

Freebooters on the Frontier

**HARDSCRABBLE ADVENTURE
IN A FANTASTICAL WORLD**



VOLUME ZERO

The Funnel



illo of a diverse crowd of villagers (see pages 6-7 for ideas)

ROLL UP SOME VILLAGERS

Grab some villager playcards and get ready to roll a bunch of dice. You're going to want 6-10 villagers total to start playing, which usually mean each player will be in charge of 2-3 characters. Go through the following steps for each of your villagers at the same time as all of the other players.

- 1 Roll your occupation.** Roll 1d100 for each of your villagers and consult the table on page **X** to determine they did before their lives changed forever. Write down your occupations and gear in the corresponding areas of your playcards.
- 2 Record heritage and heritage move.** If a villager's occupation doesn't specify their heritage, they're human. Write the heritage of each villager (human, halfling, dwarf, or elf) in the **Heritage** area of their playcard. Then, take note of the related **HERITAGE MOVE**, and—if you wish—write it down in the **Notes** area of each playcard.

HERITAGE MOVE

human	When you <i>Live to Tell the Tale</i> , mark 1 ability of your choice.
halfling	When you <i>eat an extra ration</i> , take +1 forward.
dwarf	While you <i>are underground</i> , take +1 ongoing to Find Answers.
elf	When you <i>move</i> , you have perfect balance and a feather-light step.

- 3 Roll ability scores.** For each of your villagers, roll 3d6 for each ability score listed on the right-hand side of their playcard, in order: Strength, Constitution, Dexterity, Intelligence, Wisdom, Charisma, and Luck. Write the total for each score in the box labeled "**max**." Write lightly in pencil, because the numbers will change and get moved around a bit in the next two steps.

- 4 Swap ability scores.** Each occupation has a single ability listed in the ability column on the occupation table, which indicates the ability most useful to that line of work. At this point you may swap that score with any other ability score.

- 5 Apply heritage bonus.** If a villager is human, increase any two different abilities by 1 point each. If a villager is not human, you may increase any two different **FAVORED ABILITIES** by 1 point each, or a single favored ability by 2 points. No ability score may be raised above 18.

FAVORED ABILITY

human	any
halfling	Dexterity, Constitution, Luck
dwarf	Strength, Constitution, Wisdom
elf	Dexterity, Intelligence, Charisma

- 6 Set ability modifiers.** Look up the value of each ability score on the **ABILITY SCORE MODIFIER** table in the **Notes** area of your playcards. Write the entry in the **MODIFIER** column in the bracketed "**MODIFIER**" area for that ability.
- 7 Roll hit points.** For each of your villagers, Roll 1d4 and add your CON (i.e., your Constitution **modifier** as determined in step 6, not the full Constitution value) to the result. Treat any total of less than 1 as 1. Write the result in the **HP** (Hit Points) area of each playcard. Each villager may at this point burn 1 point of Luck (see page **XX**) to increase their HP by 1.
- 8 Determine capacity.** The amount of weight a villager can carry before becoming hindered is equal to 4 plus their STR. Enter this number in the **Capacity** area of the playcard of each of your villagers.

9 Roll traits. Roll 1d100 twice for each of your villagers, consulting the table below for each roll, and write down both results in the **Traits** area of each playcard. If you get the same result twice, or your traits seem too contradictory, re-roll. Each villager's traits may change at the end of their first adventure (should they survive), and will help determine their alignment when they graduate to level 1 freebooter.

VILLAGER TRAITS

1d100	VICE	1d100	VICE	1d100	VIRTUE	1d100	VIRTUE
01	<i>addict</i>	26	<i>liar</i>	51	<i>ambitious</i>	76	<i>funny</i>
02	<i>aggressive</i>	27	<i>lustful</i>	52	<i>benevolent</i>	77	<i>generous</i>
03	<i>alcoholic</i>	28	<i>mad</i>	53	<i>bold</i>	78	<i>gregarious</i>
04	<i>antagonistic</i>	29	<i>malicious</i>	54	<i>brave</i>	79	<i>helpful</i>
05	<i>arrogant</i>	30	<i>manipulative</i>	55	<i>charitable</i>	80	<i>honest</i>
06	<i>boastful</i>	31	<i>merciless</i>	56	<i>chaste</i>	81	<i>honorable</i>
07	<i>cheater</i>	32	<i>moody</i>	57	<i>cautious</i>	82	<i>hopeful</i>
08	<i>covetous</i>	33	<i>murderous</i>	58	<i>compassionate</i>	83	<i>humble</i>
09	<i>cowardly</i>	34	<i>obsessive</i>	59	<i>confident</i>	84	<i>idealistic</i>
10	<i>cruel</i>	35	<i>petulant</i>	60	<i>considerate</i>	85	<i>just</i>
11	<i>decadent</i>	36	<i>prejudiced</i>	61	<i>cooperative</i>	86	<i>kind</i>
12	<i>deceitful</i>	37	<i>reckless</i>	62	<i>courteous</i>	87	<i>loving</i>
13	<i>disloyal</i>	38	<i>resentful</i>	63	<i>creative</i>	88	<i>loyal</i>
14	<i>doubtful</i>	39	<i>rude</i>	64	<i>curious</i>	89	<i>merciful</i>
15	<i>egotistical</i>	40	<i>ruthless</i>	65	<i>daring</i>	90	<i>orderly</i>
16	<i>envious</i>	41	<i>self-pitying</i>	66	<i>defiant</i>	91	<i>patient</i>
17	<i>gluttonous</i>	42	<i>selfish</i>	67	<i>dependable</i>	92	<i>persistent</i>
18	<i>greedy</i>	43	<i>snobbish</i>	68	<i>determined</i>	93	<i>pious</i>
19	<i>hasty</i>	44	<i>stingy</i>	69	<i>disciplined</i>	94	<i>resourceful</i>
20	<i>hedonist</i>	45	<i>stubborn</i>	70	<i>enthusiastic</i>	95	<i>respectful</i>
21	<i>impatient</i>	46	<i>vain</i>	71	<i>fair</i>	96	<i>responsible</i>
22	<i>inflexible</i>	47	<i>vengeful</i>	72	<i>focused</i>	97	<i>selfless</i>
23	<i>irritable</i>	48	<i>wasteful</i>	73	<i>forgiving</i>	98	<i>steadfast</i>
24	<i>lazy</i>	49	<i>wrathful</i>	74	<i>friendly</i>	99	<i>tactful</i>
25	<i>lewd</i>	50	<i>zealous</i>	75	<i>frugal</i>	100	<i>tolerant</i>

10 Roll appearance. For each of your villagers, roll twice on the table below to determine the most memorable aspects of their appearance. Re-roll duplicate rolls, and interpret the results in relation to each villager's abilities and traits. Choose each villager's apparent gender, or roll 1d100 again to determine it: even=female, odd=male, doubles=nonbinary.

VILLAGER APPEARANCE

1d100	FEATURE	1d100	FEATURE	1d100	FEATURE
01-03	aged	33	heavy-lidded	65	notable laugh
04	aquiline feature(s)	34	high forehead	66-68	notable nose
05	bald/hairless	35	leonine feature(s)	69-70	notable voice
06	bow-legged	36-38	light complexion	71	odoriferous
07	canine feature(s)	39	limp	72	perfumed
08	clean/well-groomed	40	lined face	73-74	piercing(s)
09	cleft/dimpled chin	41-43	long beard/braids	75	piercing/steely gaze
10	cowlick/widow's peak	44	missing arm/leg	76	pigeon-toed
11-13	curly/wavy hair	45	missing ear	77-78	pockmarked
14-16	dark complexion	46	missing eye	79	porcine feature(s)
17	dimples	47	missing finger(s)	80	rosy cheeks
18-20	dirty/grimy	48	missing foot	81	sallow/wan
21	disfigured/hunchback	49	missing hand	82-84	scarred
22	earrings/nose ring	50	missing nose	85	squint/nearsighted
23	equine feature(s)	51-53	missing teeth	86-87	straight hair
24	feline feature(s)	54	notable face shape	88	striking eyes
25	fragrant	55-56	notable clothing	89	strong cheekbones
26	freckled	57	notable ears	90	stutter/lisp
27	gap-toothed	58	notable eyebrows	91-93	tattoos
28	greasy/oily	59	notable footwear	94	twitch/tic
29-30	haggard/tired	60	notable gait	95-96	unkempt/messy
31	hatchet-faced	61-63	notable hair/facial hair	97	vulpine feature(s)
32	heavy brow	64	notable hat/headgear	98-100	youthful

illo of villagers of different demeanors and appearances interacting at local watering hole.

11 Roll a random item. Roll 1d100 for each villager and consult the **RANDOM VILLAGER ITEM** table on the opposite page to find one additional item with which they begin the game. Write it down in the **Gear** area of their playcard.

12 Hear the pitch. If you're playing a pre-written funnel, skip this step. Otherwise, the Judge will read aloud pitches for 2 or 3 funnel starters (included starting on page XX of this book). Together as a group, decide which one will be the test of a lifetime for the humble folk you are creating.

13 Name thyself. Together with the Judge, decide what sort of naming conventions you'll be using for the game, and whether you'd like to make up names or roll them randomly using the name lists provided with the chosen funnel adventure.

14 Introduce thyself. Take turns with the other players introducing your villagers. Tell everyone your names, your occupations, and anything else notable or interesting. Be curious about the other villagers and ask the other players questions about them.

15 Forge a bond. Each of your villagers has a strong personal bond with another villager belonging to another player. Who is it? Say who it is, discuss the nature of that bond (sibling, relative, admirer, etc.) with that other player. Then, write the other villager's name in the **Bonds** area of your playcard and draw a circle next to it. You may use this bond during play to **Help or Hinder** (see page X) that villager.

16 Form a community. If everyone has the time and inclination to collaborate in creating your home village, turn to page XX and follow the directions there. Once that's done, or if you don't want to create your home village, proceed to the next step.

17 Enter the funnel. The Judge now reads aloud any introductory text for the chosen adventure, or describes the situation in which you find yourselves, setting the stage for a tale of survival against overwhelming odds.

Which of these lowly commoners will emerge a hero from the other end of the funnel? Who among them will suffer horrific misfortune?

Play to find out!

*illo of
villagers falling into a funnel*

RANDOM VILLAGER ITEM

1d100	ITEM	1d100	ITEM
01	adventuring gear (1d4 uses, 2 wt)	51	leather gauntlets (<i>worn</i> , 0 wt)
02	amulet (2d4 sp)	52	length of iron chain (10', 2 wt)
03	ancestral axe/sword (1d8, <i>close</i> , 2 wt)	53	life's savings (3d6 sp)
04	animal snare (1 wt)	54	locked strongbox (1 wt)
05	animal trap (1 wt)	55	locket (2d6 sp)
06	antitoxin (1 use, 0 wt)	56	lockpicks (0 wt)
07	baby/infant	57	lodestone/pendulum (0 wt)
08	backpack (<i>worn</i> , 0 wt)	58	lucky charm
09	badge/medal (0 wt)	59	makeshift shield (+1 armor, 2 wt)
10	pouch of marbles/knucklebones (wt 0)	60	mask (<i>worn</i> , 0 wt)
11	bag of nails (0 wt)	61	nag (capacity 10)
12	basket of food (1d4 rations, 1 wt)	62	parcel of jerky (1d4 rations, 1 wt)
13	beaded necklace (1d6 sp, 0 wt)	63	pennant/flag/banner (1 wt)
14	bedroll (1 wt)	64	pet songbird
15	bundle of rations (1d4 rations, 1 wt)	65	pet squirrel/chipmunk/mouse/rat
16	book (choose title, 1 wt)	66	pipe & pouch of pipeweed (0 wt)
17	bottle of spirits (0 wt)	67	pomade/ointment/unguent (0 wt)
18	bracelet/armlet/anklet (2d4 sp)	68	pot helm (<i>worn</i> , 1 wt)
19	bucket & ladle (1 wt)	69	pot of ink/dye/paint (1 wt)
20	candles (<i>dim</i> , 3 duration, 5 uses, 0 wt)	70	pouch of flash powder (0 wt)
21	child's toy (0 wt)	71	pouch of snuff (0 wt)
22	clay jar of honey (2 rations, 1 wt)	72	prayer beads (0 wt)
23	clay jar of lard (1 wt)	73	prayer book/hymnal (wt 0)
24	clay pot of glue (1 wt)	74	prybar (1d6, <i>close</i> , <i>awkward</i> , 2h, 2 wt)
25	coil of rope (25', 1 wt)	75	puppy/kitten
26	cone of incense (0 wt)	76	ring (2d6 sp)
27	cookpot (4 sp, 1 wt)	77	rusty axe (1d8, <i>close</i> , 2 wt)
28	crafting tools (1 wt)	78	rusty knife (1d4, <i>precise</i> , <i>hand</i> , 0 wt)
29	cudgel (1d6, <i>close</i> , <i>stun</i> , 1 wt)	79	sack (0 wt)
30	donkey/mule (capacity 8)	80	sack of rocks (2 wt)
31	fetish/charm/talisman (0 wt)	81	saddlebags (wt 1)
32	fingerless gloves (<i>worn</i> , 0 wt)	82	sewing kit (0 wt)
33	fishing net (1 wt)	83	shortbow (1d6, <i>near</i> , <i>far</i> , 2h)
34	fishing pole (0 wt)	84	spear (1d8, <i>thrown</i> , <i>reach</i> , <i>near</i> , 2 wt)
35	flask of oil (<i>burn</i> , 2 uses, 1 wt)	85	shoulder bag (<i>worn</i> , 0 wt)
36	goblet/flagon/tankard (2d4 sp)	86	sling (1d4, <i>near</i> , <i>far</i> , <i>reload</i>)
37	hammer & nails (0 wt)	87	stone idol (0 wt)
38	hand mirror (0 wt)	88	tinderbox (0 wt)
39	hand saw (1 wt)	89	token of affection (0 wt)
40	herbs & poultices (<i>slow</i> , heal 1d4, 2 uses)	90	torches (3 duration, 3 uses, 1 wt)
41	holy symbol (0 wt)	91	trophy/souvenir (0 wt)
42	hooded cloak (<i>worn</i> , 0 wt)	92	urn of ashes (0 wt)
43	important note (0 wt)	93	useful map (0 wt)
44	iron key (0 wt)	94	waterskin (0 wt)
45	iron poker (1d4, <i>close</i> , <i>awkward</i> , 1 wt)	95	whetstone (0 wt)
46	jaunty cap (<i>worn</i> , 0 wt)	96	wooden figurine (0 wt)
47	jug of grog (1 wt)	97	wooden pole (10', 1 wt)
48	keepsake (0 wt)	98	wristbands (<i>worn</i> , 0 wt)
49	lantern (5 duration, needs oil, 1 wt)	99	writing kit (0 wt)
50	leather apron (<i>worn</i> , 1 armor, 1 wt)	100	roll twice

VILLAGER OCCUPATION & STARTING GEAR

1d100	OCCUPATION	ABILITY	STARTING GEAR (damage, tags, weight)
01	apothecary	Wis	sickle (1d4, <i>close, messy</i> , 1 wt), belt pouch (0 wt), mortar & pestle (0 wt)
02	baker	Dex	baker's peel (1d3, <i>close, awkward</i> , 2-handed, 1 wt), sack of flour (2 wt)
03	bard	Cha	knife (1d4, <i>precise, hand</i> , 0 wt), instrument [roll 1d4: 1=voice; 2=pipes (0 wt); 3=horn (0 wt); 4=lute (1 wt)]
04	barkeep	Cha	rolling pin (1d3, <i>close, awkward</i> , 1 wt), cask of ale (2 rations, 2 wt ea.)
05	basketmaker	Dex	knife (1d4, <i>precise, hand</i> , 0 wt), sturdy basket (1 wt)
06	beekeeper	Wis	staff (1d4, <i>close</i> , 2-handed, 1 wt), 1d4 jars of honey (1 ration, 1 wt)
07-08	beggar	Con	begging bowl (0 wt), 1d4 sp
09	blacksmith	Str	hammer (1d4, <i>hand</i> , 1 wt), burlap sack (0 wt), 1d4 iron ingots (1 wt ea.)
10	boatwright	Str	hatchet (1d4, <i>throw, close, near</i> , 1 wt), 2d4 planks of wood (1 wt ea.)
11	bounty hunter	Wis	light crossbow (1d6, <i>near, far, reload</i> , 1 pierce, 2-handed), bolts (1d4 ammo, 1 wt), quiver (0 wt), knife (1d4, <i>precise, hand</i> , 0 wt)
12	bowyer	Dex	shortbow (1d6, <i>near, far</i> , 1 wt), arrows (1 ammo, 1 wt), quiver (0 wt), 1d4 sets of staves & sinews (1 wt ea.)
13	bricklayer	Str	trowel (1d3, <i>close, awkward</i> , 1 wt), hod (1 wt), 2d4 bricks (1 wt ea.)
14	burglar	Dex	prybar (1d6, <i>close, stun, awkward</i> , 1 wt), sack (0 wt), 2d6sp
15	butcher	Str	cleaver (1d4, <i>hand, messy</i> , 1 wt), side of salted beef (4 rations, 2 wt)
16	carpenter	Str	hatchet (1d4, <i>throw, close, near</i> , 1 wt), hand saw (1 wt)
17	cartwright	Str	hatchet (1d4, <i>throw, close, near</i> , 1 wt), pushcart
18	catchpole	Int	club (1d6, <i>close, stun</i> , 1 wt), shoulder bag (0 wt), 4d6sp
19	chandler	Wis	staff (1d4, <i>close</i> , 2-handed, 1 wt), 2d4 candles (0 wt)
20	chapman	Cha	staff (1d4, <i>close</i> , 2-handed, 1 wt), backpack (0 wt), goods [roll 1d4: 1=worthless baubles (0 wt); 2=smoked fish (2 rations, 1 wt); 3=adventuring gear (1d4 uses, 1 wt); 4=jewelry (4d6sp, 0 wt)]
21	cheesemaker	Int	staff (1d4, <i>close</i> , 2-handed, 1 wt), sack (0 wt), wheels of cheese (1d4 rations, 1 wt)
22	cobbler	Dex	tack hammer (1, <i>hand, precise</i> , 0 wt), 1d4 pairs of footwear (1 wt ea.)
23	constable	Str	shortsword (1d6, <i>close</i> , 1 wt), set of iron cuffs w/key (1 wt)
24	courier	Con	knife (1d4, <i>precise, hand</i> , 0 wt), satchel (0 wt), important letter (0 wt)
25	crier	Con	knife (1d4, <i>precise, hand</i> , 0 wt), plumed hat (<i>worn</i> , 0 wt)
26-27	ditch digger	Str	shovel (1d6, <i>close, awkward</i> , 2 wt)
28	driver	Con	club (1d6, <i>close, stun</i> , 1 wt), cart, donkey
29-31	dung carter	Str	shovel (1d6, <i>close, awkward</i> , 2 wt), pushcart full of dung
32	dwarf miner	Str	miner's pick (1d6, <i>close, awkward</i> , 2 pierce, 2 wt), adventuring gear (1d4 uses, 1 wt)
33	dwarf smith	Str	hammer (1d4, <i>hand</i> , 1 wt), sack (0 wt), 1d4 iron ingots (1 wt ea.)
34	dwarf mason	Str	hammer (1d4, <i>hand</i> , 1 wt), chisel (1 wt)
35	dwarf trapper	Dex	knife (1d4, <i>precise, hand</i> , 0 wt), sack (0 wt), 1d4 mole traps (1 wt ea.)
36	elf hunter	Dex	shortbow (1d6, <i>near, far</i> , 1 wt), arrows (1d4 ammo, 1 wt), quiver (0 wt)
37	elf troubador	Cha	knife (1d4, <i>precise, hand</i> , 0 wt), elven lyre (1 wt)
38	elf wanderer	Wis	staff (1d4, <i>close, reach</i> , 1 wt), hooded cloak (<i>worn</i> , 0 wt)
39	elf scholar	Int	staff (1d4, <i>close</i> , 2-handed, 1 wt), shoulder bag, book (5 uses, 1 wt)
40	executioner	Str	executioner's axe (<i>close</i> , 2-handed, +1 damage, 2 wt), black hood (<i>worn</i> , 0 wt)
41	falconer	Wis	knife (1d4, <i>precise, hand</i> , 0 wt), leather gauntlet (0 wt), falcon
42-44	farmer	Con	pitchfork (1d6, <i>reach</i> , 1 wt), bushel of crops (1d4+1 rations, 2 wt) [roll 1d4: 1=turnips; 2=potatoes; 3=onions; 4=oats]
45	ferry pilot	Wis	club (1d6, <i>close, stun</i> , 1 wt), 10' pole
46-48	fisher	Con	knife (1d4, <i>precise, hand</i> , 0 wt), fishing net (1 wt)
49	fletcher	Dex	shortbow (1d6, <i>near, far</i> , 1 wt), arrows (1d4 ammo, 1 wt), quiver (0 wt)

1d100	OCCUPATION	ABILITY	STARTING GEAR (damage, tags, weight)
50-51	forager	Wis	knife (1d4, <i>precise, hand</i> , 0 wt), sack (0 wt), harvest [roll 1d4: 1-3=fungus/berries (1d4 rations); 4=herbs (1d4 uses, <i>slow</i> , heal 1)
52-53	forester	Wis	shortbow (1d6, <i>near, far</i> , 1 wt), arrows (1d4 ammo, 1 wt), quiver (0 wt)
54	gravedigger	Str	shovel (1d6, <i>close, awkward</i> , 2 wt)
55	grave robber	Str	shovel (1d6, <i>close, awkward</i> , 2 wt), sack, jewelry (4d6sp, 0 wt)
56	halfling brewer	Wis	staff (1d4, <i>close</i> , 2-handed, 1 wt), cask of beer (2 rations, 2 wt)
57	halfling cook	Wis	cleaver (1d4, <i>hand, messy</i> , 1 wt), meat pies (1d4 rations, 1 wt)
58	halfling farmer	Con	pitchfork (1d6, <i>reach</i> , 1 wt), bushel of crops (1d4+1 rations, 2 wt) [roll 1d4: 1=turnips; 2=potatoes; 3=onions; 4=oats]
59	halfling footpad	Dex	sap (1, <i>hand, stun</i> , 0 wt), sack (0 wt), 2d6sp
60	healer	Wis	staff (1d4, <i>close</i> , 2-handed, 1 wt), belt pouch (0 wt), bandages (1d4 uses, <i>slow</i> , heal 1, 0 wt)
61	hedge wizard	Int	staff (1d4, <i>close</i> , 2-handed, 1 wt), belt pouch (0 wt), 1 spell
62	herald	Con	shortsword (1d6, <i>close</i> , 1 wt), trumpet (1 wt)
63	herbalist	Wis	staff (1d4, <i>close</i> , 2-handed, 1 wt), pouch (0 wt), herbs & poultices (1d4 uses, <i>slow</i> , heal 1d4, 0 wt)
64-66	herder	Con	crook (1d3, <i>reach, awkward</i> , 1 wt), 1d4 animals [roll 1d4: 1-2=goats, 3=sheep, 4=swine]
67-69	hunter	Dex	shortbow (1d6, <i>near, far</i> , 1 wt), arrows (1d4 ammo, 1 wt), quiver (0 wt)
70	innkeep	Cha	club (1d6, <i>close, stun</i> , 1 wt), provisions (2d4 rations, 2 wt)
71	lantern maker	Dex	knife (1d4, <i>precise, hand</i> , 0 wt), lantern (0 wt), flask of oil (0 wt), tinderbox (0 wt)
72	launderer	Con	sack of laundry (2 wt), cake of soap (0 wt)
73	millar	Int	club (1d6, <i>close, stun</i> , 1 wt), sack of flour (2 wt)
74	miner	Str	miner's pick (1d6, <i>close, awkward</i> , 2 pierce, 2 wt), lantern (0 wt), flask of oil (0 wt), flint & steel (0 wt)
75	monk	Wis	staff (1d4, <i>close</i> , 2-handed, 1 wt), holy symbol (0 wt)
76	netmaker	Dex	knife (1d4, <i>precise, hand</i> , 0 wt), fishing net (1 wt), rope (50', 1 wt)
77	noble	Luc	sword (1d8, <i>close</i> , 2 wt), signet ring (10sp, 0 wt), 4d12sp
78	outlaw	Dex	club (1d6, <i>close, stun</i> , 1 wt), sack (0 wt), kerchief, 4d6sp
79	peddler	Cha	knife (1d4, <i>precise, hand</i> , 0 wt), shoulder bag, trade item [roll 1d4: 1-2=pots & pans (2 wt); 3=candles (<i>dim</i> , 3 duration, 5 uses), 4=adventuring gear (1d4 uses, 2 wt)]
80	pilgrim	Con	staff (1d4, <i>close</i> , 2-handed, 1 wt), holy symbol (0 wt)
81	potter	Dex	club (1d6, <i>close, stun</i> , 1 wt), sack (0 wt), 10 lbs. of clay (2 wt)
82	rat catcher	Int	club (1d6, <i>close, stun</i> , 1 wt), sack (0 wt), 2d4 dead rats (1 wt)
83	ropemaker	Dex	club (1d6, <i>close, stun</i> , 1 wt), 100' of rope (2 wt)
84	scout	Wis	knife (1d4, <i>precise, hand</i> , 0 wt), cloak (<i>worn</i> , 0 wt)
85	scribe	Int	shoulder bag (0 wt), writing kit (0 wt)
86	soothsayer	Cha	nothing
87	tanner	Con	knife (1d4, <i>precise, hand</i> , 0 wt), 2d4 animal hides (1 wt ea.)
88-89	thatcher	Str	hatchet (1d4, <i>throw, close, near</i> , 1 wt), 1d4 straw sheaves (1 wt ea.)
90	tinker	Dex	shoulder bag (0 wt), tinker's tools (0 wt)
91-93	trapper	Dex	knife (1d4, <i>precise, hand</i> , 0 wt), traps [roll 1d4: 1=2d4 rat traps (0 wt); 2=1d4 rabbit traps (2 wt); 3=1 snare trap (1 wt); 4=1 bear trap (2 wt)]
94	undertaker	Int	holy symbol (0 wt), coffin (4 wt)
95-96	watchman	Str	spear (1d8, <i>throw, reach, near</i> , 2 wt), leather armor (<i>worn</i> , 1 armor, 1 wt), lantern (0 wt), flask of oil (0 wt), tinderbox (0 wt), horn (0 wt)
97	weaver	Dex	1d4 bolts of fabric (1 wt ea.)
98-100	woodcutter	Wis	axe (1d8, <i>close</i> , 2 wt), 2d4 sticks of firewood (1 wt ea.)

FOUND A VILLAGE

Everyone has already rolled up their villagers. These characters will inform the village creation procedure.

Put a blank piece of paper on the table, within reach of everyone. This is the map, on which you'll all be collaborating to draw your home village.

Make sure everyone understands that a village has between several dozen to several hundred residents, who depend upon substantial local sources of food, with excess possibly tithed to a greater nearby authority. Access to an abundant or valuable resource may allow a village to one day grow into a town, but only if the local food supply can support an increase in population.

Starting with the player who controls the oldest character, and going around the table clockwise from there, take turns resolving each of the following steps, in order. The Judge gets a turn along with everyone else! When it's your turn, feel free to discuss each step and ask other participants for input. Judge, it's your job to take notes during this process.

1 Get the lay of the land. Decide the predominant terrain in which your settlement is situated. If you have no strong feeling, roll it on the **LOCAL TERRAIN** table. Draw some indication of this terrain—a lot or little, your choice—on the map.

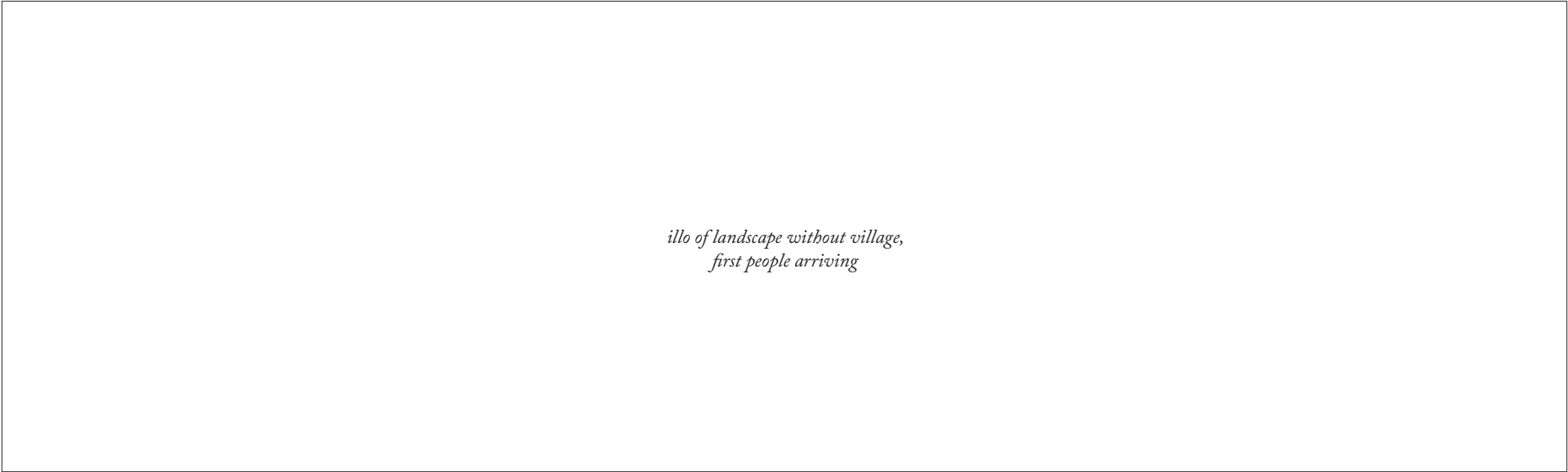
LOCAL TERRAIN	
1d12	TERRAIN
1	wasteland/desert
2	mountains
3	wetland/swamp
4-5	highland/hills
6-7	woodland/jungle
8-9	coastland
10-12	lowland/plains

2 Locate water. Choose a spot toward the middle of the map and draw a small circle. This is the primary source of potable water for the village, the place where people go to fill their pitchers and buckets and barrels. Decide and tell everyone whether this spot marks a well, spring, brook, or river.

If the water source is a well, label it as such, and describe what it looks like. If it's a spring, draw a wobbly line showing where the water flows from that spot, meandering downhill off any edge of the map or into a larger watercourse (which you should draw as well); if it's a brook or river, draw it entering the map from any edge, crossing the spot you've chosen, and leaving the map off any edge. Add any smaller tributaries you wish. Does this watercourse empty into a pond or lake or sea? If so, go ahead and draw that in, too.

3 Find food. What's the primary source of food out here? Do folks gather nuts and berries, hunt for wild game, raise livestock, grow and harvest crops? They likely do all of these things, but which one overall provides the most sustenance? Discuss ideas with everyone, then decide where the primary source of food is located. Most likely, it's somewhere off the map—a forest where you can hunt and gather, or perhaps an expanse of arable land. Indicate these places by drawing one or more arrows pointing off the edge of the map, labeling each arrow appropriately.

4 Connect to the wider world. Draw a path or road from the water source off any edge of the map. Then, decide if your village is a total backwater or a waystop. If it's a backwater, this is the only path or road by which people come from or go to other settlements; if it's a waystop, draw the path or road leading from the water source off a different edge of the map. In the latter case, decide which of these two ways leads, eventually, to the regional or national capital. How many days would it take to get there by foot? Write the answer where that path or road goes off the edge of the map.



- 5 Establish features.** Roll up the settlement's **FEATURES** (1 for a hamlet, 2 for a village) using the relevant settlement table. Discuss the results with everyone and talk about how these features might manifest in day-to-day life.
- 6 Suss out problems.** Roll up the settlement's **PROBLEMS** (1 for a hamlet, 2 for a village) using the relevant settlement table. Discuss the results with everyone and talk about what effect they have on the settlement.
- 7 Locate features and problems.** Draw one feature or problem on the map, choosing from those determined in steps 3 and 4, above. If the feature or problem doesn't have a specific location (like an idiosyncratic aspect or a disease), skip it. Then, pass the turn to the person on your left, who repeats this step, and so on, until all of the features and problems with specific locations have been added.
- 8 Find religion.** Is there a shrine or temple in your settlement? If so, decide to what what spirit, saint, or deity it's dedicated, and draw it on the map. If not, add a notable landmark or feature of the predominant terrain.
- 9 Bury the dead.** Discuss how your people deal with the deceased. Do they inter the bodies, or burn them, or something else? Whatever you do, draw the relevant site (barrows, graveyard, pyre, etc.) on the map.
- 10 Open for trade.** Draw the location of the local trading post or public market. For a hamlet, this is probably just a spot where locals gather to barter with each other; for a village, it's likely more of a farmer's market, with open-air stalls or the equivalent.
- 11 Establish authority.** Who's in charge? Decide what kind of site or structure houses the governing body, and draw it on the map.

- 12 Walk the byways.** Draw one path or road on the map, leading from an existing path or road to some other place—already defined or as-yet-undefined—on or off the map. Then, pass the turn to the person on your left, who repeats this step, and so on, until each person has added two such byways.
- 13 Make a home for yourself.** Add the home of one of your characters to the map. Do you live alone, with family, or in some other arrangement? If you're the Judge, add the home of a notable NPC instead. Then, pass the turn to the person on your left, who repeats this step, and so on, until each player has added a home for each of their characters.
- 14 Fill in the gaps.** Is anything missing? If you wish, add some other thing of your choice to the map. A landmark, a bit of color, anything that you have the urge to incorporate, as long as it makes sense within what's already been established. Pass the turn around the table so that everyone has a chance to add one thing.
- 15 Give the place a name.** Suggest a name for your hometown, and ask each of the other players to do the same. A good strategy is to choose a name that describes something about the town in plain English (Bywater, Woodsedge, etc.), and then translate that name using whatever linguistic basis you've settled on for the local culture (in Amharic, "Bywater" becomes *Bahira*, and "Woodsedge" becomes *Inich'etochi*). After hearing everyone's suggestions, the Judge makes the final call, and writes the name on the map.

All done! Let's hope this place doesn't burn to the ground any time soon.

*illo of same landscape as previous spread,
now with village fully built and inhabited*

VILLAGE

With between several dozen and several hundred residents, a village depends upon substantial local sources of food, with excess possibly tithed to a greater nearby authority. Access to an abundant or valuable resource may allow a village to one day grow into a town, but only if the local food supply can support an increase in population. The average village is large enough to require organized leadership of some kind, usually in the form of a council or local lord. Roll 2 **FEATURES** and 1 **PROBLEM**, then on sub-tables as needed.

VILLAGE FEATURE

1d8	FEATURE (x2)
1-2	idiosyncratic ASPECT
3	noted LANDMARK
4	site of past EVENT
5	home of renowned PERSON
6	<i>defensible</i> (due to terrain)
7	<i>resource</i> (RESOURCE)
8	roll 1d6+1 twice

VILLAGE PROBLEM

1d8	PROBLEM (x1)
1	nothing of note
2-3	<i>shortage</i> (RESOURCE)
4	<i>disease</i>
5	<i>threat</i> (THREAT)
6	<i>unrest</i>
7	<i>lawless</i>
8	roll 1d6+1 twice

ASPECT

1d8	ASPECT
1	food
2	clothing
3	custom/tradition
4	architecture
5	livestock/mounts
6	local craft
7	form/structure
8	religious practice

LANDMARK

1d8	LANDMARK
1	distinct natural feature
2	unusual terrain
3	pit/mine/quarry
4	barrow/burial mound
5	statue/shrine/menhir
6	ruins
7	temple/tomb/monastery
8	tower/watchtower

EVENT

1d8	EVENT
1	murder/massacre
2	fire/flood/quake
3	battle/fracas
4	exile/ostracization
5	confrontation
6	arrival of PERSON
7	discovery (RESOURCE)
8	decree

PERSON

1d8	PERSON
1	hermit/recluse
2	outlaw/criminal
3	outlaw/criminal
4	exile/runaway
5	hero/healer
6	seer/shaman/witch
7	trader/pedlar
8	minstrel/bard

RESOURCE

1d8	RESOURCE
1	water
2	food
3	population
4	fuel
5	building material
6	morale
7	wood/clay/leather
8	copper/tin/iron

THREAT

1d8	THREAT
1	entropy/environmental
2	internal conflict
3	bandits/raiders
4	bandits/raiders
5	nearby settlement
6	CREATURE
7	MONSTER
8	enemy force

MARKETPLACE

All prices listed are silver pieces (sp). Generally speaking, you can sell things at market for half their listed value. If you want a better deal than that, you'll need to **Negotiate**.

TAGS & TERMS

<i>awkward</i>	difficult to use with grace and expediency
<i>burn</i>	inflicts 1d6 damage on its victim periodically until extinguished
<i>close</i>	target must be within a sword's reach
<i>far</i>	target must be within sight
<i>fine</i>	well-crafted and worth twice the amount of its common equivalent
<i>forceful</i>	can force a foe back
<i>hand</i>	target must be within arm's reach
<i>near</i>	target must be within a stone's throw
<i>precise</i>	roll +DEX instead of +STR to Fight
<i>rare</i>	hard to come by
<i>reach</i>	target must be just beyond a sword's reach
<i>reload</i>	takes time to reload after each use
<i>slow</i>	takes a while to take effect
<i>small</i>	cannot protect against all attacks
<i>stun</i>	may stun or knock out target when properly applied
<i>throw</i>	can be thrown effectively
<i>worn</i>	does not require hands to carry
2h	Two-handed: requires two hands to wield in combat
ammo	an abstracted quantity of ammunition
duration	an abstracted length of time, to be marked off at Judge's discretion
heal	the number of hit points restored by one use
pierce	amount of armor ignored by damage roll
power	amount of increase to casting power

WEAPONS • MELEE

TYPE	COST	DAMAGE	WT	TAGS/NOTES
punch/kick	-	1	-	<i>hand</i>
blackjack/sap	3	1	0	<i>hand, stun</i>
staff	4	1d4	1	<i>close, 2h</i>
knife	6	1d4	0	<i>precise, hand</i>
dagger	10	1d4	0	<i>hand, precise, 1 pierce</i>
hatchet	12	1d6	1	<i>throw, close, near</i>
club/cudgel	8	1d6	1	<i>close, stun</i>
mace	12	1d6	1	<i>close, forceful, stun</i>
shortsword	12	1d6	1	<i>close</i>
warhammer	12	1d6	1	<i>close, 1 pierce</i>
pick	18	1d6	1	<i>close, awkward, 2 pierce</i>
axe	16	1d8	2	<i>close</i>
sword	18	1d8	2	<i>close</i>
spear	16	1d8	2	<i>throw, reach, near</i>
flail	20	1d8	2	<i>close, forceful</i>
polearm	24	1d10	3	<i>reach, awkward, 2h</i>
great hammer	26	1d10	4	<i>close, forceful, rare, 2h</i>
great axe	30	1d10	3	<i>close, rare, 2h</i>
great sword	38	1d10	3	<i>close, reach, rare, 2h</i>

WEAPONS • RANGED

TYPE	COST	DAMAGE	WT	TAGS/NOTES
throwing knife	8	1d4	0	<i>throw, and, near, precise</i>
sling	6	1d4	0	<i>near, far</i>
shortbow	16	1d6	1	<i>near, far, 2h</i>
light crossbow	20	1d6	1	<i>near, far, reload, 1 pierce, 2h</i>
longbow	24	1d8	1	<i>near, far, 2h</i>
heavy crossbow	30	1d8	1	<i>near, far, reload, 2 pierce, 2h</i>

AMMUNITION

TYPE	COST	WT	TAGS/NOTES
slingstones	1	1	3 ammo, ammunition for sling
arrows	6	1	3 ammo, ammunition for bow
bolts	12	1	3 ammo, ammunition for crossbow

ARMOR & SHIELDS

TYPE	COST	WT	TAGS/NOTES
leather armor	30	1	1 armor
scale armor	60	3	2 armor
chainmail	90	2	2 armor
splint armor	120	4	<i>awkward, 3 armor</i>
plate armor	200	6	<i>awkward, rare, 4 armor</i>
buckler	15	1	<i>small, +1 armor</i>
shield	25	2	+1 armor

CLOTHING

TYPE	COST	WT	TAGS/NOTES
poor clothes	1	0	<i>worn</i>
common clothes	3	0	<i>worn</i>
quality clothes	10	0	<i>worn</i>
official vestment	20	0	<i>worn</i>
winter cloak	5	0	<i>worn</i>
exquisite clothes	50	0	<i>worn</i>

GEAR

TYPE	COST	WT	TAGS/NOTES
adventuring gear*	12	2	3 uses
rope	3	1	50 feet
animal snare	2	1	-
bedroll**	2	1	-
animal trap	4	1	-
finishing net	4	1	-
fishing pole	3	0	-
grappling hook	7	1	-
tent	7	3	-

* Each use of adventuring gear produces an item of situational utility worth 4sp or less.

** When you **Pass the Night** using a bedroll, you heal 1 additional ability point in the morning.

CONTAINERS

TYPE	COST	WT	TAGS/NOTES
waterskin	1	0	-
belt pouch	1	0	-
large sack	1	0	-
shoulder bag	2	0	-
backpack	5	0	-
scrollcase	2	0	-
quiver	4	0	-
saddlebags	7	1	-

PROVISIONS

TYPE	COST	WT	TAGS/NOTES
rations	4	1	7 uses
spirits (1 pint)	15	0	-
grog (1 quart)	1	1	-
fine wine (1 pint)	10	0	-
poor meal	1	-	feeds 3
hearty meal	1	-	-
feast	12	-	feeds 6

*vignettes of
ranged weapons,
ammunition,
armor*

*vignettes of
weapons*

vignettes of
illumination, tools,
specialty items

ILLUMINATION			
TYPE	COST	WT	TAGS/NOTES
tinderbox	3	0	includes flint, steel, tinder
candles	2	0	<i>dim</i> , 3 duration, 5 uses
torches	3	1	3 duration, 3 uses
lantern	15	1	5 duration, needs oil
flask of lamp oil	5	1	<i>burn, fragile</i> , 2 uses

TOOLS			
TYPE	COST	WT	TAGS/NOTES
whetstone	1	0	-
prybar or shovel	5	2	1d6 damage, <i>close, awkward</i> , 2h
pole	2	1	10' long
lockpicks	10	0	-
writing kit	10	0	-
crafting tools	20	1	specify craft
mapping tools	12	0	-

SPECIALTY ITEMS			
TYPE	COST	WT	TAGS/NOTES
antidote	10	0	cures specific poison, 1 use
bandages	4	0	<i>slow</i> , heal 1, 3 uses
herbs & poultices	10	1	<i>slow</i> , heal 1d4, 3 uses
healer's kit	16	1	<i>slow</i> , heal 1d6, 3 uses
healing potion	50	0	<i>rare, fragile</i> , heal 1d8, 1 use
book*	uses x5	1	1-20 uses, grants +1 to Establish or Find Answers
spellbook	<i>priceless</i>	1	magic-user starting gear
spell component**	2	0	1 use, grants +1 power

* Each book must be given a title (*Herbs & Berries of the Lowlands, Customs of the Nomads, Elemental Magic*, etc.), and grants the reader +1 to **Establish** or **Find Answers** about things related to that subject.

** An ingredient or reagent (mandrake, owl feathers, toad slime, etc.) that is used up in the casting of spells, granting the magic-user +1 power for that spell.

CONCOCTIONS
To create a poison or other substance, name it and describe its form, application, effect and speed. Work with the Judge to determine the level of effect. The cost of 1 dose is determined by **effect** multiplied by **speed**:

Effect: *minor* (8sp) *moderate* (16sp), *major* (40sp), *fatal* (80sp)
Speed: *slow* (x1/2), *fast* (x1), *instant* (x3).

illo of villagers shopping and/or finding gear on adventure

LODGING		
TYPE	COST	TAGS/NOTES
camping/squatting	-	heal 2d4 +CON per week
<i>poor</i> inn	8 -CHA/week	meals included, heal 2d6 +CON per week
<i>modest</i> inn	16 -CHA/week	meals included, heal 2d8 +CON per week
<i>comfortable</i> inn	32 -CHA/week	meals included, heal 2d10 +CON per week

SERVICES & WAGES	
TYPE	COST
repairs	1/4 list cost of item
custom item	2x listed cost of item
hireling	1 share of the booty
porter	1/day
unskilled laborer	8/week
town watch	10/week*
soldier	12/week*
skilled laborer	14/week
healer	16/week
specialist	18/week
"companion"	10-CHA/night
entertainer	1-3/performance
armed escort	
<i>safe</i> route	2 per guard per day
<i>unsafe</i> route	4 per guard per day
<i>dangerous</i> route	8 per guard per day
<i>perilous</i> route	10 per guard per day
common murder	25
assassination	120

* Room and board included.

TRANSPORT		
TYPE	COST	TAGS/NOTES
donkey/mule	25	cap. 12, 8 hp
packhorse	40	cap. 18, 12 hp
riding horse	150	cap. 14, 10 hp, <i>fast</i>
warhorse	300	cap. 22, 16 hp
cart	40	cap. 32
wagon	80	cap. 40
raft/sledge	30	cap. 16
barge	100	cap. 52
river boat	200	cap. 80
merchant ship	5,000	cap. 500
war ship	20,000	cap. 250
passage		
<i>safe</i> route	1/day	-
<i>unsafe</i> route	5/day	-
<i>dangerous</i> route	10/day	-
<i>perilous</i> route	20/day	-

REAL ESTATE		
TYPE	COST	TAGS/NOTES
hovel	50	-
cottage	250	-
house	2,500	-
manse	10,000	-
keep/tower	75,000	-
castle/citadel	250,000	-
grand castle	500,000	-
upkeep	1% of cost per month	

BASIC MOVES

BOND

When you *gain a bond with someone*, write their name in the **Bonds** area of your playcard and draw a circle next to it. If their name is already there, draw another circle next to it (to a maximum of 3).

When you *mark a bond*, cross off or fill in one of the empty circles next to the name of the relevant person.

When you *refresh a bond*, clear one of the marked circles next to the name of the relevant person.

When you *make any roll to assist, defend, or avenge a person with whom you have a bond*, you may mark bonds with that person to improve your roll by +1 for each bond marked.

BURN ABILITY

When you *burn any ability*, reduce the current score of that ability by the burned amount and adjust its modifier if necessary.

BURN LUCK

When you *have made ANY ROLL except a +LUC roll*, you may burn 1 Luck to raise or lower the result of that roll by 1.

CHECK REACTION

When you *encounter a person or creature that has no particular predisposition toward you*, roll +nothing: **on a 10+**, they react as positively to your presence as their alignment allows; **on a 7-9**, they react warily, waiting to see what you do first; **on a 6-**, they react with as much hostility as their alignment permits.

ESTABLISH

When you *introduce a potential fact* and the Judge agrees that it might be true, say how you heard about it. When its truth is tested (now or later), roll +INT: **on a 10+**, it's just as you say; **on a 7-9**, you were right, but there's a caveat or complication of the Judge's choosing; **on a 6-**, mark Intelligence, and the Judge makes a move.

FIND ANSWERS

When you *seek more information than is readily apparent*, ask the GM a question and roll...

...+WIS to sense or discern
...+INT to recall or study
...+CHA to ask around

On a 10+, the Judge gives you a clear and thorough answer, and you may ask follow-up questions; **on a 7-9**, the Judge's answer is cryptic or incomplete, but they'll tell you how to learn more; **on a 6-**, mark the ability used, and the GM makes a move.

GET LUCKY

When you *hope things will go your way*, roll +LUC: **on a 10+**, they do, at least for now; **on a 7-9**, they do, but there's a tradeoff of the Judge's choosing; **on a 6-**, the Judge will say how your hopes are dashed.

When you *have the highest current Luck of everyone present and a windfall occurs*, you're the one who benefits most.

When you *have the lowest current Luck of everyone present and a misfortune occurs*, you're the one who bears the brunt.

HELP OR HINDER

When you *assist or interfere with someone making a move*, explain how you do so before they roll any dice. If the Judge thinks your explanation is reasonable, the rolling player takes +1 or -1 to their roll, your choice.

LIVE AND LEARN

When you *mark an ability*, mark the next unmarked circle under that ability on your playbook. When you *mark an ability's last unmarked circle*, raise that ability's maximum by 1 (to a maximum of 18), adjust its modifier if unnecessary, and erase all of its marks. When you *would raise an ability but it's already at 18*, mark XP instead, and erase all of its marks.

MAKE A SAVING THROW

When you *act in the face of danger*, roll...

...+STR to use sheer might
...+DEX to use speed, agility, or finesse
...+CON to resist or endure
...+INT to think fast, focus, or remember
...+WIS to use intuition or willpower
...+CHA to charm or impress

On a 10+, you do it, as well as one could hope; **on a 7-9**, you do it, but there's a catch—the Judge will offer you a worse outcome, hard bargain, or ugly choice; **on a 6-**, mark the ability used and the Judge makes a move.

If you feel the need for a +LUC saving throw, use **Get Lucky** instead.

NEGOTIATE

When you *want something from someone that they don't want to give up*, make your case and roll...

...+STR to intimidate them
...+INT to appeal to their sense of reason
...+CHA to charm or deceive them

On a 10+, they'll do it; **on a 7-9**, they'll do it, but only if you concede something meaningful in return; **on a 6-**, mark the ability used, and they'll have none of it—time to try another approach.

SHOULDER BURDEN

When you *carry more weight than your Capacity but no more than twice your Capacity*, you suffer -1 ongoing until you lighten your load. You cannot carry more weight than twice your Capacity.

BATTLE MOVES

CHECK MORALE

The first time you *reduce an enemy's headcount or hit point total to less than half its original value*, roll +nothing: **on a 10+**, they attempt to flee or surrender, whichever seems best to them; **on a 7-9**, they attempt to flee or surrender if they're *cautious*, but otherwise continue fighting; **on a 6-**, they will fight to the bitter end. *Fearless* and *mindless* enemies are immune to this move.

FIGHT

When you *face a foe in personal combat*, roll +STR: **on a 10+**, you deal your damage or intended effect; **on a 7-9**, you deal your weapon's damage or effect but suffer the enemy's attack in return; **on a 6-**, mark Strength, Constitution, or Dexterity (your choice), and the Judge makes a move.

LEAD THE RETREAT

When you *urge your comrades to follow your example and run for their lives*, burn 1 Charisma and then roll +CHA: **on a 10+**, each person who runs (including you) takes +1 ongoing until they stop fleeing from the threat; **on a 7-9**, your allies take +1 forward to whatever they do next; **on a 6-**, mark Charisma, and the Judge makes a move.

SHOOT OR THROW

When you *attack a target with a ranged weapon*, roll +DEX: **on a 10+**, you inflict damage; **on a 7-9**, you inflict damage after choosing 1 from the list below; **on a 6-**, mark Dexterity, and the Judge makes a move.

- Mark off 1 ammo (a thrown weapon becomes irrecoverable)
- Bad angle—roll damage twice and use the lower roll
- You attract unwanted attention

SHUFFLE OFF

When you *have zero or fewer hit points*, you're dead. If all of your villagers are dead, roll up a new one and the Judge will figure out when and where they show up.

*illo of
villagers fighting monsters, getting slaughtered,
running away*

CONCLUSION MOVES

WRAP UP

When you *reach the end of a session*, answer each of the following questions for each of your villagers:

- Did you fulfill at least one of your traits in a memorable way?
- Did you risk your life to help an ally or obtain an item of value?
- Did you witness the untimely death of a fellow villager?

For each "yes" answer, mark XP. Then, as a group, answer each of the following questions. For each "yes" answer, everyone marks XP:

- Did we discover something exciting about the wider world?
- Did we overcome a difficult obstacle?
- Did we acquire some memorable booty?

LIVE TO TELL THE TALE

When you *survive a funnel adventure*, choose your path according to your experience in the funnel:

- *If you discovered a source of magical spells*, and wish to risk your physical and mental well-being in pursuit of arcane power, you may become a **magic-user**.
- *If you deepened your commitment to a deity*, and wish to embody their divine will on the mortal plane, you may become a **cleric**.
- *If you overcame a challenge by stealth or trickery*, and prefer to avoid threats rather than face them head-on, you may become a **thief**.
- *If none of the above apply*, and/or you are willing to take up the tools of war to face the challenges ahead, you may become a **fighter**.

Decide which path to take, take a fresh freebooter playbook corresponding to your decision, and complete the following steps:

- 1) You've reached level 1! write "1" in the **level** circle at the top of the front page.
- 2) Regain 1 point of burned Luck.
- 3) Subtract 5 from your XP and fill a number of XP circles on the back page of your playbook equal to the remainder. Any result less than zero is treated as zero.
- 4) Roll your new hit die and add your CON modifier to this roll. If the result is higher than your current HP, record this number in the **hit points** area of your playbook. If it's not higher, transfer your current HP to that area instead.
- 5) Transfer all other relevant information (ability scores, etc.) from your villager playcard to your new playbook.

Finally, determine your alignment:

- If you did not act on a particular trait this session, and everyone agrees, you may erase that trait.
- If you acted on a different trait listed on the **TRAIT** table, and everyone agrees, you may gain that trait.
- In the end, you must have 2 or 3 traits; if you have only 2, 1 must be a vice and 1 must be a virtue.
- Check to see if your new traits result in an alignment change. If so, record your new alignment and alignment goal in the **ALIGNMENT** area of your playbook.

ALIGNMENT	VIRTUES	VICES
<i>evil</i>	0	3
<i>chaotic</i>	1	2
<i>neutral</i>	1	1
<i>lawful</i>	2	1
<i>good</i>	3	0

Congratulations! You've graduated from lowly villager to freebooter. The wider world awaits!

TRAVEL & EXPLORATION MOVES

These moves become available whenever you travel a significant distance. Some reference the **safety** of the region, area, or route which you're traversing:

REGION TAG	SAFETY
<i>safe</i>	+3
<i>unsafe</i>	+2
<i>dangerous</i>	+1
<i>perilous</i>	+0

ORGANIZE THE PARTY

When you *are about to travel or explore as a group*, take a moment to decide how the party is organized: who's on lookout, who's bringing up the rear, what the watch order will be, how your gear is distributed, etc. This will be your default plan until the next time you Organize the Party.

SET OUT

When you *embark on a journey*, say where you're headed. The Judge will indicate 1-3 potential routes, their known advantages and drawbacks, and how many **legs** comprise each. Choose which route to take, and which player will make the roll.

When you *start the next leg of a journey*, choose someone to roll +safety: **on a 10+**, you complete the leg in good time, consume the expected amount of rations, and any player may choose to **Keep Company**; **on a 7-9**, there's an **INCIDENT** at some point along the way—the Judge will say what it is or ask you to roll for it; **on a 6-**, the Judge makes a move.

After you resolve any interruption, the current leg is considered complete.

FORAGE

When you *spend a day seeking food in the wild*, roll...

...+DEX to do it stealthily
...+INT to recall useful knowledge
...+WIS to intuit the best spots

On a 10+, gain 1d4+1 uses of rations, plus another 1d4+1 uses if you have the gear to hunt or trap; **on a 7-9**, the 10+ result applies, but you must first deal with an **INCIDENT**; **on a 6-**, mark the ability used, and the Judge makes a move.

MAKE CAMP

When you *take a break from your travels to eat and sleep*, decide if you're going to have a campfire: if you do, take +1 to Pass the Night, but your location may be visible at a distance to interested parties. Then, each party member consumes 1 use of rations, and any player may choose to **Keep Company**.

PASS THE NIGHT

When you *settle in to sleep*, set the watch order and choose someone to roll +safety: **on a 10+**, everyone gets restful sleep, and those who ate and drank the night before gain both benefits on the list below; **on a 7-9**, everyone gets restful sleep, and those who ate and drank the night before each choose 1 from the list; **on a 6-**, the Judge makes a move.

- You heal 1 +CON worth of hit points and/or ability points (minimum 1)
- You awaken refreshed; take +1 forward to your first roll of the day

Then, if you have any injuries, check with the Judge to see if they've healed.

When you *fail to get a restful sleep and/or did not eat and drink the night before*, you suffer 1 point of ability damage to an ability of your choice.

KEEP COMPANY

When you *spend time conversing with a companion*, say who it is and roll +bonds you have with that person: **on a 10+**, the conversation goes well—play it out or summarize it, and choose 2 from the list below; **on a 7-9**, play it out or summarize, and choose 1 from the list below; **on a 6-**, mark XP, and the other person describes how the conversation goes poorly; you must make amends on their terms before you can Keep Company with them again.

- You gain 1 bond with them (max. 3)
- They gain 1 bond with you (max. 3)
- Refresh all marked bonds each of you has with the other

When you *spend time alone with your thoughts*, share your internal monologue. If everyone agrees your thoughts are meaningful, take +1 forward to act upon them.

*illo of
villagers traversing the wilderness*

FUNNEL STARTER

The Dog-Men Cometh

Player Intro

The portal splinters and bulges under the assault from without, but does not yet break. The barking and snarling is so loud you would think all the wolves in the world were at the door. You look around the room: only a handful of your neighbors and kinfolk have found refuge here, terror in their eyes. Howls and screams from outside say all there is to say: the dog-men run rampant without; blood runs in the road. You and those here with you may be the only ones left. And that door is about to give.

Note

This Funnel benefits from mapping out the home village before play (see p18).

Questions

- * Who here is kin to you?
- * What is this place where you have taken refuge?
- * Where were you and what were you doing when the dog-men came?
- * What loved one was slain before your eyes, and how did they die?
- * How did that nursery rhyme about the dog-men go again?

Stakes

- * How will the Villagers escape imminent slaughter?
- * What distant place might offer safety?
- * What dangers await in the surrounding wilderness?
- * Where did the dog-men come from, and why did they attack the village?
- * What curse do they carry?
- * Who will survive, and at what terrible cost?

Dog-Man

Horde

Damage Fangs 1d6 (*hand*)

HP 3 Armor 0

Ferocious, voracious, half-human.

Instinct To kill them all

- * Call the pack
- * Pounce from a distance
- * Tear their throat out

Dog-Man Champion

Solitary, Intelligent

Damage Jagged blade 1d8 (*close*)

HP 8 Armor 0

Bigger, badder, smarter.

Instinct To kill the strongest

- * Knock their weapon away
- * Make their friends watch
- * Gut them

Dog-Man Chieftain

Solitary, Organized, Intelligent

Damage Jagged spear 1d8+1 (*close, reach*)

HP 10 Armor 1

Hater of men, bent on vengeance.

Instinct To see them suffer

- * Call for their capture
- * Ignore killing blow
- * Impale them

FUNNEL STARTER

Children of the Sdood

Player Intro

The first child went missing a year ago. Every moonless night since, more have disappeared. Those families that have not fled the village bar their doors at night and dwell in fear. Rumors speak of ghostly songs, carried on the wind from the Thornwood, on the far side of the river. Surely some evil within has claimed the innocents. But you cannot let this go on. You will find them. You will bring them back.

Questions

- * What is the name of the child taken from you at the last new moon?
- * Why did your parents always tell you to stay out of the Thornwood?
- * When was the last time you crossed the river, and why?

Stakes

- * Are any of the children still alive?
- * What has taken them, and why?
- * What is the forest's greatest secret?

Impressions

- * Unnatural quiet
- * Walls of twisted trees
- * Thick roots, interlaced as if in unseemly congress
- * Thorny vines, covering everything
- * Rotten logs, collapsing underfoot
- * Pale shelf-fungus, climbing a trunk like a ladder to the moon

Adventure Move

When you *venture deeper into the Thornwood*, roll +WIS:

- 10+ You find a clue (ask the GM what).
- 7-9 You encounter something (ask GM).
- 6- Mark XP, and GM makes a move.

Thornwood - Clues

- ☐ A child's shoe
- ☐ Tracks in soft earth
- ☐ Distant voices, raised in song
- ☐ A huntsman, on his last breath
- ☐ A great nest of bones and branches
- ☐ The hidden entrance to an underground warren

Thornwood - Encounters

- * A deep black pool, encircled by a ring of rotten roots
- * A cloaked figure, watching from a distance
- * A clever trap, laid by thornlings
- * A thornling ambush
- * The second-worst thing living here
- * The worst thing living here

Thornling

Horde, Organized, Intelligent, Devious

Damage Thorny weapons 1d4 (*close*)

HP 2 Armor 1

Diminutive, wirey, thorny-hided creatures that enjoy laying traps and singing childish songs.

Instinct To trick and torment

- * Slip into the shadows
- * Entangle them
- * Scratch their eyes out

Escape from the Plague Pits

Player Intro

The last thing you recall, you had fallen asleep on the village green after the harvest festival. Now your head is pounding, but you don't remember drinking that much. What is this place—some sort of pit? Friends and family crowded together in the stench-filled dark. Some unmoving, some awake and frightened. Faint torchlight flickers through the grate covering mouth of the pit, far above. Why are you here?

Questions

- * Who here is kin to you?
- * Just how bad is that rash?

Stakes

- * Who among the Villagers will end their days serving the Nosomancer?
- * Will the Hundred Plagues of Natofax be unleashed upon the world?

Adventure Moves

When you **make it out of the pit**, you find yourself in a torchlit place, filled with many such pits. 2d4 doorways lead away into the pitch-dark Maze.

When you **dare the Maze**, roll +WIS:

- 10+ You find a unique area (GM choice).
- 7-9 You find a common area (roll for it).
- 6- Mark XP, and GM makes a move.

When you **suffer a Plague**, roll +CON:

- 10+ You feel queasy, but shake it off.
- 7-9 You show a symptom (ask the GM).
- 6- Mark XP, and GM makes a move.

The Maze - Unique Areas

- ☐ The Oublette
- ☐ Den of the Blighted
- ☐ The Midden
- ☐ Lair of the Blight Beast

- ☐ Laboratory of Natofax
- ☐ A twisting stair to the surface

The Maze - Common Areas

- 1 A collapsed dead-end.
- 2 A door of black wood (locked?)
- 3 A straight or turning passage.
- 4 A 3- or 4-way intersection.
- 5 A room containing something useful.
- 6 Stairs going up or down.

The Blighted

Horde

Damage Tooth and nail 1d4 (close)
HP 2 **Armor** 0

Experimental subjects of Natofax.

Instinct To blight them

- * Drag them to the ground
- * Inflict a Plague upon them
- * Welcome them as kin

Natofax the Nosomancer

Solitary, Organized, Intelligent, Devious
Damage Plague dagger 1d6+1 (close)
HP 8 **Armor** 0

Special Quality Sorcerer-alchemist

Father of the Hundred Plagues.

Instinct To unleash the Plagues

- * Summon the Blighted
- * Conjure a cloud of Plague
- * Shriveled them

The Hand of St. Ignys

Player Intro

The noontime sky is dark. Rain, relentless. Mud, ankle-deep. Crofters wring their hands, bemoaning the loss of field and livestock. For the Reliquary lies empty. The Hand of St. Ignys—protector of all you know—is gone. The priest, once a comfort, speaks ceaseless dooms in the downpour: "The gods have forsaken us for our stupidity!" Some of you disagree, and have banded together to prove it. You will find the Hand. You will prove your worth in the eyes of the gods. You will save your home.

Questions

- * Who among you leads this band?
- * Who was Saint Ignys, and why do you believe so fervently in her/him?
- * What holy power is the Hand said to possess, and what evidence have you seen of that power?
- * Why have the Standing Stones been shunned since time immemorial?
- * What makes you think the Standing Stones hold some clue to the Hand's whereabouts?

When you **reach the next stage of your quest**, roll +WIS:

- 10+ You find something useful. Choose 1 from the list below.
- 7-9 You find trouble, but have time to react (ask the GM to describe an imminent danger or obstacle).
- 6- Mark XP, and GM makes a move.
- * A clue, pointing to another place (ask the GM what and where).
- * A mundane object (describe it).
- * A person of interest (ask the GM who).



Stakes

- * Who took the Hand, and why?
- * Who will claim the Hand, or be claimed by it?

Adventure Moves

When you **search among the Standing Stones**, you find evidence of evildoing. Choose whither it points:

- ☐ Into the Forest Perilous
- ☐ To the ruined tower atop the hill
- ☐ To the village graveyard
- ☐ Beneath the Stones themselves

Then, describe the evidence and why it points that way.

Thief Identity & Motivation

- 1 A member of the party, for reasons known only to them.
- 2 A necromancer, to resurrect and enslave St. Ignys.
- 3 A demonic creature, in search of sustenance.
- 4 An arcane scholar, seeking knowledge and power.
- 5 An agent of St. Ignys, to punish the village and its priest.
- 6 A neighboring village, to claim what is rightfully theirs.

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APPEARANCE		TRAITS																
PORTRAIT	ABILITY SCORES																	
	MAXIMUM CURRENT MODIFIER																	
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