

B BEYOND THE W ALL AND OTHER ADVENTURES

THE ELDERS

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ELDER CHARACTERS

Not all heroes are young, and many of those who are need the guidance of an older and wiser mentor figure, someone who can show them the ropes and lead them into adventure. Elder Playbooks allow a member of the group to take on just such a role.

The characters made with these Playbooks are not necessarily old, but they are certainly well into adulthood and have already found their own way in the world. They may be as young as 25, or they may truly be elders, as old as the player desires. They may originally be from the same village as the other characters, or they may have only settled here recently. These Playbooks assume that the elder character will have a particular pupil within the group, so it is best if only one person play an elder unless you have a large group.

Creating an elder will have several effects on the game. First, the elder character will begin the game at level 2, with all of the powers and abilities that entails. In order to keep parity between the classes, all elders should begin with 2,500 experience. The character will gain maximum hit points at first level as normal, but will have to roll immediately for the second level's hit points. To counterbalance this, elder characters have lower ability scores than other player characters.

Secondly, while the elder is likely a mentor for the entire group, he will have one special pupil with whom he has spent the most time and given the most guidance. The player of the mentor should ensure that the player of the pupil is sitting to the right during character creation. *The sixth table in each elder Playbook will give the pupil a bonus and penalty to two different ability scores in addition to the usual shared event.*

Most of these Playbooks have been designed with the village in mind, but two of them, the Landless Knight and the Learned Tutor, are more appropriate in a group with noble characters. See the free supplement *The Nobility* for more information on making noble characters or having characters from both the village and the nobility in a single group.

MULTICLASS CHARACTERS

Two of the Character Playbooks included in this set are for multiclass characters. These are fairly straightforward to use. You can review the rules for multiclass characters on p.31 of *Beyond the Wall and Other Adventures*. Each of the multiclass Playbooks in this set have all of the rules for their classes on the last pages of their documents.

THE DWARVEN MENTOR

A gruff but stalward and skilled companion, this character is a hybrid of the warrior and rogue classes. The character fights as well as a warrior, gains knacks, and has the additional skills of a rogue.

THE LANDLESS NOBLE

This character is also a hybrid of the warrior and rogue classes. This character does not fight as well as a straight warrior, but has the same hit points, can wear any armor, and has weapon specialization. The character also has the additional fortune points of a rogue.

LEVEL 2 RITUAL

ORDER'S COMMUNION (Intelligence)

Range: Far

Duration: 10 minutes/level

Save: no

By means of this ritual, all those initiated into the same magical order may stay in contact regardless of distance. If two members of the order both cast the ritual on the same day, they may communicate with one another for from any location in the same plane of existence; use the shorter duration for casters of different levels. Given the restraints on both castings happening on the same day, most members of the order have prearranged dates for their communications. Should the caster fail the role, she may find herself talking to something else.

Unlike most rituals, there are no material components of any sort required. So long as the two casters belong to the same order and have two hours of peace and quiet they may cast this ritual.

ELDERS AND THEIR ENEMIES

Below are several NPCs representing elders or those who oppose them for you to use in your game. They are provided without names and with only loose character sketches so that you can easily work them into your own home setting.

THE HAUNTING

The elder, on a previous adventure, angered a disturbed spirit of vengeance. Now the Haunting walks, slowly but inexorably, night and day, towards him. It will not rest until it drags its prey into oblivion, and may not be harmed by any other.

Hit Dice: 3d8 (14 HP)

AC: 15

Attack: +3 to hit, 1d8 damage (chilling touch)

Alignment: Neutral

XP: 150

Notes: *Single-Minded* (the Haunting will always attack the elder if possible, and only the elder can damage the haunting in any way)

THE HEAD OF THE ORDER

Perhaps the mightiest mage in the world, this sorceress lives in distant lands. She prefers not to rule her order, but to guide and aid its members and others in need. Though she dwells too far from the heroes to be of immediate use, the Initiated Magician is likely to be able to communicate with her, and she could be sought but only after a great journey.

Hit Dice: 7d6 (27 HP)

AC: 19

Attack: +3 to hit, 1d8+4 damage (magic staff)

Alignment: Neutral

XP: 1,000 XP

Notes: *Spellcaster* (the Head of the Order casts cantrips, spells, and rituals as a 7th level mage; she knows the Mage Light and Blessing cantrips and any spells or rituals the GM sees fit; assume she has an Intelligence of 17 and a Wisdom of 15 for the purposes of casting rolls)

THE NEMESIS

This foul warrior is an enemy from an elder's past. He travels with an entourage of wicked men in his employ, and may be actively seeking the elder. What insult could have provoked such malice?

Hit Dice: 5d10 (26 HP)

AC: 18

Attack: +6 to hit, 1d8+2 damage (sword)

Alignment: Neutral

XP: 250

THE RETIRED HERO

A great adventurer from two or even three generations ago, this once great warrior has settled in or near the village. While he is too feeble now to demonstrate his once mighty skills at arms, he is still made of stern stuff, and can be a source of knowledge and advice for the PCs.

Hit Dice: 6d8 (27 HP)

AC: 14

Attack: +1 to hit, 1d8 damage (sword)

Alignment: Lawful

XP: 325

Notes: *Monster Lore* (the Hero knows a great deal about the dangers of the world, and, when plied with conversation and fellowship, can give any character a +4 to an Intelligence check regarding any monster), *Wanderer's Reward* (the Hero bears two magical items found in his travels; the GM should decide what is appropriate)

THE VILLAGE ELDER

This is a typical elder of the village. He likely enjoys spending time in the village square or inn, playing chess, and sharing wisdom.

Hit Dice: 2d6 (7 HP)

AC: 10

Attack: +0 to hit, 1d6 damage (staff)

Alignment: Lawful

XP: 30