



STEADINGS & FOLLOWERS

A GM TOOL SUPPLEMENT FOR DRAGONBANE

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STEADINGS

"We're all just trying to be comfortable, and well fed, and unafraid."

— BECKY CHAMBERS, A PSALM FOR THE WILD-BUILT

A steading can be any secure place of civilization, from a small countryside hamlet up to a capital city of an empire. People live here full-time and go about their trade and business. For adventurers, a steading offers a secure place to rest, hear rumors, take on quests, buy provisions and procure specialized items.

The rules here can be used either by GMs to build and progress settlements in their game worlds, or for players to start building up or improving their chosen home village, or even to start their own settlement from the ground up. In either case, the rules are meant as quick and simple guidelines, not as iron laws that cannot be changed. When in doubt, work it out with your table.

MEASURING TIME

Four more units are used to measure time in the long-term game. *Days* and *weeks* are used for things like travel, while *months* and *seasons* are mostly used for steading and world development.

UNIT OF TIME	DURATION	ENOUGHT TIME TO...
Day	24 hours	Work for 2 shifts or travel 30 kilometers
Week	7 days	Heal some injuries or build a small structure.
Month	4 weeks	Heal any severe injury or build medium structure.
Season	3 months	Build a large structure.

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STEADING FEATURES

POPULATION

The population of a steading is measured in households of about 5 people on average. Each household specializes in an occupation or trade, like farming, or a craft, and usually have one or two members in charge.

STEADING DICE: The size of a steading determines its Steading Die, which is used for some random tables, such as the recruiting hirelings or the wandering trader table.

SIZE	HOUSEHOLDS	DIE
Hamlet	1–10	D4
Village	10–100	D6
Town	100–1000	D8
City	1000+	D10

SURPLUS: In largely self-sufficient communities, the most important resource is a surplus of food. Most households in a steading are farmers and produce enough food to feed themselves, plus one surplus that can feed another person in the community. 1 Surplus equals roughly a month worth of food for one person.

FAMINE: If a steading's surplus production drops below its total surplus costs, people don't have enough to eat and go hungry, and food prices skyrocket.

UNREST: If famine or external troubles grow too dire and those in charge do not seem to take any effective action, the population of a steading will start to protest or even revolt – tensions are high and guards on edge.

STEADING ASSETS

Every steading has some important landmarks, buildings, institutions or people that make it unique, influential or simply an attractive place to live.

STRUCTURES: A steading develops through the use of structures like a palisade or tavern. You can find a collection of example structures on the following pages.

NAMED PEOPLE: Aside from the faceless masses, a steading has a number of named inhabitants, including the artisans who run structures, a guard captain or lord.

STEADING DEFENCE

A steading has to defend itself from roaming monsters, bandits or attacking armies. These can attack a steading and destroy its structures, threatening its survival. A steading can either depend on its inhabitants to form a militia, or employ full-time guards by spending surplus.

MILITIA: A steading can muster a militia of about as many fighters as there are households. These volunteers don't cost any surplus but are only equipped with simple weapons like spears and short bows. They are untrained, with an average skill rating of 7 in both weapons.

GUARDS: A trained guard or defender costs 1 supply and is at least a novice in a weapon skill. There are different types of guards, either specialized in ranged or melee fighting. Steadings usually don't employ individual guards, but recruit units of 5 guards for 5 surplus.

STEADING STRUCTURES

The following structures – farms, hunters, a mill – build the foundation of most settlements you will find in your world. They generate food and other basic goods that the people require to live in a place long-term. When lacking these, a steading will likely have to import both food and basic materials to survive.

STAFF & COST: Many structures require an artisan or worker to run. They bring a family or work crew with them and require 5 surplus to live in the steading. In return, they offer their services to the steading.

SURPLUS COSTS: The surplus produced, as well as the surplus costs of a structure, are typically due every month. So if the steading doesn't change, you don't need to track them every month. Simply note the total surplus produced by the steading and make sure that the total costs remain below the total surplus produced.

REQUIREMENTS: Most structures require permanent access to a source of material, a resource, a type of land or access to another type of structure to work.

FARMSTEAD

Fields of grain surround a rugged homestead, the smell of manure and animals fills the air.

- ◆ **Staff:** A farmer
- ◆ **Requires:** fertile land, a mill & a blacksmithy

EFFECT: (+1 surplus) A self-sustaining farm that grows crops and vegetables. *Without access to a smithy & mill, surplus production is halved.*

ANIMAL BARN UPGRADE: **Requires:** A pasture & one of the following: wool (sheep); milk (cows or goats); eggs (chickens); honey (bees)

CONSTRUCTION

Most steading structures require about a month to build, or two if they cost 10 surplus to run. Most farmers and artisans build their own homes and workshops, often with the help of some neighbors or one or two hired helpers. This means that during construction, they are not able to work or craft items yet, but also don't need professional builders to get settled.

UPGRADES: Some structures can be upgraded to gain more functions. Each upgrade takes about a month to build and can only apply once, unless otherwise stated.

BUILD COSTS: Some structures have a build cost and require access to a material like stone or wood to construct. Unlike the normal costs, build costs have to be paid only once during construction by employing build crews.

BUILD CREWS: Build crews are made up of a builder and about 4 helpers. Each build crew working for one month reduces the build costs by 5 surplus. Multiple crews can work together on the same structure to reduce the construction time. For example, a build cost of 20 surplus can be paid by 1 work crew working 4 months, by 2 crews working 2 months, or 4 crews for 1 month, etc.

LUMBER CAMP

A woodcutter camp and sawmill that cuts wood in a nearby forest and produces lumber.

- ◆ **Staff:** A woodcutter crew **Costs:** 10 surplus
- ◆ **Requires:** A forest

EFFECT: Fells trees and supplies wood to a steading. Reduces the number of hunters that can effectively hunt in the area by 2.

HUNTING LODGE

A wooden cabin near the forest, decorated with pelts and trophies of past hunts.

- ◆ **Staff:** A hunter **Requires:** hunting grounds

EFFECT: (+1 surplus) Hunts deer, boars or rabbits and supplies hides. A typical forest can only support up to 10 hunters.

STONE QUARRY

A company of stone cutters digging into a solid rockface and cutting the stone to size.

- ◆ **Staff:** A stonemason crew **Costs:** 10 surplus
- ◆ **Requires:** A mountain or rock face

EFFECT: Cuts into the mountain and supplies stone to a steading. Can also craft decorations.



TAVERN

A large building with a thatched roof and half-timbered walls. Cheery voices spill out onto the street, along with the smell of roasted boar.

- ◆ **Staff:** Innkeeper & cook **Costs:** 5 surplus

EFFECT: Serves food and homemade ales at normal prices. Turns 1 Surplus into 1 gold for every 30 customers it serves.

INN UPGRADE: (**Staff:** A housekeeper) Also offers lodging in a dormitory or private rooms at normal prices.

MILL

At the edge of the village is a small mill's gears grind slowly almost day and night.

- ◆ **Staff:** A miller **Costs:** 5 surplus
- ◆ **Requires:** An animal (Cost: +1 surplus)
 - OR steady wind (Windmill)
 - OR water stream (Watermill)

EFFECT: Grinds wheat into flour for all farms.

BAKERY UPGRADE: (**Staff:** A baker) Bakes bread from flour and sells it as field rations.

BLACKSMITHY

The hot glow of a forge shines through the smoke, heavy hammer blows can be heard throughout the steading.

- ◆ **Staff:** A blacksmith **Costs:** 5 surplus
- ◆ **Requires:** metal source

EFFECT: Enables a blacksmith to craft common and uncommon metal items and do repairs. Supply depends on artisan rank.

FORGE UPGRADE: (**Requires:** Master rank, 15+) Enables a master blacksmith to produce rare and mastercrafted weapons and armor.

MARKET SQUARE

A square at the center of town offers space to traveling merchants to put up their stalls and offer their wares to locals and travelers alike.

- ◆ **Build Costs:** 5 surplus & stone
- ◆ **Requires:** A nearby inn

EFFECT: Attracts wandering traders. Each week, roll a steading die on the table below to see what merchant passes by. It takes 1 surplus for them to stay for a week and sell their wares or services:

ROLL WANDERING TRADER

1–3 **NONE.** No trader passes by.

4 **PEDDLER.** Sells most common goods (except food, weapons or armor) and uncommon trade goods (p.76).

5 **CLOTHIER.** Sells cloth, clothes (p.75) and offers their repair services (p.80).

6 **APOTHECARY.** Sells medicine (p.79) and offers their healing services (p.80).

7 **FORTUNE TELLER.** Sells uncommon studies & magic items (p.77) and tells your fortune for only 7 silver.

8 **RARE CURIOS.** Sells most rare items (except weapons or armor), musical instruments (p.75) and jewelry.

9–10 **ROLL TWICE.** Re-roll twice on the table.

MEDICINE HUT

A small hut that serves as a place of healing and as the workshop of a herbalist.

- ◆ **Staff:** A herbalist **Costs:** 5 surplus
- ◆ **Requires:** a forest nearby or a garden

EFFECT: Offers healing of wounds (Rulebook p.52) and diseases (p.53) and sells medicine and even poisons to those trusted enough.

ORE MINE

A hole in the ground to dip out precious gems, valuable metals or useful materials like coal.

- ◆ **Staff:** A miner **Costs:** 10 surplus
- ◆ **Requires:** A deposit of ore, coal or gems

EFFECT: Provides a precious resource to the steading, either metals, coal, or precious gems.

CARPENTER'S SHOP

A messy wood workshop, the noises of saws, hammers and the scent of sawdust fill the air.

- ◆ **Staff:** A carpenter **Costs:** 5 surplus
- ◆ **Requires:** wood source

EFFECT: Crafts furniture and structures made out of wood and offers repairs. Also sells smaller wooden items like flutes, torches or shields.

MANOR HOUSE

A large building where the lord's own family lives with a number of servants and retainers.

- ◆ **Lord:** A noble or sheriff **Costs:** 20 surplus
- ◆ **Build Costs:** 20 surplus, wood & stone
- ◆ **Staff:** a steward, a cook, a couple of house servants & a stable hand.

EFFECT: Can trade 20 surplus for access to a resource like stone, wood or metal. Collects the remaining surplus as taxes and secures protection and patronage by a more powerful feudal lord.

DECREES: Each month (or season), the lord of the steading can issue a decree. Roll a steading die or choose from the table below to see which decree is issued and what it costs the steading:

ROLL DECREE

1–4	NONE. No special events planned.
5	FESTIVAL. (1 surplus/10 households) A harvest or light festival at month's end.
6	ORNAMENT. (Build Costs: 5 surplus) A statue or fountain for the town square.
7	MARKET FARE. (1 surplus/5 households) With stands and artists at month's end.
8	AMNESTY. All small debts and crimes are pardoned the first day of the month.
9	GREAT WORK. (20 build crews for years) A grand temple, university or palace.
10	ROLL TWICE. Re-roll twice on the table.

BOWYER'S SHOP

A small workshop full of bows and arrows.

- ◆ **Staff:** A fletcher **Costs:** 5 surplus
- ◆ **Requires:** wood source (*blacksmithy)

EFFECT: Crafts and sells bows, crossbows*, and quivers of arrows or bolts (iron heads*).

TAILOR'S SHOP

A warm shop filled with various cloths, fabrics, clothes, shoes, hats and colorful costumes.

- ◆ **Staff:** A tailor **Costs:** 5 surplus
- ◆ **Requires:** Fabrics, cloth, thread, leather

EFFECT: Offers repairs of shoes and clothes, sells common clothing and tailors custom orders.

GENERAL GOODS STORE

A simple little shop with a musty smell and shelves full of more or less useful items.

- ◆ **Staff:** A merchant **Costs:** 5 surplus
- ◆ **Requires:** A town or city

EFFECT: Sells most common goods (except food, weapons or armor) and uncommon trade goods (Rulebook p.76).

FORTIFICATIONS

Fortifying a steading requires building walls, gates and towers along its perimeter. When you build a palisade or wall, decide how many gates it has and place them somewhere reasonable along the wall.

Guards towers are placed in viewing distance of each-other along the walls or, if no walls are present, at the perimeter or the steading.

PALISADE

A wooden wall of sharpened logs wraps around the steading, standing about four meters high.

- ◆ **Build Costs:** 20 surplus & wood

EFFECT: Prevents attackers from entering the steading. Has to be broken (HP 100, armor rating 12) or scaled to enter by force.

GUARD TOWERS

A number of small towers stand along the perimeter of town, guarding it day and night.

- ◆ **Build Costs:** 10 surplus & wood

EFFECT: Increases the shooting range of ranged defenders on the towers by 10 meters. Grants a boon to defenders on top and imposes a bane to attackers below it (HP 100, armor rating 12).

STONE WALL

A tall fortification of solid stone protects the steading, with walkways and battlements.

- ◆ **Build Costs:** 60 surplus & stone

EFFECT: Prevents attackers from entering the steading. Has to be broken (HP 200, armor rating 20) or scaled to enter by force.

FORTIFIED TOWERS

Large imposing stone towers with arrowslits, battlements, and machicolations.

- ◆ **Build Costs:** 30 surplus & wood

EFFECT: Increases the shooting range of ranged defenders in the towers by 20 meters. Grants a boon and cover to defenders inside the tower (HP 200, armor rating 20).

STEADING DEFENCE

THE POINT-CRAWL BATTLEFIELD

Label a number of strategically important points in the steading, such as the gates, central squares, bottlenecks, a keep, or long stretches of the wall. Then draw connections between points that can be reached from each other – try to make it, so player have some interesting choices.

BATTLE GROUPS: All combatants that take part in the battle can be put into groups of around 5 creatures of the same type. Strong monsters or especially powerful bosses count as a group by themselves.

DEFENDERS: Defender groups stationed on a wall or tower defending against attackers from the outside gain a boon on their rolls as long as the wall or gate has not yet been breached.

THE PARTY: The player characters form their own group and can move along the battlefield like any other group.

You can split up into smaller groups or even single player characters and each move along the battlefield separately. Beware, however, that splitting the party has to be done with great care and caution!

BATTLE ACTIVITIES

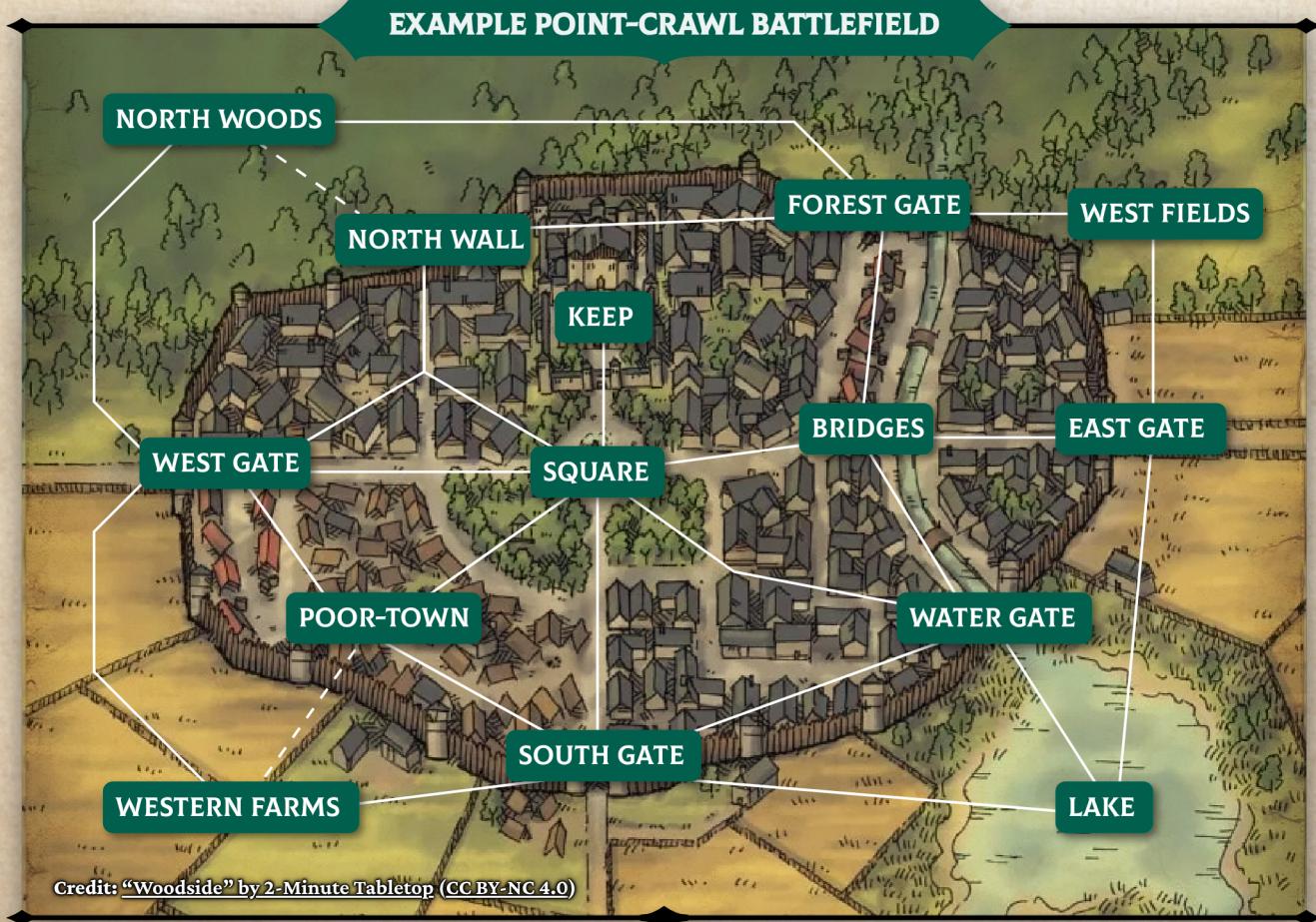
The battle plays in turns of one stretch each. Each stretch, a group can move between two connected points and engage in one activity. However, if two opposing groups occupy the same point, they cannot move away until either one defeats the other or until one side flees the encounter with successful EVADE rolls.

COMBAT ENCOUNTERS: When you enter a point occupied by one or more enemy group, a combat encounter starts. Play out the scene like a normal combat, placing enemy combatants and allies as fits the situation.

BACKGROUND ACTIVITIES: If two opposing groups meet while the players are not there, resolve their encounter with a open opposed roll on their primary weapon skills (15 for monsters). Each group rolls their skill separately, the side with the most successes wins the encounter.

DESTRUCTION: When an attacking group is left alone for a turn, it can use its activity to destroy structures nearby, like burning fields or houses. Or it can breach a section of the wall – if successful, draw a new connection across.

EXAMPLE POINT-CRAWL BATTLEFIELD



THE GROUP

"I don't know half of you half as well as I should like; and I like less than half of you half as well as you deserve."

— J.R.R. TOLKIEN, THE FELLOWSHIP OF THE RING

Your group of PCs is the main focus of every game, but its character and goals often remain undefined. This chapter offers some rules to flesh out the group and build a home or base of operations.

GROUP IDENTITY

Every adventuring group is defined by its quirks and features. How you came together and what keeps you from going your own separate ways.

UNITING EVENT: Your group came together at one point for a specific reason. Write down what brought you together and your relations towards each-other. Are you a group of mercenaries, members of a secret order, in the service of a lord, or simply treasure hunters?

What brought you together must not be what keeps you together. But it is the uniting event of your group's history. It should only be replaced if you experience something even more defining during your adventures.

GOAL: No matter your origins, your group stays together for a shared cause. While each character might have their own reasons to stay, set a common goal for your group. This can be as simple as to find treasure and earn money, or it can be way more complicated.

When your group has reached their current goal or comes to find that they no longer have reason to pursue it, you can set a new common goal for the group.

GROUP ROLES

To make things easier on your GM, consider dividing the following roles among the PCs:

QUARTERMASTER: You track shared wealth, manage pack animals and buy enough rations. You're the brains of the group.

GUIDE: You chart your travel routes, track the shifts in a day, and find a good place to make camp. You're the eyes of the group.

TASKMASTER: You keep a record of your contacts, quests, tasks and group reputation score. You're the face of the group.

OPEN QUESTIONS: To flesh out the origins and current situation of your group, ask some leading questions at the beginning of your adventure. For some example, see the boxed text below.

EXAMPLE GROUPS

MERCENARIES

You formed after the end of a war in which you fought, most of you only know a life of combat.

GOAL: To make money by selling your services

- ◆ What war did you fight in?
- ◆ Which side were you on, winning or losing?
- ◆ Which old comrades are still out there?

REMNANTS

You are what remains of a noble house or fallen kingdom after the death of its last heir.

GOAL: To find a new purpose or forge your own

- ◆ What lord or realm did you serve?
- ◆ How did they all perish?
- ◆ How did you survive the fall?

FUGITIVES

You fled an oppressive regime or escaped imprisonment after a failed attempt of rebellion.

GOAL: To find the means to enjoy your freedom

- ◆ What regime did you flee from?
- ◆ Why were you persecuted?
- ◆ Who is still looking for you?

OATH BOUND

You are members of an ancient but secret order bound by oath or creed to protect the land.

GOAL: To uphold the oaths you swore

- ◆ What are you sworn to protect from what?
- ◆ Were you drafted or did you volunteer?
- ◆ How many of your order remain?

REPUTATION

"The nicest feeling in the world is to do a good deed anonymously – and have somebody find out."

— OSCAR WILDE

Reputation is a valuable and hard to come by resource. While adventuring and accomplishing great deeds, your group will gather a certain reputation. Whether it is one of nobility and heroism or one of villainy and greed – that is up to your deeds.

A LIST OF YOUR DEEDS

At the end of a session, if you have accomplished a mighty deed that session, write it down in your reputation list. When deciding whether it is important enough for the list, ask the following questions:

- ◆ Is it something few people could or have done?
- ◆ Does it affect many people positively or negatively?
- ◆ Can news of it spread, or are all witnesses dead?

Write your worst deeds, that people fear or hate you for, at the bottom, starting at 20, counting down. Write your noblest deeds, that people love or admire you for, at the top of the list, starting with 1, counting up. If a deed is especially noteworthy, heroic or vile, it can take up two lines – or more if it is really impressive.

Good and bad deeds can overlap in the middle of the list, see the example on the right, but you can never have more than 20 good and 20 bad deeds on your list.

SPREADING RUMORS: With some effort or a dragon roll, you can spread lies or rumors about you, to write down a fake deed and portray it as heroic or villainous. You can also try to flip a bad deed to the good list, or vice versa, this way. Or you can sing of your heroic deeds, to increase the line count of a deed on the list.

SETTING THINGS RIGHT: If you have committed a crime or wronged people, you can try to make amends and make things right again. If you do, you can strike through the bad deed. Whenever someone rolls it again, they have heard that you paid your dues.

INDIVIDUAL REPUTATION

If your group often splits up, or is in a large campaign with many sub-plots, you can track reputation lists for each character and roll reputation rolls separately – some of you might be recognized while others remain unknown. Joint deeds can be written down on all the separate lists.

REPUTATION ROLLS

When you enter a tavern, approach a town gate, or have an audience at a noble's court, you can make a reputation roll to determine whether people have heard of you. If you roll low enough to roll a number on your good deeds list, assume that they have heard of the good deed that was rolled but probably also good deeds below it on the list. If you roll high enough to roll a number on your bad deed list, they have heard the bad deed rolled and bad deeds above it.

BOONS & BANES: Reputation rolls can be rolled with one or more boons or banes, depending on a number of circumstances. An NPC who is already positively disposed towards your group has maybe mainly listened to positive things, they roll with a boon. Your rivals, who mainly seek for leverage against you, roll with a bane.

EXAMPLE LIST OF DEEDS

D20 ↓ GOOD DEED

1	Saved village from ogres	
2	Found the lost children	
3	Won the chicken race	← got caught cheating
4	Gave 100 gold to the...	
5	...burnt-down orphanage	
6	Mediated peace between...	
7	...blood-feuding clans	
8	Returned the holy shroud	
9	Helped a ghost find peace	
10	Slayed a dragon that...	Ate a sentient rabbit
11	...attacked the city	Used evil magic to...
12	Saved two children...	...interrogate a suspect
13	...from a forest witch	Killed a prisoner
14	What they might know	Released an angry...
15		...demon into the world
16		Intimidated a witness
17		Sold cursed item
18	Cleaned it up again →	Honored in the well
19		Started tavern brawl
20		Enslaved a goblin

D20

You rolled a:

12

REPUTATION OPTIONS

FACTION-BASED REPUTATION

Different groups or factions might have differing opinions about what counts as good or bad deeds. One way to deal with this is to have a general list tracked by the players, which normal folk, villagers and the like roll on, and separate lists, written by the GM, for faction members to roll on. What counts as good or bad depends on the interests and creed of the group in question.

STARTING REPUTATION

You can give your player characters a number of deeds to begin with, work out what they have already achieved before the start of your game, as part of their backstory, and make a list of deeds. If you are young, you get 2 deeds, 4 if you are adult, or 6 if you are old. If you only have a group list, take the highest number in the group, and each member provides at least one deed to the list.

DARK SECRETS

If you want to spice things up, each player character can start with a dark secret. Roll on the table below, or make up your own for every member of the group.

On the deed list, take the line with number 20 and write “Dark Secret” on it. Now, whenever a demon is rolled on a reputation roll, the person recognizes one of you and knows their dark secret. They might be someone from your past or knows someone you know. The GM can either decide who they know, depending on what makes most sense in the narrative, or number each PC through and roll a die on it.

LOCATION AND TIME

You might have become famous in one area of the world, but nobody has heard of you on the other side of that large mountain range – or beyond the ocean. When you move to a place that is far enough away that your reputation did not spread there, but close enough that people might have heard some rumors, make a new list of deeds, lower the line count of every entry by one (or 2 if it's really far), and only keep the deeds that remain.

The same method can be used if you return a long time later or jump forward in time for several years, so people have forgotten the smaller deeds on your list.

EXAMPLE MOVE

D20 ↓ OLD LIST	↓ NEW LIST
1 Saved village from ogres	Gave 100g to orphanage
2 Found the lost children	Meditated peace ...
3 Gave 100 gold to the...	
4 ...burnt-down orphanage	
5 Mediated peace btw...	
6 ...blood-feuding clans	

DARK SECRETS BY PROFESSION

D6	ARTISAN	BARD	FIGHTER	HUNTER	KNIGHT
1-2	You are known for shoddy work	You were once booed off the stage	You started many fights while drunk	You were outcast by your own village	You never finished your initiation trials
3-4	You hit customers and apprentices	You actually have a family back home	You are brutal and desire to inflict pain	You were scarred by a demon attack	Your family lost their wealth & title
5-6	You killed someone with that tool	You once escaped a jealous husband	Cultist hunt you for killing one of theirs	You left a friend to die in the woods	You have assumed a knight's identity

D6	MAGE	MARINER	MERCHANT	SCHOLAR	THIEF
1-2	You were technically dead for an hour	You used to be a feared pirate	You have large gambling debts	You plagiarized your graduation thesis	You ratted out your former gang
3-4	You were caught doing dark rituals	You're sworn to keep a treasure secret	You have ripped off a lot of people	You consumed a lot of halfling weed	You stole from an influential person
5-6	You accidentally got your master killed	You are wanted in another port	You sold weapons to both sides of a war	You are accused of libel by a petty noble	You have a huge open bar tab

CHARACTER HOMES

"We're all just trying to be comfortable, and well fed, and unafraid."

— BECKY CHAMBERS, A PSALM FOR THE WILD-BUILT

Your home is a place to rest, recover, and prepare for new adventures. A player home is typically part of or located close to a steading or another source of food and services. If not, you will have to hunt or grow your own food, which can be both time-consuming and dangerous.

TYPES OF HOME

Your player home can take on different functions depending on its type and room functions.

RESIDENCE: If you simply rest and recover in your player home, it is a residence. This can take the form of a simple house, a grand mansion, or even a fortified keep. While you can have servants or hired guards also living in your residence, its basic function remains rest and recovery.

BUSINESS: If your player home is also a source of income, it is a business. For example, you could own a farm that grows crop, or run a tavern or inn, or live above your workshop. If your business relies on continued care, such as a farm or inn, you will have to hire help (see "Followers") to maintain it while you are on adventures.

SPECIAL: Aside from a residence or business, your player home can also take on more exotic or mysterious forms. If you live in a pocket-dimension, a ship on the high seas, or in a sanctum protecting the portal to hell, your player home will have its own special rules and functions.

BUILDINGS

To build a home, you need a building like a hut or a house – or a fully enclosed wagon if you want it to be mobile. The building provides shelter and warmth, which allows you to rest without a BUSHCRAFT roll.

LOCATION: A building can either be located in or outside a steading, or be mobile, as in the case of a caravan, see below. While inside a steading it counts as a safe place to rest, as long as the steading is not under attack.

ROOMS: Every building has a certain amount of rooms. These rooms can be used to house specific functions, such as a kitchen or bedroom. The stated number refers to standard rooms of about 4x4 meters. You can combine rooms as you like to create larger sized halls.

ROOM FUNCTIONS

Rooms can be furnished or built out to house a specific function, such as a bedroom, kitchen or workshop. You can find a list of typical room functions on the next page.

BUILDING ROOMS: To build out a room, you need an artisan with a specific talent, mostly a carpenter, and enough time to build its structures and furniture.

Rooms, workshops, and other inside function typically require one room, while outside functions like a field or garden list their land requirement.

CUSTOMIZING ROOMS: The room functions presented here can be adapted, furniture or small structures swapped, added or removed as you wish. See the appendix I for furniture or small structure prices and descriptions of what they do.

EXAMPLE HOMES (FURNISHED)

STRUCTURE	COST	ROOMS	DESCRIPTION
Caravan	90 gold	1/2	Pulled by two horses (sold separately). Contains a bed, desk, chair, an inside and an outside chest – storing a field kitchen stored away for outdoor cooking.
Shack	50 gold	1	A single room with planks for walls and a dirt floor with a couple of hay beds.
Hut	100 gold	1	A thatched hut with a fireplace, table, a bench and a couple of beds and chests.
Cottage	600 gold	3	A small home with one room that has a cooking area with a fireplace and an eating area next to it, and two bedrooms in the back.
Tavern	1200 gold	5	A half-timbered building, with a kitchen, a common room and a dining room on the first floor. On the second floor are a private bedroom and a study.
House	1300 gold	5	A solid timber and stone house, with a full kitchen, a dining room and a study on the first floor and two comfortable bedrooms on the second floor.
Inn	2400 gold	10	A large house, with a kitchen, a common room and a dining room on the first floor, with a private bedroom and a study in the back. Two rentable bedrooms, a bathroom and a large dormitory are located on the second floor.

COMMON ROOM

Contains a fireplace, bar counter with stools and three tables with chairs to seat 20 people.

- ◆ **Artisan:** A carpenter **Costs:** 70 gold
- ◆ **Staff:** A tavernkeeper **Seats:** 20 people

EFFECT: Allows you to serve drinks to customers (to serve food, you require a kitchen). As a tavern owner, you can buy mead or ale at half price.

Each open shift, roll a number of steading dice equal to your positive reputation minus negative reputation to see how many customers have a drink, granting the following average profit:

SHIFT	PROFIT	DESCRIPTION
Morning	1 copper	An ale at most
Afternoon	5 copper	A mead or 2 with lunch
Evening	2 silver	At night people drink

STAGE: (Cost: 10 gold; Seats: -5 people) Adds a small stage in place of one of the tables. While a bard is regularly playing there, grants +1 die to customer rolls. An exceptional performance, by a master bard or PC rolling a dragon, grants +2.

You can also install a stage in a dining room.

KITCHEN

Contains a fireplace for cooking, a workbench, pans, pots, knives, and lots of cooking utensils.

- ◆ **Artisan:** Carpenter & builder **Costs:** 45 gold
- ◆ **Staff:** A chef

EFFECT: Gives a boon to cooking rolls. Allows you to cook food and serve it to customers. You can buy raw food at half its cooked price.

Each open shift, roll a number of steading dice equal to your positive reputation minus negative reputation to see how many customers eat at the tavern, granting the following average profit:

SHIFT	PROFIT	DESCRIPTION
Morning	5 copper	A stew for breakfast
Afternoon	2 silver	Bread, meat & cheese
Evening	1 silver	A hearty dinner

DINING ROOM

Adds a room containing five tables with chairs and benches to seat up to 30 more people.

- ◆ **Artisan:** A carpenter **Costs:** 40 gold
- ◆ **Staff:** A server

EFFECT: Enables you to serve more customers, but requires an additional person to serve.

BEDROOM

Contains two basic beds, stool and a wardrobe to store clothes and traveling gear.

- ◆ **Artisan:** A carpenter **Costs:** 20 gold

EFFECT: Allows taking shift rest without a BUSHCRAFT roll. Can be rented out for 5 silver a night.

LUXURY SUITE: (Cost: ×5) Replaces one bed with an armchair. All furniture is cushioned and decorated. Can be rented out for 2 gold per night.

DORMITORY

Contains ten rudimentary beds for overnight patrons (or too drunk customers) to sleep in.

- ◆ **Artisan:** A carpenter **Costs:** 20 gold

EFFECT: Allows you to take shift rest without a BUSHCRAFT roll (but see Rulebook p.80) and rent out beds for 1 silver per night.

BATHROOM

Contains a large bathtub, soaps, buckets, brushes, a paravent and a stool for changing.

- ◆ **Artisan:** A carpenter **Costs:** 20 gold

EFFECT: Allows you to take baths (Rulebook p.80) and offer baths for 6 copper per customer.

STUDY

Contains a writing desk, ink, quill, 10 parchment, and a bookshelf holds up to 100 books.

- ◆ **Artisan:** A carpenter
- ◆ **Costs:** 30 gold + 25 gold per book

EFFECT: Grants you a boon to LANGUAGES rolls to write formal letters or forge documents.

When researching BEASTLORE, MYTHS & LEGENDS or LANGUAGES, roll 1D100 to find a helpful book. If your roll is lower or equal to the number of books, you get a boon to the research roll. If the roll is lower than half the books (rounded down), you get two boons.

If you find a book that helps with your roll, give it a title. You can now always use it.

TANNERY

Contains a workbench, vats and racks for curing leather and leatherworking tools.

- ◆ **Artisan:** A carpenter
- ◆ **Staff:** A tanner
- ◆ **Costs:** 40 gold

EFFECT: Gives you a boon to CRAFTING rolls for leather working. Enables crafting leather armor.

SMITHY

Contains a forge, anvil, barrel for quenching, workbench, materials chest, hammers and blacksmithing tools.

- ◆ **Staff:** A blacksmith
- ◆ **Artisan:** Carpenter, builder & blacksmith
- ◆ **Costs:** 120 gold

EFFECT: Gives you a boon to CRAFTING rolls to repair metal weapons and armor. Enables crafting metal items.

WOOD WORKSHOP

Contains a workbench, a chest for larger materials, a saw, hammer and carpentry tools.

- ◆ **Artisan:** A carpenter
- ◆ **Staff:** A carpenter
- ◆ **Costs:** 35 gold

EFFECT: Gives you a boon to CRAFTING rolls for carpentry. Enables crafting wooden items.

HERBALISM LAB

Contains a fireplace with cauldron, a workbench, herb drying racks and herbalist tools.

- ◆ **Artisan:** A carpenter
- ◆ **Staff:** A herbalist
- ◆ **Costs:** 50 gold

EFFECT: Gives you a boon to HEALING rolls and enables crafting herbalist concoctions.



GARDEN

A small plot of land planted with vegetables, herbs or beds full of blooming flowers.

- ◆ **Staff:** A farmer (1/3) **Build Time:** 1 week
- ◆ **Requires:** A plot of land

EFFECT: Each week, you can spend a shift to harvest your garden and gain the following yield. The garden yields 2 dice less during winter:

PLANTS	YIELD
Flowers	2D6 flower bouquets
Vegetables	3D6 rations of raw food
Herbs & Fungi	4D4 ingredients

PASTURE

An fertile pasture with a barn or animal pen.

- ◆ **Artisan:** A carpenter **Cost:** 25 gold
- ◆ **Staff:** A farmer (1/3)
- ◆ **Requires:** An acre of land

EFFECT: A place to keep up to a dozen grazing animals. Can be milked daily, sheared yearly, or slaughtered for meat and hide. Births per year are halved when the herd drops under six animals.

KIND	MILK	MEAT	WOOL/HIDE	BIRTHS
Pigs	—	2D6	1	2D6
Sheep	—	2D4	2 / year	D6
Goats	D3	2D4	—	D6
Cows	D4	2D10	3	D6

FIELD

An acre of rich soil growing grains, legumes, or left fallow for a year to regain fertility.

- ◆ **Staff:** A farmer (1/3) **Build Time:** 1 month
- ◆ **Requires:** An acre of land

EFFECT: When put on a three-year rotation, a field can be harvested once per year in 12 shifts of work. It yields a number of rations raw food:

YEAR	PLANTS	SOWN	HARVESTED	YIELD
1	Legume	spring	midsummer	200
2	Grain	fall	late summer	400
3	Fallow	Used as animal pasture		

DOVECOTE

Homing pigeons are very useful to carry messages home while you are on an adventure.

- ◆ **Artisan:** A carpenter **Cost:** 10 gold
- ◆ **Requires:** Placed outside / in a garden

EFFECT: Houses a dozen homing pigeons. You can bring one with you in a small cage (Rulebook p.81), when released, it returns here.

You should instruct a follower or neighbor to check for new messages every now and again.

STABLES

A warm place to keep your horses or other riding animals safe from weather and predators.

- ◆ **Artisan:** A carpenter **Cost:** 40 gold

EFFECT: Houses up to six horses or similar riding animals. When kept indoors, each riding animal requires feed for about 4 copper per day.

ROOT CELLAR

A dark, dry and chilly cellar beneath the home.

- ◆ **Artisan:** A builder **Cost:** 150 gold
- ◆ **Requires:** Digging a cellar **Staff:** A cat

EFFECT: Can store grain, meat, vegetables or other raw food for a long time without spoiling. A cat is required to hunt hungry rats and mice.

FOLLOWERS

*Brian: "Look, you've got it all wrong! You don't need to follow me. You don't need to follow anybody! You've got to think for yourselves! You're all individuals!"
 Crowd: [in unison] "Yes! We're all individuals!"*

— MONTY PYTHON, THE LIFE OF BRIAN

To create useful followers, you can either start with an existing NPC, a typical NPC stat block (Rulebook p.105), or the NPCs table (Rulebook p.106).

FOLLOWER TYPE

Followers come in two types: Hirelings and Retainers. For rules about hiring the services of artisans (page 14).

HIRELING: Hirelings are helpers, mercenaries, or specialists who sell their services. They typically ask for a fixed payment per day, with hazard pay for dangerous circumstances. But if they are to accompany you into a dungeon, they will expect a share of the loot.

RETAINER: Retainers are apprentices, students, or squires whom you take into your service. You are their master and can order them around quite a bit. But in exchange, they expect to learn from you, and gain experience – and a half share of your exploits.

FOLLOWER RANK

Followers fall into three ranks: Novice, adept or master. These are tags to group NPCs based on their highest skill rating, and determines how much they are paid or what share they demand.

NOVICE: Retainers and low-skilled Hirelings, like scouts or carriers, are typically Novices.

ADEPT: Adepts are more competent NPCs, like your typical mercenary hireling. If they join you in a dungeon delve, they expect to get a share of the loot.

MASTER: Masters tend to be very expensive to hire on a day-by-day basis. Therefore, they are more suited as teachers or artisans rather than followers.

FOLLOWER MOTIVATION

Each follower has their own motivation for joining you. They might just want gold, or seek adventure or ancient knowledge (For more examples, see Rulebook p.106). While hirelings mostly ask for money, retainers come with their own type of motivation for following you.

SHARES: Followers who join you in delving into a dangerous area expects to get a share of the treasure you find. To calculate one share, add up all the expected shares and divide the treasure by that number.

DISGRUNTLED: When you neglect a follower's motivation or don't pay them on time, they gain the Disgruntled condition, which gives you a bane on interactions with them. If they are already Disgruntled and would gain it again, they will abandon you unless you can persuade them to stay. You can get rid of the Disgruntled condition by giving them what they want.

GIVING ORDERS

When you ask a follower to do what they are good at and what they agreed to do, they will just do it. If they join you in combat, they act on their own initiative.

However, if you ask one of your followers to take on additional risks, or if they are scared, hungry, or sleep-deprived, roll on Persuasion to convince them to go on. If you succeed, they do so—for now. If you fail, they refuse to go on or even bail on you.

If you push this roll, instead of marking one of your conditions, you can also choose to make them become Disgruntled. The bane from this condition does only apply to any subsequent rolls, not the pushed one.

QUICK NPC STATBLOCKS

Use these steps to quickly generate NPC statblocks:

- ◆ **Roll 2D6+5** to determine the top skill and rank, or roll D4+7 (Novice), +11 (Adept), or +14 (Master)
- ◆ **Pick a profession** or a calling for retainers
- ◆ **Pick N° of skills** from the profession, a weapon skill, Awareness, Brawling, Evade, or Sneaking
- ◆ **Assign skill ratings:** 1 top skill rating, 2 a rank lower (-3), the rest two ranks lower (-6, min. 7)
- ◆ **Set HP** equal to the highest weapon skill rating

- ◆ **Add gear:** a weapon, armor and a signature item (*instrument, grimoire*) from the profession.

RANK	TOP SKILL	ROLL FOR RANK	N° OF SKILLS
Novice	8–11	D4+7	3
Adept	12–14	D4+11	4
Master	15–18	D4+14	5

HIRELINGS

Hirelings are mercenaries or specialists who typically offer their services for a fixed daily fee. They are not particularly loyal and will abandon you if you stop paying them, but they are also (mostly) capable and worth the money.

RECRUITING HIRELINGS

To recruit some people to join you on a quest, put out the word that you are looking for hirelings and what kind of quest you are pursuing. Each player character who helps recruit can roll on PERSUASION, modified as follows:

- ◆ If you're going to a deadly place, you get a bane.
- ◆ If you have a very bad reputation, you get a bane.
- ◆ If you only want a specific profession, you get a bane.
- ◆ If you offer to pay double, you get a boon.
- ◆ If you have a very good reputation, you get a boon.

If you roll with one or more boons, each die that is equal or lower than your skill rating counts as one success. A dragon counts as two successes. For each success, you find a suitable candidate who is willing to be hired.

On a failed recruiting roll, you either find nobody. If you push your roll, you must also make an even better offer. If you roll a demon, you also raise the unwanted attention from an enemy, rival, or ill-disposed officials.

RANDOM HIRELINGS: To generate a random hireling, use the quick NPC method and roll a steading die on the table below to determine their profession: Hamlet (D4), Village (D6), Town (D8), City (D10). Add a D8 to the result to determine their top skill (or a minimum of 8).

HIRELING MOTIVATION

A hireling's main motivation is money. This comes in two types: Pay or Shares. However, even if they demand a share, they might still ask for an advance payment.

PAY: Hirelings typically demand a fixed rate of pay per day or per shift depending on their Rank (given below).

SHARES: If a hireling accompanies you into a dungeon, they expect a share of the loot. Typically, a Novice only demands half a share, an Adept demands one full share, and a Master demands a double share. They might also demand more if you attempt a particularly deadly delve.

RANK	TOP SKILL	PAY	SHARE
Novice	8–11	Skill in silver / day	1/2
Adept	12–14	Skill-10 in gold / day	1
Master	15–18	Skill-10 in gold / shift	2

HIRELING PROFESSIONS

Type	Top Skill	Gear	Description
1 Peasant	Bushcraft	Wooden club (D10)	Works in a field.
2 Helper	Evade	Backpack, knife (D8)	Can hold a torch for you or carry 6 items for you.
3 Forester	Crafting	Handaxe (2d6) carpentry tools	Cuts trees in the forest and is proficient in crafting and building out of wood.
4 Trapper	Hunting & Fishing	Short bow (D10), quiver, snares	Can provide on average D4 units of meat and pelt per shift in the forest.
5 Guide	Awareness	Short spear (D10) hemp rope (10 meters)	Knows the area and can guide you through it, rolls pathfinder rolls with a boon.
6 Guard	Awareness	Broadsword (2D6) studded leather (2)	Mercenaries or former guards or soldiers that can protect you or fight for you.
7 Burglar	Sneaking Sleight of Hand	Dagger (D8) lockpicks (simple)	Experts in cutting purses, picking locks and getting into places without being seen.
8 Minstrel	Performance	Musical instrument fine garments	Can note your adventures and improve your reputation, or spread rumors & gossip.
9 Healer	Animism Healing	Staff (D8), holy book (Grimoire)	Can cast Birdsong, Sense Magic, and Treat Wounds using a pool of 10 WP.
10 Scribe	Languages Myths & Legends	A notebook, parchment quill & ink	Experts in specific areas of knowledge, such as history, cosmology or religion.

RETAINERS

Retainers are apprentices, students, or squires whom you take into your service. You are their master and can order them around quite a bit. But in exchange, they expect to learn from you, and gain experience – plus a half share of your exploits.

RETAINER CALLINGS

Instead of having a profession, retainers follow a calling, which gives them a set of skills and defines their main motivation to follow you into danger. For some common retainer callings, see the table below. If you have an idea for a different calling for a retainer, it can be a fun way for GM and players to develop this idea together.

RETAINER MOTIVATION

The main motivation of a retainer to follow your party is not the promise of gold, but rather to learn from you.

TRAINING: Retainers typically follow you because they want to benefit from your knowledge and experience. If you have an apprentice or student, you will have to take time during your downtime to train them, otherwise they will feel neglected and also become Disgruntled.

SHARES: Retainers who follow you into dangerous areas only expect half a share, but might start demanding a full share once they reach an adept skill rating or to appease them after they have become Disgruntled.

FINDING A RETAINER

You don't recruit retainers as you do with hirelings. Instead, you can sometimes find them during your adventures. Especially for small groups of only two or three PCs, it can be useful to get a retainer during character creation to act as a sidekick for the PCs.

To generate a retainer stat block, choose a top skill from the calling and give it a novice rating (8–11 or D4+7). Choose two other skills at a rating of 7.

OPTIONAL: SECRET FLAWS

As an optional rule, you can pick or roll on the table below for a secret flaw for a newly found retainer. This flaw can range from something minor, like having allergies to major problems, like being a traitor, that will cause difficulties for the PCs at some point and can even serve as whole new adventure hooks.

D8 SECRET FLAW

- | | |
|---|---|
| 1 | NO SECRET FLAW |
| 2 | ALLERGIES: At an inopportune time, when the party tries to sneak, they have to sneeze. |
| 3 | RECKLESS: Their over-confidence always gets them into dangerous situations. |
| 4 | PHOBIA: Fear of (1) insects (2) canines (3) heights (4) drowning (5) darkness (6) tight spaces |
| 5 | ENTITLED: They are (1) boastful (2) greedy or (3) lazy and more easily become Disgruntled. |
| 6 | KLEPTOMANIA: At some opportune point, they will try to steal from one of the PCs. |
| 7 | MONSTER: Is a (1) vampire spawn (2) shapeshifter or (3) lycanthrope, trying to keep it secret. |
| 8 | TRAITOR: They secretly serve a different master and will betray you at a crucial moment. |

RETAINER CALLINGS

D6	CALLING	SKILLS	MOTIVATION
1	Apprentice	Crafting	A bright young kid who wants to learn the art of your artisanal craft.
2	Recruit	A Melee Weapon	An inexperienced fighter who wants to improve their fighting skill.
3	Squire	Swords, Riding	A young noble who wants to learn the code of knightly deeds.
4	Disciple	A School of Magic	An magic initiate who wants to learn and master magic spells.
5	Student	Myths & Legends	A young mind who is eager to uncover ancient hidden knowledge.
6	Scoundrel	Sleight of Hand	A reliable lookout who wants a share of the loot, and learn some tricks.

ARTISANS

Some NPCs sell their services as artisans. They are skilled in crafting a type of item and work mostly on commission by you or other townspeople. Most artisans only have a small collection of items to sell out of stock, so most orders first have to be crafted.

ARTISAN RANK

An artisan's rank determines the supply (Rulebook p.73) of the items they are able to craft. While you usually find an adept blacksmith in any village, for a master weapon-smith or a good tailor, you have to visit a proper town.

RANK	TOP SKILL	CRAFTING ABILITY
Novice	8–11	Can only assist a senior artisan
Adept	12–14	Common and uncommon items
Master	15–18	+Rare and Mastercrafted items

PREREQUISITES

To practice their craft, artisans need to have a workshop and the materials from which they craft their products. If not stated otherwise, crafting an item takes an artisan one shift for every 5 gold of its price (rounded up).

WORKSHOPS: An artisan requires access to a workshop that provides the tools of their profession. A blacksmith requires a smithy, a carpenter a wood shop, and cooks or herbalists require access to a fireplace, workbench and lots of pots, bottles, knives, etc.

MATERIALS: Artisans need a reliable source of materials for crafting. A blacksmith needs metals, a carpenter wood, a cook raw food and a herbalist ingredients.

Artisans usually open shop close to such a source. However, they might ask the PCs to fetch a rare material for a unique item. For example, a tanner can craft special leather armor from monster skin (Rulebook p.38).

HELPERS: Experienced artisans often employ novice helpers or apprentices that help with their work. Each helper increases the artisan's crafting speed by +1 gold per shift but don't change the item's final price.

ARTISAN MOTIVATION

In contrast to followers, you rarely need to push an artisan to do something. Therefore, there is little opportunity to disgruntle them – unless you don't pay them.

PAY: An artisan's pay does not depend on how long they take to craft an item, but is included in the item's final price. Although some might try to haggle for more.

When you hire an artisan as staff in your home, or as a teacher (requires master rank), they demand the same pay as a hireling (see page 13).

HAGGLING: When haggling over the price of an item you want to order, use the normal rules and roll BARTERING to determine the price of the item (Rulebook p.73).

Note, however, that a reduced price does not determine the time it takes to craft the item. The number of shifts required still only depends on the listed price.

TYPICAL ARTISAN PROFESSIONS

D8	TYPE	TOP SKILL	GEAR	DESCRIPTION
1	Blacksmith	Crafting	Hammer (3D4), blacksmithing tools	Crafts metal weapons or armor (Rulebook p.73–75). It requires a smithy (forge, anvil, etc.) and metal.
2	Carpenter	Crafting	Handaxe (2D6), knife (D8), carpentry tools	Crafts furniture (see p.20), clubs, staves, or wooden shields (Rulebook p.73–75), requires wood and a workshop.
3	Tanner	Crafting	Knife (D8), tanning tools	Crafts leather armor from animal or monster skin (see Rulebook p.38). It takes a shift per point of armor rating.
4	Chef	Bushcraft	Knife (D8), field kitchen	Prepares food and drink enough for a full banquet. It requires ingredients, a kitchen and takes a shift to cook.
5	Tailor	Crafting	Dagger (D8), needle & thread	Crafts clothes, costumes, boots and hats (Rulebook p.75). It requires cloth, leather and thread.
6	Herbalist	Healing	Sickle (D8), herbalist tools	Creates candles, soaps, perfume, bandages, and herbal remedies (see p.20). Requires ingredients and bottles.
7	Builder	Crafting	Hammer (3D4), handaxe (2D6)	Builds houses and other structures. It takes a shift of work per 5 gold of the structure's final price (rounded up).

ARTISAN OPTIONS

On this page you find two new heroic abilities, allowing you to play a Tailor or a Builder, which you can use with the Artisan profession.

MASTER TAILOR

- ♦ **Requirement:** Crafting 12
- ♦ **Willpower Points:** Varies

This ability requires needle & thread (Rulebook p.78). In one stretch, you can fix a piece of clothing or a pair of shoes, at the cost of 2 WP.

In one shift you can craft an item of clothing (Rulebook p.75). It requires cloth and WP equal to the item's price in gold (rounded up).

MASTER BUILDER

- ♦ **Requirement:** Crafting 12
- ♦ **Willpower Points:** Varies

This ability requires hammers, shovels and other builder's tools. As an action, you can inflict D12 points of damage per WP spent on a door, wall, or any other inanimate object, ignoring the object's armor rating.

During a shift, you can spend 5 WP to work on building structures, such as those in the lists below. Each structure lists the tools, material and time required to build. Longer build times assume working for at least two shifts per day.

The following tables list items that can be normally crafted by artisans but are not listed in the Rulebook. It features furniture that can be crafted by a carpenter or a blacksmith.

Small or large structures can be built by a builder or a build crew. A build crew of 5 workers can take a day to build up to 20 gold of a structure's price per day, or 100 gold per week.

SMALL STRUCTURES

STRUCTURE	COST	DESCRIPTION
Fireplace	10 gold	Hearth with hooks for a pot. Grants a boon to cooking rolls (Rulebook p.103). Burns firewood.
Oven	20 gold	Capable of baking multiple loaves of bread at once. Burns firewood.
Forge	60 gold	A fireplace heated up using bellows required for smithing. Burns coal.
Well	100 gold	Grants reliable access to fresh water.

LARGE STRUCTURES

STRUCTURE	COST	ROOMS	DESCRIPTION
Hut	25 gold	1	A thatched little hut consisting of a single room with fireplace.
Cottage	75 gold	3	A small home including a main room with a fireplace and two further rooms.
House	400 gold	5	A solid timber and stone house, with a large fireplace and several more rooms.
Villa	2000 gold	10	A large house with all amenities and many available rooms.
Manor	5000 gold	20	A sizable manor with all comforts and rooms for several servants.
Mansion	10K gold	40+	A huge building that can house a small village.
Fortification	x10		Stone walls (100 HP, armor rating 20) with added arrow slits.

BLACKSMITH TOOLS & MATERIALS

ITEM	COST	SUPPLY	WEIGHT	DESCRIPTION
Pan	6 silver	Common	1	Used to cook or as a light blunt object (Rulebook p.74).
Pot	8 silver	Common	1	Holds 2 units of liquid. Used to cook.
Cauldron	4 gold	Common	2	Holds up to 8 units of liquid. Used to cook or brew.
Anvil	20 gold	Common	5	Required to craft most metal items.
Firewood	4 copper	Common	2	Keeps a fireplace or oven burning for up to one shift of time.
Coal	1 silver	Uncommon	1	Keeps a forge running for up to one shift of time.
Iron Ingot	5 silver	Common	1	Required to craft most metal items.

WOODEN FURNITURE

ITEM	COST	SUPPLY	WEIGHT	DESCRIPTION
Stool	5 silver	Common	3	A backless wooden seat for a bar or workbench.
Chair	12 silver	Common	4	A plain wooden chair with four legs and a back rest.
Armchair	2 gold	Common	5	A larger chair with arm rests.
Bench	3 gold	Common	5	A long, backless wooden bench, seats 4–6 people.
Bed	2 gold	Common	10	A simple wooden frame with a mattress.
Simple Table	5 gold	Common	10	A sturdy rectangular table.
Banquet Table	10 gold	Uncommon	20	A large table for formal dining or gatherings.
Bar Counter	16 gold	Uncommon	20	A long wooden counter with storage beneath; found in taverns.
Writing Desk	8 gold	Uncommon	10	A compact desk, ideal for scribes and scholars.
Workbench	14 gold	Uncommon	15	A solid desk and storage for artisan tools and materials.
Bookshelf	10 gold	Common	8	Holds up to 100 books.
Wardrobe	13 gold	Common	10	Holds up to 50 items of clothing (HP 15, armor rating 3).
Chest	5 gold	Common	3	Holds up to 20 weight units (HP 25, armor rating 5).
Add a Lock	+10 gold			Makes a wardrobe or chest lockable.
Cushioned	×2			Padded for your comfort. Applies to chairs, benches and beds.
Decorated	×3			Required to pass as a noble or rich merchant.
Reinforced	×5			+1 to armor rating. Applies to containers.

HERBALIST

"I saved a man's life once. Special medicine, twice a day. Boiled water with a bit of berry juice in it. Told him I'd bought it from the dwarves. That's the biggest part of doct'r'in, really. Most people'll get over most things if they put their minds to it, you just have to give them an interest."

— GRANNY WEATHERWAX
(TERRY PRATCHETT, EQUAL RITES)

The ancient knowledge of healing the sick has always been passed down from one herbalist to the next. These sages are often known as the local witch doctor, healer, or apothecary. They brew all kinds of concoctions, from herbal remedies to scented candles.

- ◆ **Key Attribute:** INT
- ◆ **Skills:** Beast Lore, Bushcraft, Crossbows, Healing, Knives, Myths & Legends, Spot Hidden
- ◆ **Heroic Ability:** Master Herbalist

MASTER HERBALIST

- ◆ **Requirement:** Healing 12
- ◆ **Willpower Points:** Varies

This ability requires herbalist tools and a treatise. As an action, you can identify a plant or mushroom and tell its beneficial or harmful properties. Spending a shift foraging, you can make a BUSHCRAFT roll to find D6 uses of general herbs.

In a shift, you can craft a bottle of perfume, a candle, a herbal concoction, bandages (Rulebook, p.76-79), or an item listed in the table below. Each item requires spending one use of general herbs. The cost in WP is equal to the item's price in gold (rounded up).



Herbalist illustration by Symatt

D6 STARTING GEAR

1–3	Herbalist tools, treatise, sickle (dagger), candle, D8 general herbs, D6 rations, D8 silver.
4–6	Herbalist tools, treatise, knife, bandages, candle, D6 general herbs, D6 rations, D8 silver.

D6 NICKNAME

1	Bilebrewer	4	Wisdom
2	Witch Doctor	5	Quacksalver
3	Newt's-eye	6	Herbmixer

TOOLS & ITEMS

ITEM	COST	SUPPLY	WEIGHT	DESCRIPTION
Herbalist Tools	15 gold	Uncommon	1	Mortar, pestle, vials, solvents and other tools for herbalism.
Treatise	30 gold	Uncommon	1	Holds plant and mushroom knowledge and many recipes.
General Herbs	2 silver	Common	—	Herbs, fungi, seeds, lichen, mosses and more.
Glue (5 uses)	2 gold	Common	1	Glues two items together – requires a STR roll to rip apart again.
Soap (10 uses)	6 silver	Common	1	Absolutely necessary to wash off grime during a bath.

REPUTATION

A LIST OF YOUR DEEDS

At the end of a session, if you have accomplish a mighty deed that session, write it down in your reputation list. When deciding whether it is important enough for the list, ask the following questions:

- ◆ Is it something few people could or have done?
- ◆ Does it affect many people positively or negatively?
- ◆ Can news of it spread, or are all witnesses dead?

Write your worst deeds, that people fear or hate you for, at the bottom, starting at 20, counting down. Write your noblest deeds, that people love or admire you for, at the top of the list, starting with 1, counting up. If a deed is especially noteworthy, heroic or vile, it can take up two lines – or more if it is really impressive.

REPUTATION ROLLS

When you enter a tavern, approach a town gate, or have an audience at a noble's court, you can make a reputation roll to determine whether people have heard of you. If you roll low enough to roll a number on your good deeds list, assume that they have heard of the good deed that was rolled but probably also good deeds below it on the list. If you roll high enough to roll a number on your bad deed list, they have heard the bad deed rolled and bad deeds above it.

REPUTATION LIST

D20	▼ GOOD DEED ▼	
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
D20		▲ BAD DEEDS ▲