

# GM Playbook

## AGENDA

Everything you say and do as the GM is meant to support these goals and no others.

- ⊙ Portray a rich, mysterious world
- ⊙ Punctuate the PCs' lives with adventure
- ⊙ Play to find out what happens

## PRINCIPLES

Your guidelines, your best practices, your rules of behavior. Always say what the principles demand.

- ⊙ Embrace the fantastic and the mundane
- ⊙ Begin and end with the fiction
- ⊙ Address the characters, not the players
- ⊙ Exploit the established setting and your prep
- ⊙ Ask questions and build on the answers
- ⊙ Be a fan of the player characters
- ⊙ Portray your characters with integrity
- ⊙ Think offscreen, too
- ⊙ Bring it home
- ⊙ Let things breathe
- ⊙ Let things burn
- ⊙ Follow the rules

## DAMAGE & DEBILITIES

When you make a GM move that involves someone getting banged up, knocked around, hurt, or injured, then deal damage as part of that move. How much?

- ⊙ Caused by an established danger (monster or hazard) *per stats*
- ⊙ Bruises or scrapes; searing pain, first degree burns d4
- ⊙ Spills blood (but not horrible) d6  
Nasty but localized burns
- ⊙ Might break some bones d8  
Nasty, widespread burns
- ⊙ Likely to kill most people d10

Debilities are ongoing states reflecting the tolls the characters have taken. Inflict them as (or as part of) a GM move. They are:

- ⊙ **Weakened:** fatigued, tired, sluggish, shaky (*disadvantage to STR and DEX*)
- ⊙ **Dazed:** out of it, befuddled, not thinking clearly (*disadvantage to INT and WIS*)
- ⊙ **Miserable:** distressed, grumpy, unwell, in pain (*disadvantage to CON and CHA*)

## ON YOUR TURN TO TALK...

When the everyone looks to you, when they've made a roll and want to know what happens, or when you think it's your turn to jump in, do these.

## ESTABLISH THE FICTION

Frame the scene (*who/where/when*) -or- ask questions until you can.

- ⊙ Describe the situation
- ⊙ Give impressions (*up to 3 different senses*)
- ⊙ Ask/answer questions
- ⊙ Recap

## MAKE A GM MOVE

Say something that provokes a response, raises stakes, or establishes badness. Don't say the move's name; say what happens in the fiction.

Start with a softer move: provoke action or raise stakes, but stop short of the consequences.

If they've ignored a threat, or done something with obvious consequences, or made a move and rolled a 6-, then make as hard and direct of a move as you like.

## Basic GM moves

- ⊙ Announce trouble (future or offscreen)
- ⊙ Reveal an unwelcome truth
- ⊙ Ask a provocative question
- ⊙ Put someone in a spot
- ⊙ Use up their resources
- ⊙ Hurt someone
- ⊙ Separate them
- ⊙ Capture someone
- ⊙ Turn their move back on them
- ⊙ Demonstrate a downside
- ⊙ Offer an opportunity (with or without a cost)
- ⊙ Tell them the consequences/requirements (then ask)
- ⊙ Advance a grim portent

## Exploration moves

- ⊙ Change the environment
- ⊙ Provide a choice of paths
- ⊙ Bar the way; make them backtrack
- ⊙ Hint at more than meets the eye
- ⊙ Present a discovery
- ⊙ Point to a looming danger
- ⊙ Introduce a danger, person, or faction
- ⊙ Offer riches at a price
- ⊙ Have them Struggle as One

Ask: "What do you do?"

## LIFE IN STONETOP

- ⊙ ~300 people live in Stonetop (~50 families)
- ⊙ Homes are squat, stone (from the Old Wall), thatched roofs; families share 1-3 buildings across generations
- ⊙ Most adults work the fields or keep a home; ~a dozen ply the Great Wood
- ⊙ Most crops go to the granary for public use
- ⊙ Each family keeps a garden and livestock
- ⊙ Few tradesfolk: a smith, cobbler, tanner, furrier, publican, midwife (plus apprentices)
- ⊙ Other trades (carpentry, weaving, pottery, distilling, etc.) done on the side.
- ⊙ No mill; folks grind grain with quern-stones
- ⊙ Every family keeps a whisky still
- ⊙ Mostly barter; coin comes from merchants and travelers
- ⊙ Merchants come at least once a season (except winter)
- ⊙ Gordin's Delve brings metal & tools
- ⊙ Marshedge brings textiles, herbs, finer goods from the south.
- ⊙ Water comes from cistern; fill with rain/snow
- ⊙ Folks wash at the Stream, but rarely go alone
- ⊙ By compact with the Forest Folk, no one fells living trees in the Great Wood (but the Forest Folk haven't been seen in a decade).
- ⊙ Every able body is expected to drill with the militia, keep a spear handy, take their turn at the watchtowers.
- ⊙ No nobles, no elected officials; decisions made by the wise, cunning, brave.

## BUYING POWER

A handful of coppers will get you:

- ⊙ 1 item from the Dirt gear list

A purse of coppers will get you:

- ⊙ 1 item from the Poor gear list, or
- ⊙ 3 items from the Dirt gear list
- ⊙ 3 handfuls of coppers

A handful of silvers will get you:

- ⊙ 1 item from the Moderate gear list, or
- ⊙ 3 items from the Poor gear list
- ⊙ 3 purses of copper

A purse of silvers will get you:

- ⊙ 1 item from the Wealthy gear list, or
- ⊙ 3 items from the Moderate gear list, or
- ⊙ 1 Surplus for a Poor village or Dirt town
- ⊙ 3 handfuls of silver

A handful of gold will get you:

- ⊙ 1 item from the Rich gear list, or
- ⊙ 3 items from the Wealthy gear list, or
- ⊙ 1 Surplus for a Moderate village or Poor town
- ⊙ 3 purses of silver

A purse of gold will get you:

- ⊙ 3 items from the Rich gear list, or
- ⊙ 1 Surplus for a Moderate town or Dirt city
- ⊙ 3 handfuls of gold

## TREASURE TABLE

Roll the monster's damage, and if it's...

- ⊙ A hoarder: roll twice, get both or take the higher result (your choice)
  - ⊙ Far from home: add 1d6 rations (usable by anyone with similar tastes)
  - ⊙ *Magical*: some strange item, possibly magical
  - ⊙ *Divine*: some sign of a deity (or deities)
  - ⊙ *Planar*: something not of this world
  - ⊙ Lording over others: +1d4 to the roll
  - ⊙ Ancient and noteworthy: +1d4 to the roll
- 1 Coins/baubles (*handful of coppers, 0 wt*)
  - 2 Mundane item, currently useful
  - 3 Coins/stones (*purse of coppers, 0-1 wt*)
  - 4 Specialized or uncommon supplies (*poison, remedies, spices, reagents, etc.*)
  - 5 Art/luxury item (*handful of silvers*)
  - 6 Useful information (*clues, notes, etc.*)
  - 7 Exotic material (*item or raw amount*)
  - 8 Trade goods (*purse of silver, 2d4 wt*)
  - 9 Fine art/luxury item (*d4 purses of silver*)
  - 10 Minor arcanum (*d8+4 for NATURE*)
  - 11 Coins/valuables (*d4 purses of silver, d4-1 wt*)
  - 12 Minor arcanum (LORE, ORIGIN & THEME)
  - 13 1d4 Surplus (*wagon to transport*)
  - 14 Minor arcanum (*d4+2 for NATURE*)
  - 15 Immobile, exploitable resource
  - 16 Major arcanum (pick 1) + roll again
  - 17 Roll again; result is related to PC(s)
  - 18+ Hoard: coins (*2d4 purses of silver, d10 wt*) + d10 art/luxury items (*2d4 handfuls of gold total*) + roll again

# WHAT'S REQUIRED

## PARLEY

When a PC presses (*threatens, shames, begs, encourages, implores*) or entices (*seduces, bribes, lures, tempts*) an NPC, ask the player what they want the NPC to do or not do. Ask yourself: **does this NPC have reason to resist?** If not, they just do it.

**If the NPC has reason to resist**, the player rolls +CHA: **on a 10+**, the NPC either does what the PC wants or reveals the easiest way to convince them; **on a 7-9**, the NPC reveals a way for the PC to convince them, but it'll probably be costly, tricky, or distasteful.

Things that might convince an NPC...

- ⊙ A promise/an oath/a vow
- ⊙ A chance to do it safely/freely/discreetly
- ⊙ Appeasing or appealing to their ego/honor/consience/fears
- ⊙ A convincing deception
- ⊙ A better/fair/excessive offer
- ⊙ Helping them/doing it with them
- ⊙ Violence (or a credible threat thereof)
- ⊙ Something they want or need (coin/food/booze/etc.)
- ⊙ Concrete assurance/proof/collaboration
- ⊙ Pressure/permission/help from \_\_\_\_\_

Make your choices based on your sense of the NPC, their instinct and your prep.

It's okay to offer two or more alternatives on how the NPC could be convinced. "He's waiting for a bribe; a few coppers would do it. Or you could rough him up a bit, you're pretty sure that'd work, too."

Sometimes, there's just no reasonable way the PCs could convince an NPC to do what they want. That's okay, as long as you make that clear. "*He doesn't even seem to hear you, he just keeps gnawing on the bones. You can tell he's beyond reason.*" That might feel like failure, but "talking won't work" is useful and actionable information.

## MAKE A PLAN

When a PC **asks you how they might accomplish some project**, clarify with them what they hope to achieve. Then tell them 1-4 of the following requirements, connected with "and" and "or" as you see fit.

- ⊙ You must learn/figure out \_\_\_\_\_
- ⊙ You must find/locate/obtain \_\_\_\_\_
- ⊙ You must decipher/fix/solve \_\_\_\_\_
- ⊙ You must make/design/establish \_\_\_\_\_
- ⊙ You must get \_\_\_\_\_'s help/support/approval
- ⊙ You must wait until \_\_\_\_\_
- ⊙ It'll take days/weeks/months/years
- ⊙ It will cost \_\_\_\_\_
- ⊙ You'll risk \_\_\_\_\_
- ⊙ The steading must Pull Together \_\_\_\_\_ times, each requiring \_\_\_\_\_

If they **ask you how they might achieve one of the requirements** you gave them, break it down into a further 1-4 requirements from the list above.

## TRADE & BARTER

When the PCs **go looking to buy, sell, or trade goods in a steading**, they can freely exchange items from gear lists matching the steading's current Prosperity or lower. For example, in a Poor steading, they can freely exchange Poor or Dirt items.

If they **wish to acquire or sell something from a list higher than the steading's Prosperity**, tell them one or more of the following, linked with "and" or "or" as you see fit.

- ⊙ You won't find anything like that, but you could probably get \_\_\_\_\_ instead
- ⊙ You'll need to wait for a merchant from \_\_\_\_\_ to arrive
- ⊙ You'll need to travel to \_\_\_\_\_
- ⊙ You'll need to talk to \_\_\_\_\_ for that
- ⊙ First, you'll need to \_\_\_\_\_
- ⊙ It'll take some coin to grease the wheels
- ⊙ You risk drawing unwanted attention
- ⊙ It'll take some convincing on your part
- ⊙ They'll probably try to fleece you

## CHART A COURSE

When the PCs **wish to travel to a distant place**, ask them where they are going. If the path is unclear, ask them how they intend to reach it.

Then, tell them as many of the following as make sense, usually linked with "and" though occasionally with a merciful "or" and possibly "unless."

- ⊙ You must first travel to \_\_\_\_\_, and from there to your destination
- ⊙ You must wait until \_\_\_\_\_
- ⊙ You need a knowledgeable guide/accurate map/detailed directions
- ⊙ You'll need to bring \_\_\_\_\_
- ⊙ You need to watch out for \_\_\_\_\_
- ⊙ The way is perilous, plagued with dangers
- ⊙ You risk getting lost
- ⊙ You must surmount/cross/brave \_\_\_\_\_
- ⊙ The terrain itself is treacherous; you risk injury on the way
- ⊙ The way will be hard and grueling; you risk exhausting yourselves or your resources
- ⊙ You risk drawing the attention of \_\_\_\_\_
- ⊙ It'll take at least \_\_\_\_\_ days (and a corresponding number of rations)
- ⊙ You don't know how long it'll take

When they **set off on their journey**, present each of the challenges one at a time—plus any surprises that they couldn't have seen coming—in whatever order makes the most sense. If they **address them all**, they reach their destination.

## TRAVEL TIMES

From Stonetop via the Roads to...	Time
the Crossroads	3-4 hours
the foothills to the north	2 days
Titan Bones	2 days
Gordin's Delve	4 days
north edge of the Steplands	4 days
Marshedge	8 days

Perilous Journeys	Time
From Stonetop to...	
the Maw	2-3 hours
the cave bears' den	2-3 hours
the Red Grove	3-4 hours
the Ruined Tower	1 day
the Golden Oak (assuming you can find it)	14 days (at least)
From the foothills to Tor's Fist	5 days
From Barrier Pass to Tor's Fist	6 days
From north edge of the Steplands to...	
Blackwater Lake	2 days
Three Coven Lake	3 days
From Marshedge to...	
the north edge of Ferrier's Fen	2 days
Three Coven Lake	3 days
the ruins on the Dread River	3 days
the North Manmarch	7 days
Lygos	30 days

# THREATS

Threats are the lingering problems that cause trouble for the PCs, the steading, the region, or even the world.

Make a threat when:

- ⊙ When you introduce a monster, NPC, or even a place and, after the session, you think it might cause trouble later.
- ⊙ The Seasons Change move results in a threat, and you choose to create one instead of make an existing one worse.
- ⊙ You expect the PCs to encounter it in an upcoming session.

To create a threat:

1. Name it and add it to a threat tracker (Homefront, Nearby, or Distant).
2. Choose its threat type; write it down in parentheses.
3. Give it an instinct if it doesn't already have one. Add it to the tracker.
4. Write a quick description, including related threats or NPCs.
5. If it has direction: write its impending doom and 2-4 grim portents.
6. Optional: write some stakes questions.
7. Optional: write a custom moves.

Between sessions, review your threats and update each as needed. If...

- ... it is no longer a threat, cross it off.
- ... grim portents occurred, mark them.
- ... the PCs foiled it or changed its course, update its grim portents and impending doom appropriately.
- ... is moving toward something (but wasn't before), write an impending doom and grim portents.
- ... its instinct or threat type no longer ring true, revise them.
- ... any new stakes questions occur to you, write them down.
- ... it got closer or further away, move it from one threat tracker to the next.

## Threat Moves: AFFLICTIONS

- ⊙ Worsen or quicken
- ⊙ Spread to others/suck others in
- ⊙ Mutate, take on a new form or aspect
- ⊙ Eat away at something/someone
- ⊙ Strip someone of honor, dignity
- ⊙ Drive someone to desperation
- ⊙ Justify selfishness, neglect
- ⊙ Drive a wedge between people
- ⊙ Cause delusion, stubbornness, foolishness
- ⊙ Sew panic or despair
- ⊙ Trigger shortages, hoarding
- ⊙ Prompt violence, hatred, blame

## Threat Moves: BEASTS

- ⊙ Show up where it's not wanted
- ⊙ Stalk or pursue prey
- ⊙ Protect its home or family
- ⊙ Make a show of strength, aggression
- ⊙ Build or expand a nest or den
- ⊙ Modify its environment
- ⊙ Flee or panic or rage
- ⊙ Consume something (or someone)
- ⊙ Grow or diminish, in size or numbers

## Threat Moves: INSTITUTIONS

- ⊙ Sway public opinion
- ⊙ Put someone in their place
- ⊙ Change a rule, law, or custom
- ⊙ Acquire leverage, resources, influence
- ⊙ Denounce something or someone
- ⊙ Support a course of action
- ⊙ Recruit new members or minions
- ⊙ Squabble amongst themselves
- ⊙ Change leadership
- ⊙ Negotiate a deal or treaty
- ⊙ Send someone else to do their dirty work

## Threat Moves: MACGUFFINS

- ⊙ Reveal a secret
- ⊙ Draw attention to itself
- ⊙ Point to something else
- ⊙ Generate envy/resentment/fear/discord
- ⊙ Weigh heavily, become a burden
- ⊙ Be the target of theft
- ⊙ Go missing
- ⊙ Perform its function, heedlessly
- ⊙ Fail at the worst possible moment
- ⊙ Leave its mark on someone or thing
- ⊙ Become something greater, or lesser

## Threat Moves: MAGICAL ENTITIES

- ⊙ Spy on someone, unseen or from afar
- ⊙ Sense powerful longings and emotions
- ⊙ Appear in glimpses, dreams, or visions
- ⊙ Offer something: service, secrets, power
- ⊙ Demand an oath or sacrifice
- ⊙ Lay a curse
- ⊙ Twist a bargain to its favor
- ⊙ Send forth minions to do its bidding
- ⊙ Shape its environs, per its nature
- ⊙ Pursue alien goals
- ⊙ Foster rivalries with similar powers
- ⊙ Grow or diminish in strength

## Threat Moves: RABBLE

- ⊙ Grow or gather in numbers
- ⊙ Claim territory or resources
- ⊙ Fall under a (new?) leader's sway
- ⊙ Undergo internal turmoil
- ⊙ Make a show of strength or numbers
- ⊙ Declare an enemy or an alliance
- ⊙ Turn on one of their own
- ⊙ Surge forth like a living thing
- ⊙ Overwhelm a position or weaker force
- ⊙ Despoil, loot, pillage, burn
- ⊙ Refuse to be controlled or contained
- ⊙ Disperse, scatter, flee

## Threat Moves: VILLAINS

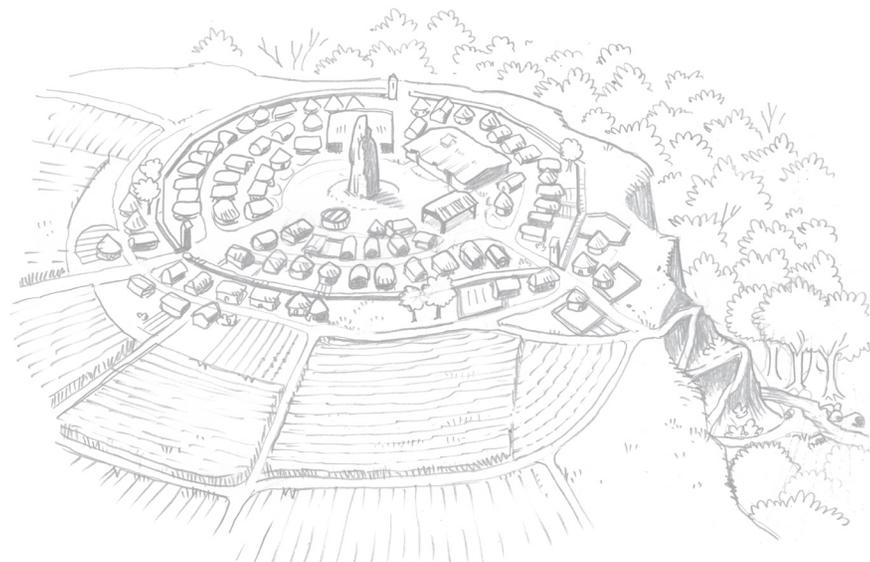
- ⊙ Grasp power, recklessly
- ⊙ Gain followers or allies
- ⊙ Find someone's weakness
- ⊙ Make an offer, with strings attached
- ⊙ Demand concessions, obedience, or respect
- ⊙ Make threats, veiled or not
- ⊙ Outmaneuver their enemies
- ⊙ Attack cautiously, holding reserves
- ⊙ Attack ruthlessly, with little warning
- ⊙ Reveal a preparation made in advance
- ⊙ Sacrifice someone to further their goals
- ⊙ Betray an ally or a trust
- ⊙ Take a prisoner
- ⊙ Do the unthinkable

## Threat Moves: WILDCARDS

- ⊙ Recklessly pursue their instinct
- ⊙ Show their worth, or lack thereof
- ⊙ Display the contents of their heart
- ⊙ Provide advice or help (wanted or not)
- ⊙ Reveal a secret, or keep one closely
- ⊙ Draw attention to themselves or others
- ⊙ Appear unannounced
- ⊙ Act strangely (for them)
- ⊙ Bear witness
- ⊙ Tell stories (true or not)
- ⊙ Make, keep, or break a promise
- ⊙ Force an issue or a confrontation
- ⊙ Stand resolute and refuse to budge

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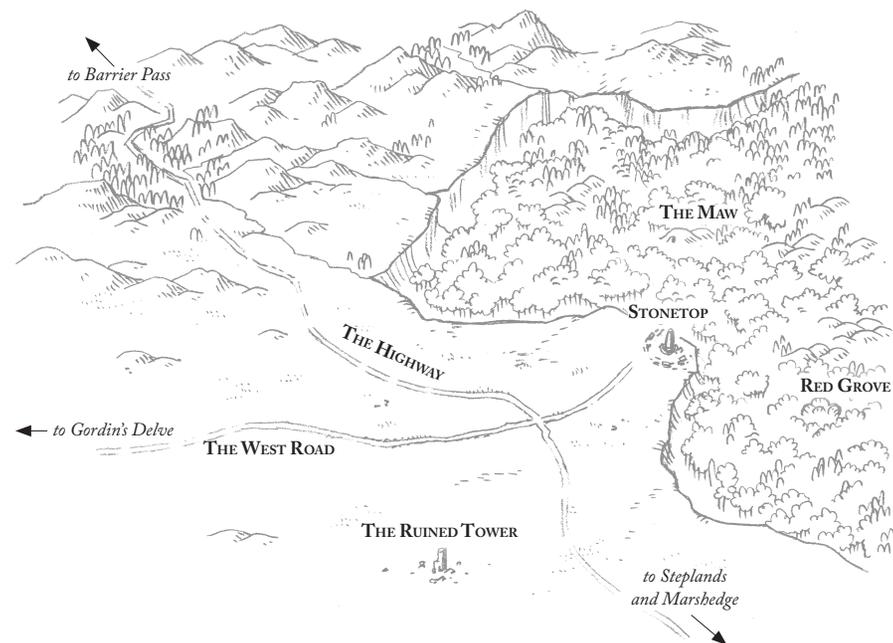
# HOMEFRONT THREATS



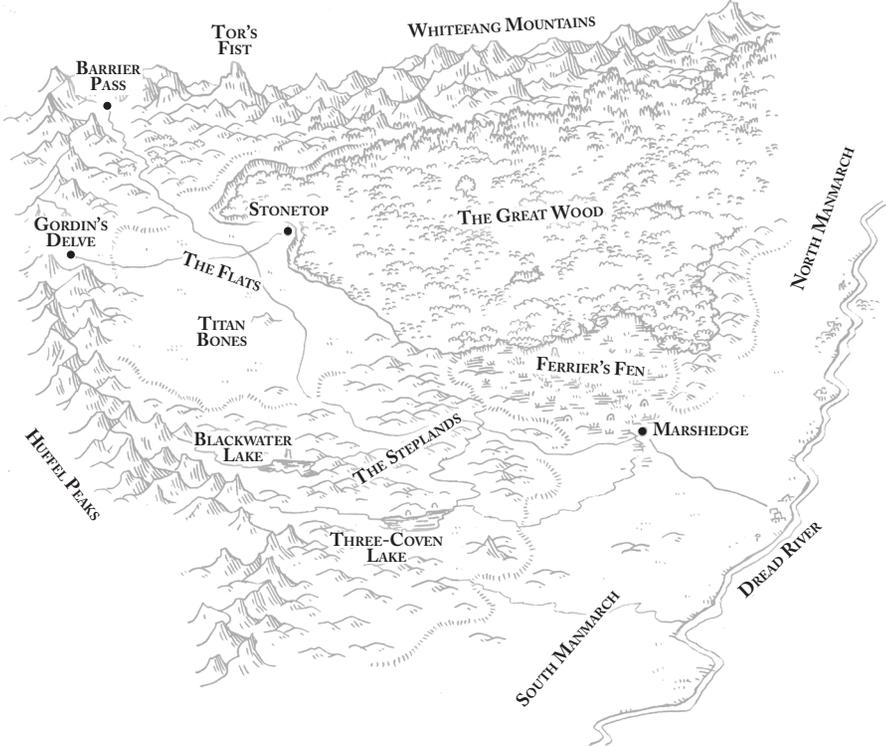
## HOMEFRONT MOVES

- ⊙ Introduce someone interesting
- ⊙ Reveal simmering tensions
- ⊙ Present a want or need
- ⊙ Remind them of their obligations
- ⊙ Quicken a threat or crisis
- ⊙ Oppose their wishes
- ⊙ Play them against each other
- ⊙ Change a relationship
- ⊙ Show them how others really feel
- ⊙ Change the season

# NEARBY THREATS



# DISTANT THREATS



# MAKING MONSTERS

## TAGS & QUALITIES

How does it usually hunt or fight? (pick 1)

- ☉ In large groups *horde*
- ☉ In small groups *group*
- ☉ By itself *solitary*

How big is it? (pick 1)

- ☉ Cat-sized or smaller *tiny*
- ☉ Like a human child *small*
- ☉ Human-sized *-*
- ☉ Horse, cart, etc. *large*
- ☉ Elephant, house, or bigger *huge*

It's known for... (choose all that apply)

- ☉ Deceit & trickery *stealthy*
- ☉ Favor of the gods *divine*
- ☉ Spells & magic *magical*
- ☉ Useful adaptation (*wings, amphibious, fireproof, etc.*) *+quality*

Choose all that apply:

- ☉ Protected by layers of magical wards *magical*
- ☉ Works well in groups *organized*
- ☉ Smart as a person (or smarter) *intelligent*
- ☉ Collects trinkets & treasure *hoarder*
- ☉ Lacks a physical form *spirit*
- ☉ Disturbing/terrible/horrifying *terrifying*
- ☉ Was made by someone *construct,*
- +quality (or 2)*
- ☉ Avoids fights, flees early *cautious*
- ☉ Utterly alien to the world *planar, +quality*
- ☉ Its primary danger isn't from wounds *devious*

## MOVES

It's known for... (choose all that apply)

- ☉ Doing \_\_\_\_\_ *+move*
- ☉ Deceit & trickery *+move*
- ☉ Spells & magic *+move*

Choose all that apply:

- ☉ Works well in groups *+move*
- ☉ Actively defends itself *+move*
- ☉ Is a spirit but can manifest a physical form *+move*
- ☉ Its primary danger isn't from wounds *+move*

## INSTINCT

What does it do or want that causes problems for others? This is its instinct. Write it as an intended action (e.g. "to consume the flesh of innocents").

## HIT POINTS

How does it usually hunt or fight? (pick 1)

- ☉ In large groups (*horde*) 3 HP
- ☉ In small groups (*group*) 6 HP
- ☉ By itself (*solitary*) 12 HP

How big is it? (pick 1)

- ☉ Human-sized or smaller +0 HP
- ☉ Large (*like a horse*) +4 HP
- ☉ Huge (*elephant or bigger*) +8 HP

It... (choose all that apply)

- ☉ Possesses uncanny endurance +4 HP
- ☉ Is favored by the gods +2 HP
- ☉ Is animated by more than biology +4 HP
- ☉ Lacks organs/discernable anatomy +3 HP

## ARMOR

It is protected by... (pick 1)

- ☉ Naught but cloth and flesh 0 armor
- ☉ Leathers or thick hide 1 armor
- ☉ Mail, scales, or similar 2 armor
- ☉ Steel, boney plates, carapace 3 armor
- ☉ Layers of magical wards 4 armor

It... (choose all that apply)

- ☉ Is tiny (*cat or smaller*) +1 armor
- ☉ Bears a shield (*or similar*) +1 armor
- ☉ Is skilled in defense +1 armor
- ☉ Lacks organs/discernable anatomy +1 armor

# HAZARDS

## DAMAGE

How does it usually hunt or fight? (pick 1)

- ☉ In large groups (*horde*) d6
- ☉ In small groups (*group*) d8
- ☉ By itself (*solitary*) d10

How big is it? (pick 1)

- ☉ Tiny (*cat-sized or smaller*) -2 dam, -range
- ☉ Small (*like a human child*) -0 dam, -range
- ☉ Human-sized +0 dam
- ☉ Large (*like a horse*) +1 dam, +range
- ☉ Huge (*elephant or bigger*) +3 dam, +range

Its armaments... (choose all that apply)

- ☉ Are useful up close & personal *hand*
- ☉ Work well at sword's reach *close*
- ☉ Can keep foes at bay *reach*
- ☉ Are useful at range *near and/or far*
- ☉ Are small & weak -1 die size
- ☉ Are vicious & obvious +2 dam
- ☉ Can slice/pierce metal 1 piercing, *messy*
- ☉ Can tear metal apart 3 piercing, *messy*
- ☉ Ignore armor entirely ignores armor

It's known for... (choose all that apply)

- ☉ Unrelenting strength +1 dam, *forceful*
- ☉ Favor of the gods +2 dam
- ☉ Skill in office +advantage
- ☉ Deft strikes +1 piercing

Choose all that apply:

- ☉ Its primary danger isn't from wounds -1 die size
- ☉ It (or its species) is ancient +1 die size
- ☉ It abhors violence +disadvantage

-range = decrease its range tag(s) by one step

+range = add an *extra* range tag

+advantage = roll damage die twice, take highest

+disadvantage = roll damage die twice, take lowest

need to come up with guidelines here

# MAKING FOLLOWERS

## QUALITY & BACKGROUND

They are... (pick 1)

- |                             |                     |
|-----------------------------|---------------------|
| ⊙ A liability               | Quality -1, +0 tags |
| ⊙ Reasonably competent      | Quality +0, +1 tag  |
| ⊙ Fully capable             | Quality +1, +2 tags |
| ⊙ An exceptional individual | Quality +2, +4 tags |

Then, choose all that apply:

- ⊙ Has lived a life of servitude & oppression: +meek
- ⊙ Past their prime: -1 to Quality, +wise
- ⊙ Has lived a life of danger: +2 tags
- ⊙ Has lived a life of privilege: +1 tag
- ⊙ Specialist: +1 to Quality, -2 tags

**STONETOP NAMES:** Aderyn, Aeronwen, Afanen, Afon, Alun, Andras, Aneirin, Awstin, Bedwyr, Berwyn, Betrws, Braith, Briallen, Bronwen, Bryn, Cadi, Cadoc, Cadwygan, Caron, Cefin, Ceinwen, Ceridwyn, Cerys, Colwyn, Deiniol, Dilwen, Dylis, Eifion, Eirlys, Eluned, Emrys, Enfys, Eurwen, Gaenor, Gareth, 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, Pryder, Pryce, Rheinal, Rhisiart, Rhosyn, Rydderch, Sawyl, Siana, Sioned, Talfryn, Tegid, Tiwlip, Tomos, Tudyr, Winifred, Yorath

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

**HILLFOLK NAMES:** Adm, Blej, Cirl, Davth, Elst, Gwilm, Gwenl, Henri, Ines, Jenfir, Jown, Juda, Kiln, Laurl, Loic, Merrn, Maikl, Nanzl, Nolwn, Quent, Reegn, Ropr, Sabi, Stren, Yanz

**SOUTHERN (LYGOS) 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

## TAGS

Every follower has a wise tag, expressed as \_\_\_\_-wise. Fill in the blank with whatever subject or thing the follower knows best. Write down the follower's wise.

Choose additional tags from this list. Or, you can replace a tag with an extra Move.

\_\_\_\_-wise: they know all about \_\_\_\_, and can roll +Quality to Spout Lore about it.

*Archer:* they grant +1 damage when they help you fight, and can roll +Quality to Volley on your behalf.

*Athletic:* good at running, jumping, climbing, etc.

*Beautiful:* they draw admiration and attention.

*Cautious:* they are careful and methodical; they avoid acting rashly.

*Connected (\_\_\_\_):* they have friends or contacts in \_\_\_\_, a particular steading or group.

*Cunning:* clever and observant. They can roll +Quality to Discern Realities on your behalf.

*Devious:* deceitful, treacherous, and thieving.

*Group:* a team, gang, or mob, with all the strengths and drawbacks of greater numbers.

*Hardy:* tough, hard-working, willing to put up with discomfort. They get +2 Load.

*Healer:* when they tend to wounds with bandages or poultices & herbs, add their Quality to the HP healed.

*Meek:* they accept their lowly lot. You don't need to Order Followers for them to do degrading or unreasonable things.

*Magical:* attuned to arcane forces; sensitive to the workings of magic. Use at least 1 of their moves to elaborate on their powers.

*Organized:* they make and follow plans well, and work well in a group. Once they agree to a plan, you don't need to Order Followers unless the plan goes south.

*Self-sufficient:* can live off the land and roll +Quality to Forage.

*Stealthy:* can avoid detection and often get the drop on foes.

*Warrior:* They grant +1 damage when they help you fight, and you don't need to Order Followers to get them to fight unless the opposition is terrifying or overwhelming.

## MOVES

Write 1-3 GM moves for the follower. These might reflect a skill or ability that isn't covered by a tag, a specific manifestation of a tag, or a behavior (good or bad) they often exhibit.

## LOYALTY

By default, Loyalty starts at +1. Add or subtract 1 to reflect their initial disposition and opinion of the character(s) they follow.

## INSTINCT

What do they naturally do that causes trouble? Choose one or make something up:

- ⊙ Take things too far
- ⊙ Hold grudges and seek payback
- ⊙ Question leadership and authority
- ⊙ Lord over others
- ⊙ Cling tightly to tradition
- ⊙ Offend others and pick fights
- ⊙ Act impulsively
- ⊙ Give in to temptation
- ⊙ Slack off
- ⊙ Not take things seriously
- ⊙ Freeze up in the face of danger
- ⊙ Avoid conflict/risks/danger

## COST

What motivates them to follow the PCs? Choose one or make something up.

- ⊙ Debauchery (drinking, gambling, etc.)
- ⊙ Vengeance (or steps towards it)
- ⊙ Lucre (coin, payment, treasure)
- ⊙ Renown (public recognition)
- ⊙ Glory (victory against worthy foes)
- ⊙ Affection (from you)
- ⊙ Knowledge (about what?)
- ⊙ Good (wrongs righted, deeds done)
- ⊙ Respect (shown by you)
- ⊙ Wonder (excitement, joy, discovery)
- ⊙ Amusement (keep them entertained)
- ⊙ Progress (towards a particular goal)

## HP, ARMOR, DAMAGE, LOAD

How resilient are they? Pick one:

- ⊙ Weak/frail/soft: 3 HP
- ⊙ Able-bodied: 6 HP
- ⊙ Tough/strong/hard: 9 HP

By default, Loyalty starts at +1. Add or subtract 1 to reflect their initial disposition and opinion of the character(s) they follow.

It is protected by... (pick 1)

- |                                 |         |
|---------------------------------|---------|
| ⊙ Naught but cloth and flesh    | 0 armor |
| ⊙ Leathers or thick hide        | 1 armor |
| ⊙ Mail, scales, or similar      | 2 armor |
| ⊙ Steel, boney plates, carapace | 3 armor |
| ⊙ Layers of magical wards       | 4 armor |

It... (choose all that apply)

- ⊙ Is tiny (*cat or smaller*) +1 armor
- ⊙ Bears a shield (*or similar*) +1 armor
- ⊙ Is skilled in defense +1 armor

How dangerous are they? (pick 1)

- ⊙ Not very: d4 damage
- ⊙ Can defend themselves: d6 damage
- ⊙ Veteran fighter/predator: d8 damage

Assign range and tags based on their armaments.

In addition to their arms, armor, and other tools of their trade, they can carry 2 Load.

## MONSTERS & FOLLOWERS

When you *convert a monster into a follower*:

- ⊙ Give it a Quality score from -1 to +2 (or even +3 if it's truly magnificent).
- ⊙ Set its Loyalty as with any new follower.
- ⊙ Choose (or make up) a Cost.
- ⊙ Add any tags you deem appropriate
- ⊙ Otherwise use it as-is.

When you *convert a follower into a monster*, use their stats as-is.