

The Settlement



STATS *(All range from -1 to +3. Used for settlement moves, just like PC stats are used for PC moves.)*

Fortunes

This tracks the health, community spirit, and morale of the settlement. When calamity befalls the settlement or panic spreads, reduce Fortunes by 1.

If it would drop below -1 for any reason, the GM picks one from the list instead:

- ◆ Mark 'Diminished'
- ◆ Mark 'Lacking'
- ◆ Mark 'Malcontent'
- ◆ Folks start to leave: reduce Population by 1

Size

This is capped at +0 to start with. Grow The Settlement to lift the cap.

- 1 is a hamlet (50 people or fewer).
- +0 is a village (150-350 people).
- +1 is a small town (500-1000 people).
- +2 is a large town (1500-2500 people).
- +3 is a city (3000 people or more).

Increase Size by adding new populations to your settlement in play.

Prosperity

This tracks the wealth of the settlement (native resources and trading power).

Cannot exceed Size+1.

Defences

This tracks physical fortifications as well as infrastructure for military defence.

SETTLEMENT MOVES *(Just like regular moves. Agree with the group before rolling.)*

○ Bolster

When you spend time in the settlement in study, meditation or hard practice, gain preparation tokens:

- ◆ 1 token for a week's preparation
- ◆ 2 tokens for a month's preparation
- ◆ 3 tokens for a season's preparation

You can spend a maximum of 1 preparation token on a roll anytime in the future to add +1 to the result, as long as it is a move which your preparation has prepared you for. Decide whether to spend the token after you roll.

○ Deploy

When you send your settlement's people into danger or rally them against an attack, roll +Defences. On 10+, it goes as well as can be expected. On 7-9, it works, but choose 1 from the list below; if the settlement is acting from a position of strength, choose collectively, otherwise the GM chooses:

- ◆ It's less effective than you expected
- ◆ Injuries abound. Mark 'Diminished'
- ◆ The GM picks a named NPC involved in the action. They die

○ Muster

When you press every able body into defence of the settlement, reduce Fortunes by 1, then roll +Population. On 7+, the settlement is alert and ready for action: increase Defences by 1 for as long as the muster holds. On 10+, also pick 2; on 7-9, also pick 1:

- ◆ Everyone's willing to pitch in; don't reduce Fortunes after all
- ◆ The muster holds together as long as the threat lasts, even without your presence
- ◆ 1 or 2 individuals show surprising potential; decide (or ask the GM) who and how

○ Pull Together

When you set the community to work on improvements, to secure new resources, or to make major repairs, spend whatever the GM says is required (time, Surplus, etc.) and roll +Population. On 10+, the job gets done. On 7-9, pick one:

- ◆ It gets done, but at the cost of other work, which doesn't. Reduce Fortunes by 1
- ◆ It gets done, but the work is crude and shoddy
- ◆ It gets done, but the effort leads to resentment
- ◆ It gets done, but the effort leads to injury
- ◆ It gets done, but the effort unearths a new threat
- ◆ It can only get done if an unforeseen cost, requirement or challenge is first addressed

○ Requisition

When you borrow some of the settlement's Assets for an expedition, roll +Fortunes. On 10+, go ahead, but just make sure you bring it back safely. On 7-9, you'll need to do some convincing. On 6+, mark experience as usual. You can take the Asset with you if you want, but if you do, reduce Fortunes by 1.

○ Return Triumphant

When you return home in triumph, having saved your fellows, put down the threat, secured the settlement's near-term future or whatever, clear one of the settlement debilities. If it has no debilities, then increase Fortunes by 1 instead.

SETTLEMENT DEBILITIES *(Inflicted through loss of Fortune or narrative circumstance.)*

○ Diminished

The settlement is weakened by injury, sickness, or crippling doubt. Take disadvantage on all settlement moves.

○ Lacking

The settlement is riven by distrust, hoarding, or severe shortages. Whenever you roll with Prosperity, treat it as 1 lower than it actually is.

○ Malcontent

People are angry, afraid, or despairing. All settlement moves require a Persuade before they can be taken. If a move would normally require a Persuade anyway, the roll is made with disadvantage instead. In addition, when you roll for Surplus at the start of a season, reset Fortunes to +0 instead of +1.

ASSETS

(Assets are owned by the community as a whole. If you want to take an Asset with you on an expedition, you need to Requisition it.)

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Buildings

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Industry

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Treasures

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Seasons

At the start of each season, roll as shown below.

Spring

The most hopeful PC rolls +Fortunes. On 10+, roll 1d4-1 and gain that much Surplus. On 7-9, Surplus doesn't change. On 6 or less, the settlement will face hardship this season. Then reset Fortunes to +1.

Summer

The most content PC rolls +Fortunes. On 10+, roll 1d4 and gain that much Surplus. On 7-9, roll 1d4 with disadvantage and gain that much Surplus. On 6 or less, the settlement will face hardship this season. Then reset Fortunes to +1.

Autumn

The most determined PC rolls +Fortunes. On 10+, roll 1d4 with advantage and gain that much Surplus. On 7-9, roll 1d4 and gain that much Surplus. On 6 or less, the settlement will face hardship this season. Then reset Fortunes to +1.

Winter

The weariest PC rolls 1d6+Size and reduces Surplus by that amount. If this would take Surplus below 0, instead set Surplus to 0, reduce Fortunes by 1, and pick 1:

- ◆ Reduce Size by 1 due to death, decrepitude and departure
- ◆ An important community resource is lost or not maintained
- ◆ An important NPC dies, their role unfilled
- ◆ Your PC dies, leaves or retires from play

Then roll +Fortunes. On 10+, the winter is mild. On 7-9, the winter is moderate and the settlement must consume 1d4+Size Surplus more before Spring, or suffer the same consequences again. On 6 or less, the winter is harsh; in addition to the result for 7-9, all expeditions will face severe and adverse weather.

Surplus

SETTLEMENT UPGRADES

(Start working on one whenever the group agrees. Players and the GM can always invent more.)

○ Build A Marketplace

Our settlement is at most an afterthought for traders in the area. We need to change that.

Requires 1 of the following:

- A compelling product or service unavailable elsewhere
- Establishing some other reason for outsiders to visit

And at least 2 of these:

- A proper inn
- A dedicated site for the market itself
- A trusted arbiter, able to enforce their own rulings on matters of trade

When you mark the necessary requirements, gain +1 Fortunes. Henceforth, when the Seasons Change to spring, summer, or autumn and the market is active, it generates Surplus equal to Size (minimum 0).

○ Divert The Stream

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

Requires 2 of the following:

- Some method of making water flow uphill
- A series of aqueducts, from the stream's source back to the settlement
- A reservoir to contain the diverted water

When you first meet the requirements, gain +1 Fortunes. Henceforth, when you roll +Fortunes for the Seasons (spring, summer, or autumn), you have advantage.

○ Grow The Settlement

Things are getting crowded. We could use more room.

Requires 1 of the following:

- Skill and expertise to adapt current housing
- Space to expand with new buildings (-1 Surplus from future autumn harvest)

And then:

- Pull Together successfully 4 times in successive months, each time spending 1 Surplus and 1 cartload of timber

When you first meet the requirements, gain +1 Fortunes and lift the cap on Size.

○ Herd Steeds

Imagine what we could do with trained horses... or some other domesticated beasts of burden!

Requires all of the following:

- A designated building site for a proper stable
- Pull Together to build the stable, spending 1 Surplus

and a cartload of timber

- A herd of about a dozen animals acquired somehow
- Someone skilled in training the animals
- Saddles, harnesses
- Pull Together to have a couple of dozen people from the community learn to ride, spending 1 Surplus

- Someone to mind the herd and stable full-time

When you first meet the requirements, gain +1 Fortunes and add the herd to the settlement's Assets. Henceforth:

- ◆ When you Pull Together and use the herd, take +1
- ◆ When summer begins, the herd gains d4+Fortunes foals; last year's foals become yearlings; and last year's yearlings become adult steeds ready to train
- ◆ When winter begins, the herd requires 1 Surplus per 6 adults or yearlings. For every Surplus not consumed, 1d6 adults or yearlings are lost

○ Hunt Big Game

Larger herds form out on the flatlands each spring. You can learn to hunt them.

Requires 2 of the following:

- Herd Steeds (see above)
- Cooperating with people who already know how
- A cunning plan

And then:

- A successful first hunt (played as an expedition)

When you first meet the requirements, gain +1 Prosperity. Henceforth, when you lead the hunt in spring, roll+Fortunes. On 10+, gain 1d4 Surplus. On 7-9, gain 1d4 Surplus but pick 1:

- Some of the steeds are lamed or killed
- Townsfolk are injured (-1 Fortunes)
- An NPC on the hunt is killed
- Other people on the island are somehow offended
- The herd is weak: if you hunt next year, they will be wiped out

○ Improve Rainwater Collection

Filling the ancient cistern takes a lot of work. Surely we can do better!

Requires all of the following in order:

- An engineer of some skill to design a system of roofs and gutters
- Enough slate or terracotta to roof the buildings and build the gutters
- Pull Together successfully 3 times in successive months, each time spending 1 Surplus

When you first meet the requirements, gain +1 Fortunes. Henceforth, all rolls to generate Surplus have +1.

○ Start An Inn

If this island is ever going to return to civilisation, we are going to need public houses. Let's start here!

Requires all of the following, in order:

- Friendly connections with several other settlements
- Safe travel between friendly settlements
- An engineer of moderate skill
- Furnishings, equipment and material
- Pull Together in 2 consecutive months, each spending 1 Surplus
- A small, devoted staff (innkeep, cook, ostler, etc.)

When you mark all of the requirements, name the inn and gain +1 Fortunes. Henceforth, when the Seasons change, whoever is friendliest rolls +Fortunes. On 10+, ask the GM 3 questions about the wider Westernmost Isle. On 7-9, ask 1 question. On 6 or less, still ask 1 question, but the GM also describes some trouble that stems from the inn or its guests.

DEFENSIVE UPGRADES

○ Palisade

A wall of sharpened logs, over 2 metres tall, enclosing the entire settlement.

Requires all of the following, in order:

- Around a thousand good logs, far more than can be scavenged nearby
- An engineer of moderate skill
- Lots of rope, nails, pitch and other supplies
- Pull Together and spend 1 Surplus

When you mark all of the requirements, gain +1 Fortunes and +1 Defences.

Professional Militia

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

Requires a veteran warrior and tactician, able to command a crowd's respect.

Each season, you may choose a tactic from the list and Pull Together, spending 1 Surplus for gear and first aid:

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

When you rely on a tactic that the militia has trained in, you get advantage to Deploy.

○ Township

Will this settlement be at the heart of a future flourishing and prosperous Westernmost Isle?

Requires all of the following, in order:

- Size +2 for a whole year
- Grow The Settlement
- A formal government of some sort
- Divert The Stream or Improve Rainwater Collection
- Two other upgrades (excluding defensive ones)

When you mark all of the requirements, increase Size by +1. Henceforth, at the start of spring and summer, the settlement generates additional Surplus equal to Size; but at the start of winter, Surplus is reduced by $2d6 + \text{Size}$ instead of $1d6 + \text{Size}$.

○ Stone Wall

No mere palisade of wood, but a mighty stone rampart.

Requires all of the following, in order:

- A great supply of stone
- An engineer of exceptional skill
- A stonecutter of considerable skill
- Equipment, tools and materials
- Pull Together 3 times in successive months, each time spending 1 Surplus

When you mark all of the requirements, gain +1 Fortunes and +2 Defences (or +1 if you already had a Palisade). Henceforth, the settlement consumes 1 less Surplus than normal at the start of winter.

○ Weapons Of War

Spears are great, but how about axes and swords?

Requires either:

- Acquiring a few dozen good swords, battleaxes, maces, flails, warhammers

Or all of these:

- A smith of considerable skill, with an able staff
- A cartload of good iron ore
- A year of work by the smith

And then:

- Pull Together to train and drill the militia with these new weapons, spending 1 Surplus

When you mark all of the requirements, gain +1 Fortunes and +1 Defences. Henceforth, you can add maces, flails, battleaxes, all types of swords and warhammers to the Gear list. Your battleaxes and swords have x piercing, where x is the settlement's Prosperity.

When you Deploy your forces by having them engage a foe which has inferior weapons, you count as acting from a position of strength.