

You spent an age of men learning the high arts of elven magic in the realms of the fae. Now you have come to lands of men and made your home in a human village. While the courts of the fae still call on you from time to time, your focus has turned to the mortal world, in particular to a small group of human villagers with a great future ahead of them.

You are dextrous and learned. Your Dexterity and Intelligence begin at 10, and all of your other ability scores begin at 8.

## How did you come to the lands of men?

1d12	Before the rise of men, where did your elven family of old make its home?	Gain
1	They lived atop the trees in a hidden glade.	+2 Wis, +1 Dex, +1 Con, Skill: Survival
2	They ruled from slender towers of arcane construction.	+2 Int, +1 Dex, +1 Wis, Skill: Stone Carving
3	They manned delicate craft on a clear river.	+1 Str, +1 Dex, +1 Int, +1 Wis, Skill: Boating
4	They dwelt beneath the earth with other sorts of fae beings.	+2 Con, +1 Int, +1 Wis, Skill: Gemcraft
5	They roamed open grasslands, hunting the beasts that grazed there.	+2 Dex, +2 Wis, Skill: Hunting
6	They were the high elves, and ruled a court of the fae in the heart of the forest.	+2 Cha, +1 Con, +1 Int, +1 Wis
7	They dwelt always near men, making friends more easily than others of their kind.	+2 Cha, +1 Dex, +1 Con, +1 Wis
8	They lived far to the north in glistening spires of icy rock.	+2 Con, +2 Int, +1 Wis
9	Your people always wandered, never staying long in one place.	+2 Dex, +1 Str, +1 Int, +1 Wis
10	Their constant companions were the beasts of the wilderness, with whom they lived in simple harmony.	+2 Dex, +1 Str, +1 Cha, Skill: Animal Ken
11	They built great hidden libraries and stored the world's forgotten knowledge.	+2 Int, +1 Wis, +1 Cha, Skill: Forgotten Secrets
12	Their home was a great city, the likes of which the earth will never see again.	+1 Str, +1 Dex, +1 Int, +1 Wis, +1 Cha



1d8	What caused you to leave the other elves?	Gain
1	Your family was slain by wild, beast-like men from the north.	+2 Str, +1 Wis
2	Simple curiosity led you far from home.	+2 Cha, +1 Int
3	Being a kind-hearted soul, you believe that men and elves can help one another.	+2 Int, +1 Wis
4	You wanted to seek knowledge which your own people did not have.	+2 Int, +1 Wis
5	You decided that the age of men had arrived, and wanted to be a part of their great deeds.	+2 Wis, +1 Con
6	You were confident that your unusual skills would help you earn your way among men.	+2 Dex, +1 Int
7	You wanted to confront the ancient enemies of your people.	+1 Str, +1 Con, +1 Int
8	Most of your enclave journeyed to the west.	+1 Dex, +1 Int, +1 Wis

1d8	When you left your own people, you found it difficult to live with humans. However, the other characters became your fast friends. Who else became your friend?	Gain
1	The blacksmith was kind to you, and you often sat at his forge, trading stories.	+2 Str, +1 Cha
2	The hunters taught you much human woodcraft, and learned much of yours.	+2 Dex, +1 Wis
3	Most humans found you too strange, and were frightened of you. You spent much time alone.	+1 Con, +1 Int, +1 Wis
4	One of the human elders told you ancient stories of elves and men.	+2 Int, +1 Wis
5	Grandmother Weaver said you were not the first elf she had met.	+2 Wis, +1 Dex
6	Shockingly, you had a tryst with a young, beautiful human.	+2 Cha, +1 Con
7	You served your time with a human militia, aiding them in the protection of their lands.	+1 Str, +1 Con, +1 Cha
8	The old witch was fascinated by you, and the two of you would trade secrets.	+1 Dex, +1 Int, +1 Wis



You learned the high magic of the elves. You become a level 1 Mage. You gain the class abilities *Sense Magic* and *Spell Casting*, the skill *Singing*, and the cantrip *Mage Light*. The tables below will tell you your other spells.

### What has happened to you since you learned the high arts?

1d6	How did you come into your gift?	Gain
1	You found the Tower of Silence deep in the faerie wood and studied there until you forgot even the changing of the seasons. You know the following magics: the spell Silence, the ritual Faerie's Call, and the cantrip Second Sight.	+2 Int, +1 Dex, spells to left
2	A wise old treant taught you the magic of the woods. You know the following magics: the spell Warping Song, the ritual Staff of Might, and the cantrip Druid's Touch.	+2 Wis, +1 Con, spells to left
3	You traveled the fae places for many lives of men and learned everyone's tricks. You know the following magics: the spell Blight of Loneliness, the ritual Unseen Servant, and the cantrip Glamour Weaving.	+2 Int, +1 Con, spells to left
4	You learned magic from Grandfather Bear, the Sisters of the Moon, and your friend the Hawk. You know the following magics: the spell Inspiration, the ritual Bind Familiar, and the cantrip Beast Ken.	+2 Wis, +1 Cha, spells to left
5	One of the elven kings taught you the magical arts. You know the following magics: the spell Commanding Word, the ritual Faerie's Call, and the cantrip Glamour Weaving.	+2 Int, +1 Cha, spells to left
6	An elven enchantress led you regularly to the dark heart of the woods to gather night blossoms. You know the following magics: the spell Conjure Darkness, the ritual Goodberry, and the cantrip Druid's Touch.	+2 Wis, +1 Dex, spells to left

1d6	What craft did you learn with your magic?	Gain
1	You learned the song of the loom.	+2 Dex, Skill: Weaving
2	You know the names of all the precious stones.	+2 Dex, Skill: Gemcraft
3	You have studied the runes of elves, dwarves, and men.	+2 Int, Skill: Rune Carving
4	You are versed in the riddle of steel.	+2 Str, Skill: Smithing
5	You sing to branch and wood.	+2 Dex, Skill: Woodcarving
6	The things which grow hear your song.	+2 Wis, Skill: Gardening



1d6	When you entered the lands of men, you found unlooked-for friends. How did you befriend the mortals? <i>The friend to your right was there with you.</i>	Gain
1	The ghost of a powerful human did not want you in the village and tried to drive you out. <i>The friend to your right helped you explain that you were friend and not foe, and gains +1 Cha.</i>	+2 Cha, Spell: False Friend
2	A wicked band of spiderlings followed you out of the forest and plagued your new home. <i>The friend to your right helped you gather the other characters to drive the monsters away, and gains +1 Str.</i>	+2 Str, Spell: Magic Missile
3	The villagers were wary of you and your strange ways at first. <i>The friend to your right called in a favor with the innkeep and convinced him to serve you, and gains +1 Wis.</i>	+2 Wis, Spell: Petrifying Gaze
4	A storm of unnatural proportions fell on the village one night. <i>The friend to your right was almost lost and killed before you came to help, and gains +1 Con.</i>	+2 Con, Spell: Wind Ward
5	When northern barbarians came to pillage the land, the village was unable to muster an adequate defense. <i>The friend to your right stood bravely with the small defensive force while you multiplied their numbers with your magic, and gains +1 Int.</i>	+2 Int, Spell: Greater Illusion
6	When a tinker wandered into the village, you were interested in his work. <i>The friend to your right impressed you by asking the tinker the most interesting questions, and gains +1 Dex.</i>	+2 Dex, Spell: Tinker's Gift

1d6	What treasure did you bring from the lands of fae?	Gain
1	A dagger with a blade of moonlight.	+2 Dex, an unnatural dagger
2	A leather pouch which keeps herbs fresh.	+2 Wis, a magic pouch
3	The diadem of a forest witch.	+2 Cha, a thin circlet
4	A branch from the dark heart of the wood.	+2 Str, an oaken staff
5	A folding chess set of shining metal.	+2 Int, a chess set
6	A cloak woven by the queen of the wood.	+2 Con, a great cloak



## FILL OUT YOUR SHEET!

1. Record your name, class, and level.
2. Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
3. Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Elven Enchanter begins with the following equipment: a dagger, gossamer robes, a weapon of faerie steel, the components for your ritual, a favor from the faerie court, and no money!
4. Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Chaotic like the other faerie lords.
5. Your Base Attack Bonus comes from your class. As a level 1 mage, you have a BAB of +0
6. Your Initiative is equal to your level, plus your Dexterity bonus, plus 0 for being a mage.
7. Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
8. Your Fortune Points are 2.
9. Your hit points are 6 plus your Constitution bonus.
10. Fill in your saving throws using the chart on the back of this booklet.
11. Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon.

# REFERENCE

## MAKING TESTS

**Ability Score Checks:** Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

**Saving Throws:** Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

**Combat Rolls:** Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

## CLASS ABILITIES

**Hit Dice:** d6

**Initiative Bonus:** +0

**Armor:** Mages may not wear any armor.

**Spell Casting:** Mages may harness the power of magic in three different ways: cantrips, spells, and rituals. Your Playbook has given you your starting magics.

**Sense Magic:** The Elven Enchanter may sense magic as a mage. See p.12 of *Beyond the Wall and Other Adventures* for details.

**Elf:** As an elf, you also have the Elven Vision, Lords of the Fae, Unaging, and Autumn Folk special rules, found on p.31 of *Beyond the Wall and Other Adventures*. Note that your Fortune Point penalty from Autumn Folk was already calculated above.

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	14	15	13	12	11
2	2,500	+1	14	15	13	12	11
3	5,000	+1	14	15	13	12	11
4	10,000	+2	14	15	13	12	11
5	20,000	+2	14	15	13	12	11
6	40,000	+3	13	13	11	10	9
7	80,000	+3	13	13	11	10	9
8	150,000	+4	13	13	11	10	9
9	300,000	+4	13	13	11	10	9
10	450,000	+5	13	13	11	10	9

## FORTUNE POINTS

A character may spend a Fortune Point in the following ways:

**Help a Friend:** Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

**Second Chance:** A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

**Cheat Death:** A dying character may spend a Fortune Point to stabilize at 0 hit points and not continue taking damage every round.

Ability Score	Bonus
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3