



Shirefolk

A Solo RPG of Burrows and Bothers

Introduction

Welcome dear reader to the world of Shirefolk and all the wonders it contains. In this solo role-playing game you take on the role of a Shireling as they build their Burrow (their house); undertake Jobs around the Shire to make money; make friends, family, and rivals; and get embroiled in Gossip as that's what Shireling's do best.

Shirefolk is a slow and purposeful game about the little lives of people often forgotten by the wider world. It is fantasy and such the usual trappings of that genre are present but Shirelings are less concerned with Dark Lords and Magic Rings than they are of fine tobacco, good beer, a decent harvest, and a bit of juicy gossip about ol' Baggy Crossfoot and you-know-who!

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Shirefolk is a solo role-playing game but more specifically it is a journalling RPG which means you'll need something to record your game in. A nice notepad and pen will do nicely.

You'll also need a standard deck of playing cards in order to see what random events your Shireling faces when out exploring, entertaining guests, and when generating other folks and their Gossip!

And finally, you'll need a copy of the Burrow, Garden, and Gossip Web sheets which can be found at the back of this book or downloaded via [LINK](#)

How To Play

To play Shirefolk, first thing you're going to have to do is come up with your Shireling. So, stick on your favourite folk music and come up with - or randomly generate using the tables on the following pages - your Shireling's name, what they look like, and what they're good at.

The first two have no mechanical bearing on the game but the final one does provide a bonus to certain Jobs or Activities that you'll face as you play.

You can also use these generators to quickly populate scenes with other Shirelings. To generate random names, just draw a card for each section and treat ♥ and ♦ as A through M and ♣ and ♠ as N through Z.

Face Cards are valued at 11 to 13 with the typical values being Jack - 11, Queen - 12, King - 13 but feel free to change these up as you like because they are arbitrary and rooted in historical sexism. For the sake of clarity though, Shirefolk will stick to the values as above.

To determine a random month (pg XX), just use the card's value and ignore the suit. A King - or Queen or Jack depending on your preference - counts as a "free choice" where you can choose what month to use.

And to determine a random colour (pg XX), just use the card's value and ignore the suit.

The letters have been colour coded for ease.

Forename - Part 1

To come up with your own personalised Shireling name, use the first letter from your forename to find the first half of your Shireling's forname from this list

A - Ann

B - Brum

C - Colli

D - Dod

E - Erl

F - Fal

G - Gill

H - Half

I - Isem

J - Jolly

K - Kath

L - Lim

M - Marm

N - Nod

O - Odd

P - Pere

Q - Quain

R - Rose

S - Sam

T - Tobo

U - Ull

V - Vic

W - Wil

X - Xavi

Y - Yollo

Z - Ze

Forename - Part 2

To get the second half of your Shireling's forename, find the Month you were born.

Put the two together and that's your Shireling's full forename! You can make a nickname out of it you'd like.

You can generate NPC names by drawing a card and treating any Kings as a "free choice" result meaning you can choose what month to use.

January - Ding

February - Ilia

March - Embold

April - Wise

May - Imac

June - Bert

July - Adoc

August - Ongo

September - Gin

October - Pin

November - Gilda

December - Ilot

Surname - Part 1

Finally to come up with your Shireling's surname, take the first letter of your surname for the first half from this list

A - Ale

B - Black

C - Cherry

D - Dower

E - Every

F - Furrow

G - Green

H - Hole

I - Small

J - Jewel

K - Clay

L - Cotton

M - Curly

N - Newly

O - Old

P - Proud

Q - Quiet

R - Red

S - Sack

T - Took

U - Bol

V - Brandy

W - Willow

X - Gam

Y - Good

Z - Wyrd

Surname - Part 2

And to get the second half of your Shireling's surname, use the last letter of your surname from this list

A - Wine

B - Buck

C - Cut

D - Dotter

E - Blower

F - Foot

G - Ger

H - Holm

I - Hand

J - Jim

K - Back

L - Bottom

M - Midge

N - Night

O - Hair

P - Mire

Q - Hill

R - Body

S - Son

T - Ton

U - Under

V - Ville

W - Wich

X - Bones

Y - Girdle

Z - King

Appearance

To figure out what your Shireling looks like, let's use your Favourite Colour!

These results are vague prompts to get your creative thinking going so run with them as much as you like and don't worry about changing things up.

Red - Bright, flashy, not afraid to draw some attention to themselves, accessories!

Green - Down to earth, practical, sensible, happy to wear what fits the weather, good boots!

Blue - Thoughtful, fancy, a little bit of showing off, something expensive on their person!

Yellow - Happy and cheerful, bright, wants to brighten up the room, fancy hair

Orange - A little quirky, mismatched, happy to draw attention but doesn't seek it, accessories!

Purple - Vaguely mystic in a Shireling appropriate way, fancy, something expensive on their person!

Pink - Pretty, pays attention to the details, likes the softer things in life, perfumes are likely

Brown - Practical through and through, good boots, not afraid to get dirty!

Black - Serious, strict, likely wearing a bit of protection of some kind, doesn't like attention

White - Clean, peaceful, likely has religious motifs

Silver - Jewellery, fancy, flowing, wants to draw attention to themselves

Gold - Decadent, a desire to show off their wealth in ways that might seem gaudy, flowing

I Can't Decide - A mismatch of styles that looks unique, a single important article of clothing

Shireling Skills

The last part of finding out who your Shireling is is to find out what they're good at.

If this is for an NPC, this helps give them some flavour and give them a job.

If this is for you, then this gives you a Skill that can be used during the game.

Draw a Card or Choose a Skill that fits your Shireling best.

Card	Skill	Effect
A	Green Thumb	
2	Pony Whisperer	
3	Sings Like An Elf	
4	Ears Like A Bat	
5	You Charmer You	
6	Big Fir A Shireling!	
7	Bold As Brass	
8		
9		
10		
Jack		
Queen		
King		

At the start of Shirefolk, you play as a new arrival to the village of **Willowmoot** and while you have your own Burrow picked out and paid for, it'll be a while before you can move in properly with all the comforts a Shireling expects!

In the meantime, it's best to think about where you're staying. Are you living out of your wagon? Staying with a cousin or friend in their burrow? Or have you got a room at the local inn thanks to some old family favour?

Whatever the solution, let it colour the narrative in the early stages of the game. How do you deal with a lack of certain necessities? How do you repay the kindness offered to you? What tensions arise from sharing a space?

As you play, you'll earn Shillings which can be used to purchase Rooms for your Burrow. Once you've got a few necessities, you can move in. Those necessities are:

1 Bedroom

1 Pantry

1 Kitchen

1 Bathroom

You can find a list of all the available Rooms on pages XX - XX and rules for Guests, Visits, and Parties on page XX.

Whenever you buy a Room for your Burrow, you'll draw it on the Burrow Floorplan which is pictured on page XX. This is a side-view of your Burrow and shows the important Rooms. Hallways and Stairs can be assumed to be behind these Rooms and don't need to be included **unless you want to**.

Each Room takes 2 Weeks to Build and can't be used until it's completed. You can have multiple Rooms being built at once.

As you build up your Burrow, you will eventually be called upon to host Parties and house Guests. These are great undertakings that can affect your Shireling's Reputation positively or negatively, depending on how well prepared you are.

Finally, while your Burrow isn't ready for you, it does come with one Room already built. The Entry. This is your big round front door and is where most Guests will enter your Burrow. The Burrow on the next page has a pre-made Entry for you while a completely blank Burrow can be found at the back of this book or downloaded via [LINK](#)



Burrow Map Image

Master Bedroom – XXXs.

A place for one to rest one's head.

Lets you - and any romantic interest - rest at night.

Guest Bedroom – XXXs.

Entertaining can be such tiring work for you and your guests.

Lets you Host 1 Guest.

See Hosting & Entertaining (page XX)

Bathroom – XXXs.

One needs a place to keep one's toothbrush

A necessary Room for any Burrow.

Pantry – Xxs.

A stocked pantry is a sign of a prepared Shireling!

Lets you Store enough Food for 10 People.

See Hosting & Entertaining (page XX)

Kitchen – XXXs.

A well equipped kitchen is a Shireling's dream

Lets you Cook. See Cooking (page XX)

Dining Room – XXXs.

Set the table and pop the cork!

See Hosting & Entertaining (page XX)

Library – XXXs.

Family trees, almanacks, and books of other kinds too

Gain XX Reputation.

Gallery – XXXs.

Portraits and landscapes by famous artists

Gain XX Reputation.

Lounge – XXXs.

A place to unwind and relax with close friends and family.

See Hosting & Entertaining (page XX)

Cellar – XXXs.

Wine, roots, or even just old furniture and junk

Each Cellar can store up to 50 Goods

Music Room – XXXs.

Grab the fiddle and give us a tune!

See Hosting & Entertaining (page XX)

Burrow Rooms

Receiving Room – XXXs.

A Shireling party attracts many folk and this is where to keep the less familiar ones.

Increase Reputation by XX

Cloak Room – XXXs.

Muddy boots and soaking cloaks can be left here.

Prevents Dirt Tracking during Visits. See page XX

Trophy Room – XXXs.

A place to show off your prowess, whatever the form.

Gain XX Reputation.

Sunroom – XXXs.

Get some sun in the comfort of your own home.

Increase Reputation by XX

Store Room – XXXs.

All the little necessities of home need kept somewhere.

Increases the Cleanliness of the Burrow by XX

Drying Room – XXXs.

Never get caught without with a proper drying room.

Prevents Dirt Tracking during Visits. See page XX.

Closet – XXXs.

A place to store your vast collection of clothes.

Increase Reputation by XX

Store up to 10 Articles of Clothing (page XX)

Nursery – XXXs.

Do I hear the pitter patter of even littler feet?

Allows you to have a Child (page XX)

Workshop – XXXs.

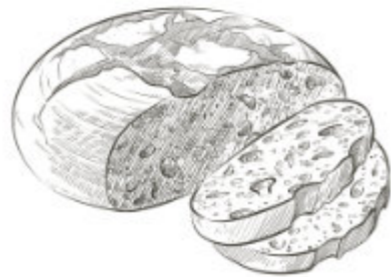
Wood, metal, and other crafts can be practised here

Allows you to Craft (page XX)

Games Room – XXXs.

Darts, snooker, or just a place to play cards in peace

Allows you to Gamble (page XX)



There are a few different reasons that good people will enter your Burrow:

- 1) Guests that you are Hosting
- 2) Visitors coming by for a Visit
- 3) Revellers coming for a Party

Each of these different *intrusions* will affect your Shireling's Reputation so you have to be prepared.

Preparing For An Intrusion

First off, you'll want to have Food for your Guests/Visitors/ or Revellers.

The amount of Food you'll need depends on what their purpose is.

A Guest eats 3 Food per Day

A Visitor eats a random amount of Food which is determined by drawing a card and using its Value.

Revellers will eat 10X the number of Revellers which is determined by the Party Event (page XX)

Secondly, you'll need to have the appropriate Rooms otherwise you'll need to turn them away.

A Guest requires:

- 1) A Guest Bedroom
- 2) A Dining Room

A Visitor requires:

- 1) A Lounge OR Receiving Room OR Sunroom
- 2) A Dining Room

Revellers require:

- 1) A Pantry
- 2) A Receiving Room OR Music Room

All three require a Bathroom.

How To Get Food

Food is thankfully plentiful in the Shire and can be bought in any Town just by spending Shillings.

Food comes in these Three forms and while you can serve up a bowl of oats, folk ain't going to take too kindly to that sort of cheapness.

A Full Meal includes 1 Food from each of these sources:

Carbs – Bread, grains, porridge, oats, potatoes all priced at 1 Shilling per 1 Carbs

Proteins – Veal, pork, beef, fish, chicken all priced at 3 Shilling per 1 Protein

Greens – Lettuce, cabbage, asparagus, broccoli, sprouts, carrots, apples, pears all priced at 2 Shilling per 1 Greens

That means a Guest should cost 6 Shilling per Day to feed but you could run the risk of seeming rude by giving them just Carbs at 3 Shilling per Day!

Beer & Special Foods

There are other options for making an *intrusion* memorable, namely Drinks, Spices, and Sweets.

Drinks – Ale, cider, beer, stout, port, whisky, wine. Different Towns have different offerings at different prices, see Trading (page XX)

Spices – Anything used to flavour a meal, including herbs, garlic, shallots, mint, etc. Different Towns have different offerings at different prices, see Trading (page XX)

Sweets – Candied apples, hard candy, nougat, liquorice, and many more. Different Towns have different offerings at different prices, see Trading (page XX)

Each of these Special Foods have Reputation Values associated with them. Using them increases your Reputation by that Value.

But be warned, if you don't have enough to go around, those who were left out may Gossip!

What To Do With Them?

All of these *intruders* want the same thing from you; Entertainment.

The actual form of the Entertainment is entirely down to you and may be affected by what kind of personality your Shireling has and what Rooms are available in your Burrow.

Entertainment is given by simply spending Time. The more Time you spend, the more entertained your *intruder* will be.

Of course, you can always help things along by spending Gossip or by giving them Drinks or Sweets.

Spending Time & Other Things

Each Day is broken down into 4 Segments which represent Morning, Afternoon, Evening, and Night.

Normally you sleep at Night so really there's only 3

Segments but sometimes one might want to push on till Morning if there's a particularly good party or if the weather prevents one from stopping on the road.

To spend Time Entertaining, just mark off how many Segments you want to use up for that Day and Draw a Card for each Segment.

Put those Cards in a pile to the side and write about how you Entertain your *intruders*.

To spend Gossip, mark off a piece of Gossip that you've heard and haven't told. Then, find a Card that matches that Gossip's Value and add it to the pile at the side.

Likewise, if you give out Drinks or Sweets, mark them off and find and add Cards to the pile that match the Reputation Value of the Drinks or Sweets you gave out.

How do they react to the Gossip or the Drink or Sweets?

Shirelings put a lot of consideration into what their Clothes say about them and while other RPGs might let you get away with unwashed loincloths and robes nicked from old graves, Shirefolk will not stand for such things.

There are many Tailors throughout The Shire and beyond that can craft you Clothes that provide benefits and penalties when worn for certain activities like Jobs or Hosting or Entertaining.

To purchase Clothes, simply check to see what Town you are in and see their Stock listed on the page opposite.

Cleaning Clothes

With the exception of a few Clothes, you cannot wear the same Clothes twice in a row. So if you wear your Walker's Vest today, you can't wear it tomorrow!

Clothes are considered Unclean after being worn. It takes **1 Time** to Clean a full Outfit worth of Clothes (Shoes, Trousers, Shirt, Vest, Jacket, Hat).

Some Towns have Cleaners who will take on the job of Cleaning Clothes for 1 Shilling per Article of Clothing.

Repairing Clothes

If, due to an Event or Job, your Clothes get damaged, you can visit a Tailor (page XX) who will repair an Article of Clothing for 10 Shillings.

Unclean or Repeated Outfits

Wearing Clothes that you've already worn the day before or haven't Cleaned since you last wore them means you run the risk of someone noticing.

Anytime you interact with another Shireling, Elf, or Human, flip a coin;

Heads – They notice! Oh the shame, lose 1 Reputation!

Tails – Phew, thankfully they didn't notice. Lose nothing.

Jobs

In order to build up your Burrow, buy food, clothes, and other necessities, and to show that you're not an idler, you're going to have to work.

Thankfully there are plenty of Jobs in the Shire and beyond that your Shireling can do;

- Courier
- Merchant
- Pest Catcher
- Innkeeper
- Cook



Pest Catcher

Pest Control

Time: 30 Seconds

Reward: 10 Shillings per Match

Someone in the Town needs you to get rid of a bunch of pests from their home/ farm/ business and is willing to pay per head you bring.

To see how many pests you can kill in a Day, you'll be playing a game of *Snap!* with some complications. To determine these, draw 2 cards and see the list on page XX. Make a note of the Complications and return those cards to the deck.

To play – simply set the timer and start drawing cards one by one from the deck. Whenever you get a match (either value or suit), snap it, push that pile to the side and keep going.

To score – count the piles you made and gain 10 Shillings per pile that don't break any of the rules set by the Complications you drew previously.

If you run afoul of any of the complications you drew, then pay whatever penalty they have listed.

Equipment

Pest Trap - Xxs.

At the end of a Pest Catcher Job, draw four cards for each Trap. Get 10 Shillings for each Match you're able to make out of those four cards.

Traps can be dangerous to use as they will snap any potential match. Use them at your own discretion.

Pest Poison – Xxs per 1 use

At the end of a Pest Catcher Job, draw a card for your Poison.

♥ – The poison worked perfectly.
Gain 10 Shillings X this card's Value.

♦ – Not many fell for it.
Gain 5 Shillings x this card's Value.

♣ – Your poison has ruined something in Town.
What is it? Lose 5 Reputation.

♠ – You've made someone in Town sick. Who is it?
Lose 10 Reputation.

Card	Complication
A	They're everywhere! You may match on Colour as well as Suit and Value.
2	2s aren't considered pests here, you shouldn't snap them. Lose 10 Shillings if you snap a 2.
3	♠ are particularly nippy. Anytime you snap a ♠, you must pause for 5 seconds.
4	♦ are worth double. Any snap with a ♦ gets you 20 Shillings!
5	Hardy little buggers! Any snap that includes a card with a value <5 doesn't count.
6	You can only snap Even Valued Cards. Lose 10 Shillings for any Odd Valued Cards you snap.
7	You cannot use Poison here.
8	8s are endangered, you cannot snap them. You get No Reward at all if you snap an 8.
9	You cannot set Traps here.
10	They're tricky today! You can only snap if they match Colour. Gain nothing for mixed snaps.
Jack	The client's dog is running around where you're working. Lose 10 Reputation if you snap Jacks.
Queen	Guests are coming, be quick. Reduce the Timer to 20 secs.
King	There's just one big pest. What is it? Get 4 Snaps to kill it or get No Reward.

Innkeeper

Time: 5 Minutes

Reward: 5 Shillings per Match

This game takes a lot of table space.

Working in an Inn requires a good memory as loud and often drunk customers expect you to remember their order and get it to them as quickly as possible.

To play – shuffle the deck and lay all the cards out in 4 facedown columns. Flip the top card for each Column to see what your 4 Complications are from the table on page XX.

Your goal is to find as many matches as possible before time runs out.

When you flip a card, you may flip another card to see if its a match. If it Matches, leave them both face-up. If it doesn't match, flip them both face-down again.

To score – count all the successful matches that don't break any of the Complication's conditions.

Equipment

Card	Complication
A	We're out of ♥s. You cannot make a successful Match with a ♥
2	Customers from the first column are tipping well. Gain +5s. for any Matches in that column.
3	Threes are loud. Anytime you uncover a 3, remove a random card from one of the Columns.
4	It's a slow day. Remove one of the Columns but put another minute on the Time.
5	Fives are barred! Lose 5s. For any 5 not found and removed.
6	Sixes are obvious today. If you uncover a Six, it stays face-up for the rest of the Job.
7	Sevens are gossips. If you Match a Seven, get an extra piece of Gossip.
8	♦s are big spenders. Get double the Shillings for Matching ♦s
9	Nines are in a group and can't be Matched until you find all 4 of them.
10	Tens aren't fussy and can match with any other Number as long as its the same Suit.
Jack	Jacks are underage and not to be served. Lose 2s. for each Jack you uncover.
Queen	The Red Queens don't like the Black Queens , they cannot be Matched except with their own.
King	Kings are guests of the owner. Lose 5 Reputation for any King not Matched

Cook
Time:
Reward:

To play –
To score –
Equipment

Card

Complication

A

2

3

4

5

6

7

8

9

10

Jack

Queen

King

Sometimes, unfortunately, you will have to leave the comfort of your Burrow and go Travelling around the Shire. This could be for work as a Merchant or Courier or could be to buy Drinks, Spices, or Sweets for your would-be Guests and Visitors.

How To Travel

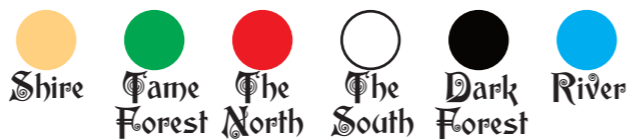
Each Day you can Travel up to:

- 3 Nodes if it is along a Road.
- 2 Nodes if it is through a Forest
- 2 Nodes if you have to Cross A River
- And up to 6 Nodes if you're Ferrying Down A River

All Travel assumes you have a Cart and a Pony. If for some reason you are travelling without them, then you can add 1 to each Travel Distance except for Ferrying Down A River.

The example below shows the different types of terrain you might face and the Distance you can Travel from Willowmoot in a single Day.

Once you end a Travel, you must Draw on the Travel Event table that matches the Location you're in. These are:



Towns

Towns are marked on the map with this symbol.

Whenever you reach a town, you can visit that Town's page and avail yourself of its Services.

Each Town has a Market you can visit to buy and sell Goods.

Buy s. Is how many Shillings it costs to Buy those Goods.
Sell s. Is how many Shillings you get for Selling those Goods.

You do not need to Draw for a Travel Event if you end your Travel at a Town.

Shireling Town List

Willowmoot - Page XX

Valleysend - Page XX

Wealdthorp - Page XX

North Stoggins - Page XX

South Stoggins - Page XX

Human Town List

Cealdimere - Page XX

Aeldholm - Page XX

Elf Town List

Calen Near - Page XX

Dwarf Town List

Raz Rulkahd - Page XX

Be careful when visiting the other folk, they're Towns are not always safe for Shirelings.



Quaint and cosy as all Shire villages are, Willowmoot is flanked on both sides by forests full of verdant willows and a few small springs that stretch out into the meadows to the east. If any village could be said to embody the spirit of the Shire, it would be Willowmoot with its picturesque Burrows and rolling fields.

Services

The Inn
Spend 3 Shillings to gain 1 Gossip (page XX)

OR

Spend 4 Shillings for 1 Food.

What is the inn like?

Who is the landlord?

Farrier
Heal any wounds your pony has sustained while travelling.

Who is the farrier?

What is their stable like?

Carpenter
Repair any damage your cart has sustained while travelling.

Who is the carpenter?

What is their workshop like?

Notice Board
Take on a Job (page XX)

What sort of town notices are posted today?

What makes this board unique to Willowmoot?

Garden Centre
Purchase Seeds, Tools, and other Gardening Equipment (page XX)

Who runs the centre?

What is it like?

Card	Event
Ace	Someone poses you a rather peculiar question. What is it? How do you answer?
2	There's a bit of a scene in the Market today. What's happened? What caused it? Who saw it?
3	One of your neighbours asks you if they can borrow something. What is it? Do you let them?
4	A few of your neighbours invite you to play a game with them. What is it? Who wins? How?
5	Rumours abound about someone in the village. Who is the subject? What have they done?
6	You get talking with a traveller. Gain 1 Gossip (page XX) and a bit of news. What do they say?
7	You spot something most peculiar while walking among the willows. What did you see?
8	A traveller has left something in the Inn. What is it? You can start a Courier Job (page XX).
9	Someone has let themselves into your Burrow! Who is it? What do they want? Lose 3 Food.
10	You get splashed by a passing carriage. Lose 2 Reputation as you walk around muddy.
Jack	One of your neighbours is having a party! Don't Decrease your Food today, you're full!
Queen	A neighbour stops you and shares a juicy bit of Gossip. Gain 1 Gossip (page XX)
King	A friend of yours gives you a gift, gain a Drink or a Sweet with a Reputation Value of <6

Goods	Willowmoot	Valleysend	Wealdthorp	North Stoggins	South Stoggins	Cealdimere	Aeldholm	Calen Near	Raz Rulkahd
Tools									
Lamp Oil									
Pipe Weed									
Tobacco									
Wool									
Leather									
Silk Bale									
Cotton Bale									
Dye									
Rope									
Iron Ingot									
Steel Ingot									
Furniture									
Brick									
Fine Wood									
Charcoal									
Paint Tin									

Goods	Willowmoot	Valleysend	Wealdthorp	North Stoggins	South Stoggins	Cealdimere	Aeldholm	Calen Near	Raz Rulkahd
Mushrooms									
Paper Sheaf									
Bag of Oats									
Fishing Bait									
Barrel									
Dwarf Pig									
Chicken									
Human Beer									
Dwarf Mead									
Elvish Wine									
Shireling Cider									
Candied Fruit									
Sour Slices									
Songberries									
Black Licorice									
Marshmallows									
Books									