources list and increase Fortunes by 1.

Henceforth, you *when spring breaks forth and you roll a 7+ with Fortunes*, the steading generates 1 Surplus.

HERD OF HORSES

Imagine what we could do with a dozen fine steeds.

Requires all of the following:

- ☐ A site for a proper stable and corral
- ☐ Pulling Together to build the stable and corral, which requires a month and a wagonload of timber (Value 2). Add them to the map.
- ☐ Someone skilled in riding and training horses
- ☐ Acquiring a small herd of horses, about a dozen (through trade or by catching wild ones)
- ☐ Training/breaking them to the saddle and plow
- ☐ Additional saddles, harness, plows, etc. (Value 2)
- ☐ Pulling Together to have a couple dozen villagers learn to ride, requiring a season and 1 Surplus.
- ☐ Someone to mind the herd and stable, full time

When you *meet the requirements*, increase Fortunes by 1 and replace “a pair of sturdy draft horses” with “a herd of horses” on the Assets list. Make a note of its size. Henceforth:

When you *leverage the horses to Pull Together*, it takes half as long and costs half as much.

When you *Requisition half the herd or less*, treat a 6- as a 7-9.

When the *Seasons Change to summer*, any yearlings become horses (Value 3 once trained), any foals become yearlings (Value 2), and the herd gains foals (Value 1) equal to 1d4+Fortunes (min 0).

When *winter grips the land*, the herd consumes 1 Surplus per 6 grown or yearling horses. For every Surplus not consumed, 1d6 horses are lost.

HEROIC REPUTATION

Few have heard of Stonetop’s heroes. Yet.

Requires any 3 of the following:

- ☐ Impressing a band of Hillfolk
- ☐ Braving a lake and coming back with proof
- ☐ Saving many Marshedge residents’ lives
- ☐ Saving many Gordin’s Delve residents’ lives
- ☐ Saving someone from beyond Marshedge
- ☐ Hiring a minstrel to tell your tales (Value 2)

When you *meet the requirements*, gain the following move:

When you *first meet someone from beyond Stonetop*, roll +Fortunes: **on a 10+**, say what they’ve heard about you or Stonetop, and gain advantage on your next move against them; **on a 7-9**, say what they’ve heard; **on a 6-**, the GM decides what they’ve heard.

More stading improvements

Known, available improvements you can make to Stonetop. The GM may present others in the course of play.

☐ INN

The public house offers a common room and shelter for a few horses, but it's hardly a proper inn.

Requires all of the following, in order:

- ☐ A designated building site
- ☐ A competent engineer/foreman
- ☐ Furnishings, equipment, and material (Value 3)
- ☐ Pulling Together 2 times, each requiring 1 season, 1 Surplus, and timber/supplies (Value 2)
- ☐ A small, devoted staff (innkeep, cook, ostler, etc.)

When you *meet the requirements*, increase Fortunes by 1. Name the inn, add it to both the Resources list and map.

Henceforth, when *the seasons change*, whoever is friendliest rolls +Fortunes: **on a 10+**, ask the GM 3 questions about the wider world; **on a 7-9**, ask 1 question; **on a 6-**, ask 1 question, but the GM describes some trouble that stems from the inn or its guests.

Once per season, when you *expend 1 Surplus and bring folks together at the inn* (to talk, to celebrate, to recuperate), clear one of the stading's debilities.

☐ MARKET

Stonetop is at most an afterthought for traders in the region. We need to change that.

Requires 1 of the following:

- ☐ A compelling good/service, exclusive to Stonetop
- ☐ Establishing some other reason to visit Stonetop (place of pilgrimage, etc.)

and these:

- ☐ A dedicated market site (add it to the map)
- ☐ A trusted arbiter, able to enforce their own rulings on matters of trade
- ☐ Four seasons in operation without notable incidents of violence, banditry, theft, etc.

When you *meet the requirements*, increase Prosperity by 1. If you *cease to meet the requirements*, decrease Prosperity by 1.

When the *Seasons Change to spring, summer, or autumn and the market is active*, and Population is +1 or better, the Market generates 1 Surplus.

☐ MILL

We've got our pick of millstones. With a mill, we'd have better bread and more time for other crafts.

Requires all of the following:

- ☐ An *exceptional* engineer/foreman
- ☐ A convenient, consistent power source (wind on a hill, a waterwheel, a Herd of Horses, magic, etc.)
- ☐ A building site able to harness that power source
- ☐ Pulling Together 2 times, each requiring a season, 1 Surplus, a wagonload of timber (Value 2), and a bunch of rope and supplies (Value 2)
- ☐ A full-time miller

When you *meet the requirements*, increase Fortunes by 1, add "Mill" to the Resources list and draw it on the map.

Henceforth, when *the autumn harvest is complete*, the stading generates +1 Surplus. Also, when you *Outfit from Stonetop or Have What You Need after doing so*, each \diamond of supplies has 1 extra use.

☐ PALISADE

A wall of sharpened logs, 10' tall, to keep evil at bay.

Requires all of the following, in order:

- ☐ Lots of timber (~20-25 wagonloads, Value 3)
- ☐ A competent engineer/foreman
- ☐ Lots of rope, nails, pitch, etc. (Value 2)
- ☐ Pulling Together, costing a month and 1 Surplus

When you *meet the requirements*, increase Fortunes by 1, add "Palisade" to the Fortifications list and draw it on the map.

Henceforth, when you *take advantage of the palisade*, you have advantage to Deploy.

☐ RAINCATCHING

Filling the cistern takes so much work. Surely, we can do better!

Requires all of the following, in order:

- ☐ An *exceptional* engineer/foreman, to design a cunning system of roofs, gutters, and conduits
- ☐ Enough slate/terracotta to roof all the buildings and construct the gutters and conduits (Value 3)
- ☐ Pulling Together 3 times, each requiring 1 season and 1 Surplus

When you *meet the requirements*, increase Fortunes by 1, add "Raincatching" to the Resources list.

Henceforth, when *summer comes and you roll a 7+ with Fortunes*, the stading generates 1 Surplus.

☐ STANDING WATCH

Some full-time warriors would make us all safer, no?

Requires all of the following:

- ☐ A veteran warrior, able to command a crowd
- ☐ At least 6 warriors, well-equipped and willing
- ☐ The village leaders agreeing to support warriors who train and keep watch full-time

When you *meet the requirements*, add "standing watch" to the Fortifications list. *At the start of each season*, the watch consumes 1 Surplus or it disbands.

When you *specifically involve the watch in a move*, treat Defenses as 1 higher than they are.

☐ STONE WALL

No mere palisade of wood, but a mighty rampart. We have the stone, after all...

Requires all of the following, in order:

- ☐ An *exceptional* engineer/foreman
- ☐ A stonecutter with an able crew
- ☐ Equipment, tools, and material (Value 3)
- ☐ Pulling Together 4 times, each costing 1 season, 1 Surplus, and supplies (Value 2)

When you *meet the requirements*, add "Stone Wall" to the Fortifications list (erase "Palisade" if you had it) and draw it on the map. Henceforth:

When you *take advantage of the stone wall*, you have advantage to Deploy.

When *winter grips the land*, the stading consumes 1 less Surplus than normal.

☐ TOWNSHIP

Will this ever be more than a backwater village?

Requires all of the following:

- ☐ Population +3 for 4 consecutive seasons
- ☐ Additional Housing
- ☐ Raincatching OR Harnessing the Stream
- ☐ At least 4 other improvements
- ☐ A formal government of some sort

When you *mark all of the requirements*, change Size to *town* and its Population to +0. Henceforth:

When you *Muster, Pull Together*, or *Trade & Barter*, you have advantage.

When *the seasons change to spring or summer*, the town generates Surplus equal to Population+1. But, when *winter grips the land*, roll 2d6+Population to consume Surplus instead of 1d4+Population.

☐ WEAPONS OF WAR

Spears are great, but how about axes, picks, swords?

Requires either this:

- ☐ Acquiring a few dozen good swords, battleaxes, maces, flails, warhammers, etc. (Value 3)

Or all of these:

- ☐ A smith, with a full staff and upgraded tools (Value 2)
- ☐ A cartload of good iron ore (Value 2)
- ☐ 4 seasons of work by the smith

And then:

- ☐ A veteran warrior, able to command a crowd
- ☐ Pulling Together to train the militia with these new weapons, requiring a season and 1 Surplus

When you *meet the requirements*, increase Defenses by 1 and add "Weapons of War" to the Fortifications list. *Each spring*, the village must expend 1 Surplus to maintain and replace the town's weapons.

Henceforth, when you *Outfit from Stonetop or Have What You Need after doing so*, you can treat maces, flails, battleaxes, warhammers, and all types of swords as common items, as if they were already on the inventory inserts. Battleaxes and swords have "x piercing," where x is the stading's current Prosperity.

☐ WELL-TRAINED MILITIA

Everyone can use a spear and shield, but some hard drilling could make us a force to be reckoned with.

Requires one of the following:

- ☐ A veteran warrior, able to command a crowd

For each tactic below, you must then Pull Together, requiring a season of drills and 1 Surplus.

- ☐ Archery: barrages, ranged ambushes, sniping, etc.
- ☐ Cavalry (requires a Herd of Horses): fighting from horseback, charges
- ☐ Formations: shield walls, wedges, phalanx, etc.
- ☐ Readiness: patrolling, reacting quickly to alarms
- ☐ Skirmishing: ambushes, harassing, hit-and-run

When you *Deploy using one of the militia's trained tactics*, you are likely acting from a position of strength (you pick the consequence on a 7-9, not the GM).

When the *militia has trained in 2+ tactics*, increase Defenses by 1.

Each summer, the militia must spend 1 Surplus and a week or so practicing or else lose its training in 1 tactic.

Other improvements

Additional possible Improvements to Stonetop, revealed by the GM.

<div><input type="checkbox"/> IMPROVEMENT _____</div> <div>Summary</div> <div>Requirements</div> <div>Effects</div>	<div><input type="checkbox"/> IMPROVEMENT _____</div> <div>Summary</div> <div>Requirements</div> <div>Effects</div>
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Assets

Owned by the residents of Stonetop in common.
To take them on an expedition or otherwise put them at risk,
you must Requisition.

☐ A pair of hardy draft horses, followers (*large, powerful, keen-nosed, bardy*): HP 10 each; Damage d6+3 (*hand, close, forceful*); Instinct: to panic; Cost: care & grooming.

☐ A pair of horse-drawn plows, iron

☐ A pair of carts (plus horse harness)

☐ A wagon (plus horse harness)

☐

☐

☐

☐

☐

☐

Silver

Purses

Handfuls

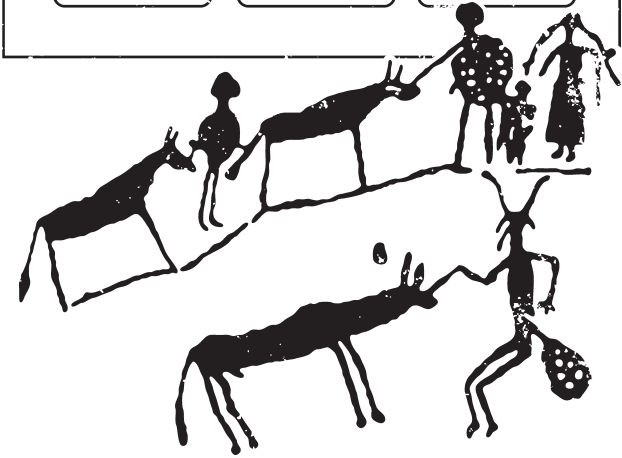
Coins

Gold

Purses

Handfuls

Coins



Residents of Stonetop

Add each NPC that is named during introductions or play. Give each an occupation (even if just farmer or homemaker) and at least 1 trait.

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Add each NPC that is named during introductions or play. Give each an occupation (even if just farmer or homemaker) and at least 1 trait.

[illegible]

NAMES

Aderyn, Aeronwen, Afanen, Afon, Alun,
Andras, Aneirin, Awstin, Bedwyr,
Berwyn, Betrys, Braith, Briallen,
Bronwen, Bryn, Cadi, Cadoc, Cadwgan,
Caron, Cefin, Ceinwen, Ceridwyn, Cerys,
Colwyn, Deiniol, Dilwen, Dylis, Eifion,
Eirlys, Eluned, Emrys, Enfys, Eurwen,
Gaenor, Garet, Gethin, Glyndir, Heledd,
Hywel, Ifan, Iorwerth, Iwan, Lewela,
Leuca, Linos, Mado, Maldwyn, Malon,
Mared, Marged, Martyn, Meirion,
Menwen, Mererid, Neirin, Nia, Ofydd,
Olwyn, Owain, Padrig, Parry, Pryce,
Pryder, Rheinal, Rhisiart, Rhosyn,
Rydderch, Sawyl, Siana, Sioned, Talfryn,
Tegid, Tiwlip, Tomos, Tudyr,
Winifred, Yorath



NPC traits Assign as needed; choose from this list or make up your own.

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Assign as needed; choose from this list or make up your own.

all thumbs	dallied with the Fae years ago	has a beef with Marshedge	immaculate appearance	mute	stoic
ambitious	deaf	has a good heart	jealous	not afraid of deep water	stubborn
beloved by everyone	desperately wants a child	has a lot of backbone	just got married	not too bright	suffers from fits
beautiful singing voice	distills the best whisky	has a wandering eye	keeps to themselves	oldest	swears they met the Pale Hunter
best cook	doesn't pull their weight	has a way with animals	knows all the gossip	orphan	tells the best jokes
best weaver	drunkard	has Fae blood in their veins	lame	overprotective	tender-hearted
blind	eagle-eye	has just terrible luck	likes to hurt things	prettiest	tends the Gods' Pavilion
braved the Ruined Tower	fearless	has lost their nerve	lived among the Forest Folk	prideful	tends to the sick & injured
cautious	foundling	has no respect for their elders	lost all their children	reckless	touched
cheery	gathers herbs from the Wood	has terrible nightmares	lovesick	refuses to marry	very strong
chronic cough	gets the best deals	has the most children	loves their dogs	resents their lot in life	wants to have kids
complains too much	gifted storyteller	has their head in the clouds	loyal friend	runs everywhere	well-read
cowardly	gods-fearing	hates the Hillfolk	most handsome	sensitive	well-traveled
craves recognition	good with children	hears voices	moved here recently	simpleton	widowed
curious	happy-go-lucky	humorless	must approve any marriages	slew many crinwin	will eat anything

Notable neighbors of Stonetop

Notable neighbors of Stonetop

[illegible]

Marshedge

NOTES

NAMES

Abben, Ailen, Brin, Brogan,
Catlin, Coln, Daedre, Dermos,
Ennin, Finnen, Gilor, Isbeal,
Kiran, Lile, Lim, Mathuin,
Mirne, Noren, Owan, Ragan,
Renan, Seadha, Seann,
Tierney, Ulliam

Gordin's Delve

NOTES

NAMES

Choose from other lists;
everyone comes to Gordin's
Delve from somewhere else.

The Steplands (Hillfolk)

NOTES

NAMES

Adm, Blej, Cirl, Davth, Elst,
Gwilm, Gwennl, Henri, Ines,
Jenfir, Jown, Juda, Kiln, Laur,
Loic, Merrn, Maikl, Nanzl,
Nolwn, Quent, Reegn, Ropr,
Sabi, Stren, Yanz

Lygos (and other points south)

NOTES

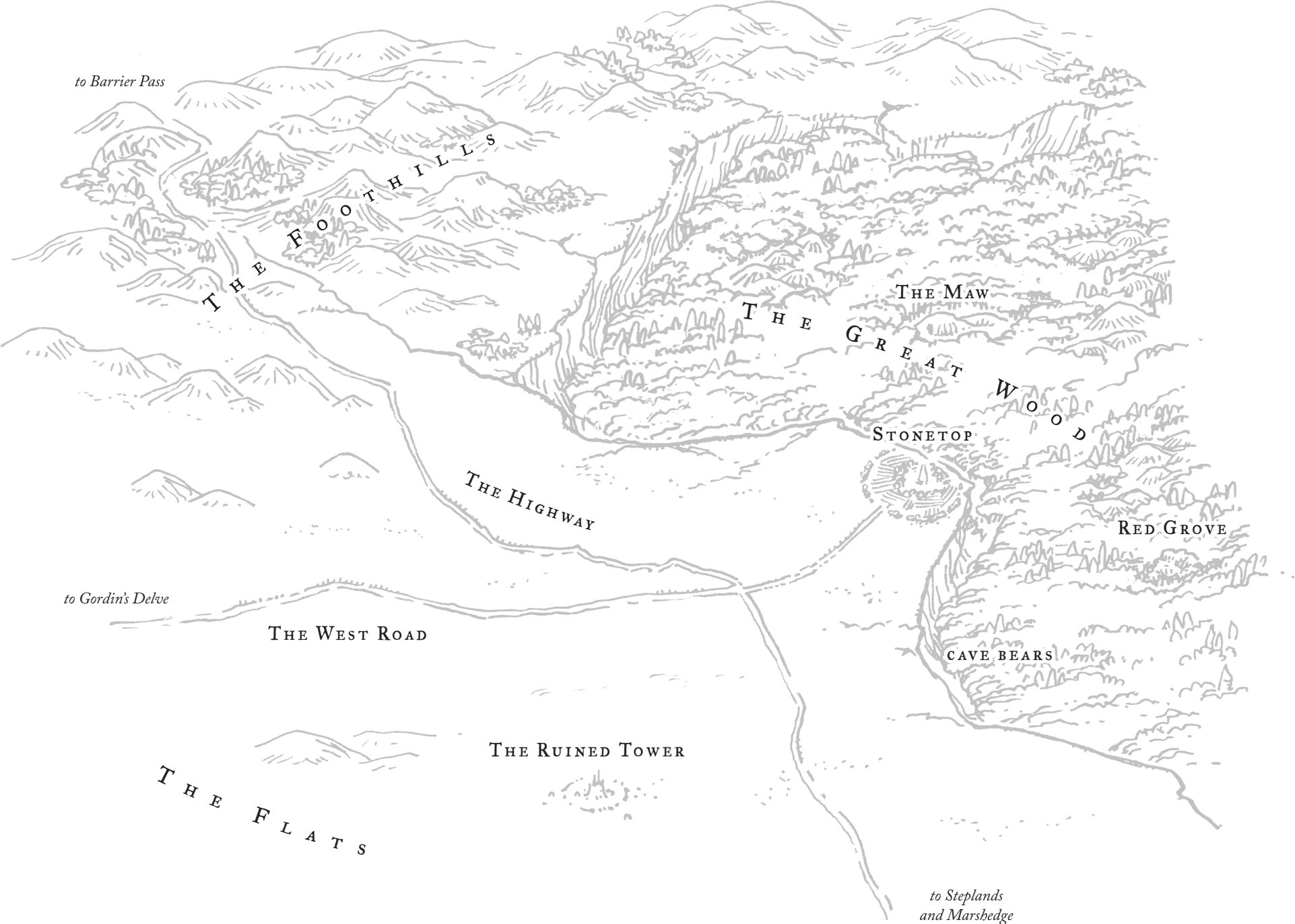
NAMES

Agatte, Aref, Alix, Baraz,
Canan, Darya, Demetra, Elene,
Elios, Fotios, Faruza, Golza,
Iasos, Iona, Kyriakos, Marika,
Maayan, Osher, Natasa, Nivola,
Rinat, Stamat, Thecla, Zhaleh

Other places (Barrier Pass, the Manmarch, etc.)

NOTES

The Vicinity



The World's End

