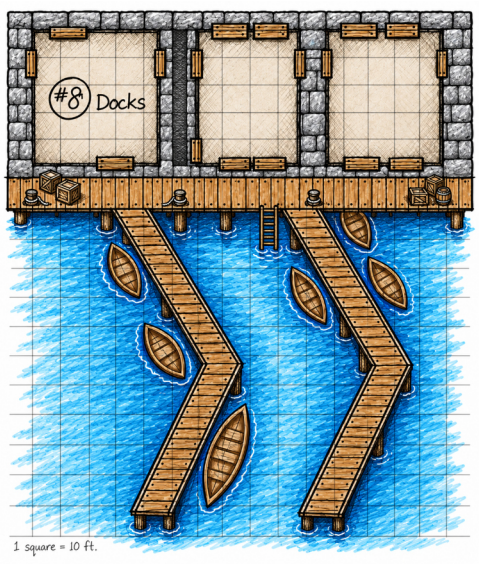
Trebuchet Games Newsletter

October 2026

Introduction



There are parts of making RPG books that come naturally to me. I can build an NPC, untangle a complicated encounter, or disappear into a rules framework for hours.

Drawing is not one of those things.

Unfortunately, sometimes I know exactly what I want a map to look like — which means eventually I have to pick up a pencil and attempt to make the thing myself.

It isn't beautiful. It doesn't need to be.

The first job of a map is to tell me where everything is. Once I know that, I can clean it up, add detail, hatch the walls, move things around, and slowly turn the scribble into something another GM can actually use.

That's been a recurring lesson while building Trebuchet Games: not every part of making something has to begin with something you're already good at.

Behind the Scenes

September did not go quite according to plan.

We moved.

And, as it turns out, moving takes an astonishing amount of time — especially when it comes with paperwork, appointments, packing, unpacking, and all the other things that apparently multiply when you aren't looking.

Work at Trebuchet Games continued anyway.

I've been developing both Meaningful Encounters and Tales of Windmoor: The Scribe's Last Secret, although both moved a little more slowly than I originally intended.

Meaningful Encounters continues to grow around the idea that adventures are built from meaningful encounters rather than simply rooms on a map. The focus remains on giving GMs the information they actually need at the table: what is happening, what players can interact with, what choices matter, and what changes because the encounter happened.

Tales of Windmoor: The Scribe's Last Secret is a murder mystery set in a living world. Time passes as the characters investigate, NPCs continue with their own lives, locations can change, and the characters' choices can alter what happens next.

Neither book is being rushed just to hit a date. They'll be finished when they have everything a GM needs to actually run them at the table.

September Releases

September was all about the city. We released four city-focused Minis, along with our monthly Pay What You Want tool:

Trebuchet Minis — Five City Buildings: Ready to use buildings including labelled maps, and historical uses.
Random Encounters: In the City: Explore the rooftops, alleys, personal homes, and more in our city random encounters.
Trebuchet Minis — 9 Crimes in Progress: Drop-In Encounters that put your characters right in the action.
Trebuchet Minis — Under the City : Mysterious ruins, chained coffins, and an old man and a lake. Under the City gives a GM ready-to-play history for their current city

Trebuchet Tools Library

Printable worksheets, trackers, reference sheets, and other practical tools for GMs and players.

Built to make the complicated parts of gaming easier to run.

The City Tracker will be the first tool added to the library, with more following soon.

From Meaningful Connections, we'll also be adding the Scene Framework, designed to give the GM the information needed to run a roleplay scene in one place — what is happening, who is there, how the NPCs behave, likely player choices, and what happens afterward.

We'll also add the Trebuchet NPC Sheet, which brings an NPC's personality, mannerisms, background, secrets and motivations, suggested dialogue, combat stats, combat abilities, combat tactics, and areas of expertise together on a single sheet.

GM Tip

Physical objects can be a very fun part of the game.

A burnt, crumpled old scroll, a handwritten letter, a strange coin, or even something as simple as a honeycake can make a scene feel more real.

Players don't just hear about the object. They can hold it, inspect it, pass it around the table, and interact with it.

Add a prop to your next game and see how much more engaged your players become.



Upcoming Work

Dungeons.

For the month of October, we're delving deep into the underground worlds of our favorite TTRPGs. Watch for rival adventurers, traps, unique rooms, and NPCs lurking below the surface.

On the adventure front, we should see Tales of Windmoor: The Scribe's Last Secret — a murder mystery set in a living world where time passes, NPCs continue with their own lives, and the characters' choices can change what happens next.

Pay What You Want

In our October PWYW Trebuchet Tool, watch for an easy-to-use inventory system designed to help players and GMs keep track of equipment, supplies, and other important items without adding unnecessary bookkeeping to the game.

Closing

September was a busy month in ways I didn't quite expect, but Trebuchet kept moving forward anyway. I'm really excited about what's coming in October — especially Windmoor, the new dungeon releases, and the beginning of the Trebuchet Tools Library.

Thanks for reading, and thanks for being part of this while it grows.