

BEYOND THE WALL AND OTHER ADVENTURES

THE VILLAGE

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meae uxori pulchrae quae mihi semper suffragatur

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VILLAGE CHARACTERS

Like all of those Character Playbooks presented in the original set for *Beyond the Wall and Other Adventures*, this supplement gives players six new Playbooks to represent characters who grew up in a small village together. You should be able to use them the same way that you use any of the original Playbooks, mixing them freely.

MULTICLASS CHARACTERS

Three 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.25 of the 'Core Rules' booklet. Each of the multiclass Playbooks in this set have all of the rules for their classes on the last pages of their documents.

THE ASSISTANT BEAST KEEPER

An odd character, the Assistant Beast Keeper is a hybrid of the rogue and mage classes. This character is highly skilled (in his own way) and has some minor knowledge of magic. He has almost all of the benefits of a rogue, but levels slowly like a mage and has access to only the least of a mage's magic. On the other hand, he begins with a magical animal as an Ally.

THE FAE FOUNDLING

This is a hybrid of the warrior and mage classes. This character will level slowly, like a mage, and not be have access to as many potent magical abilities, but will fight almost as well as a warrior and be able to stand on the front lines of battle. In addition, she begins with a special faerie characteristic and perhaps the oddest background of any character.

THE HEIR TO A LEGEND

The Heir to a Legend is a hybrid of the warrior and rogue classes. This character can fight almost as well as a warrior and is specialized with a sword of some type, but lacks the warrior's Knacks. However, the Heir also has the extra Fortune Points of a rogue, and therefore makes for an excellent adventurer with a wide range of abilities.

THE VILLAGE STONE

The Village Stone is a powerful ritual which you might want to place in the characters' home village in order to spice things up. It can quickly become the focus of a whole campaign.

This standing stone has always stood in the village, and no one living remembers its use or significance. The Village Stone has several powers which affect those around it whether they realize it or not.

First, any ritual cast at the site of the Stone on either equinox automatically succeeds, and often wildly so. Assume that any ritual casting roll is automatically a natural result of '1.' Furthermore, if it is appropriate, the GM should consider having the range or potency of the ritual double.

Conversely, any ritual cast at the site of the Village Stone on either Solstice automatically fails, the magic running out of control. Remember that failed rituals still take effect, but that the magic is out of the caster's control and often changes a great deal. There are ancient legends warning the villagers to stay away from the stone on the solstices.

Spirits have particular reason to avoid the Stone, or make use of its powers: any incorporeal spirit which touches the Stone immediately becomes corporeal. This effect lasts until the next full moon. This means that spirits forced to touch the Stone can become vulnerable to mortal attacks, but also that wicked demons can more easily attack the unsuspecting village.

Finally, and perhaps most significantly, the Village Stone is a gateway to the land of Faerie itself, though all currently living in the village have forgotten the means to use it as such. Anyone who consumes a meal of fresh berries and milk beneath the Stone and then falls asleep is automatically transported to the realm of the Fair Folk. Returning to the mortal world requires other means; the ritual to come back from the other side is altogether different and unknown to mortals.

VILLAGE DWELLERS

Below are several NPCs for you to populate your characters' home village. They are provided without names and with only loose character sketches so that you can easily work them into your own home setting.

THE BLACK BOAR

This foul creature has been a source of despair and fear for three years now, and has claimed the lives of two brave hunters. It is extremely large and vicious.

Hit Dice: 5d8 (23 HP)

AC: 15

Attack: +4 to hit, 2d4 damage (tusks)

Alignment: Neutral

XP: 175

Notes: *Swift* (if there are enough foes in its immediate range, the Black Boar may attack twice with its tusks)

GRANDMOTHER WEAVER

The weaver-woman has been old for as long as anyone else in the village has known her, with the possible exception of the elders and the witch, who calls her sister. She knows all the stories of the village and the surrounding lands.

Hit Dice: 1d6 (4 HP)

AC: 10

Attack: +0 to hit, 1d4 damage (dagger)

Alignment: Neutral

XP: 10

Notes: *Knowledge* (Grandmother Weaver knows most legends; if the characters ask her about a story, she will have a 75% chance of knowing an extra clue about it)

THE KIND HUNTER

This friendly man probably helped the characters when they were growing up and can still be asked for help.

Hit Dice: 2d8 (9 HP)

AC: 12

Attack: +1 to hit, 1d6 damage (bow)

Alignment: Neutral

XP: 25

THE PATRON FAERIE

Some villages are lucky enough to have a fae spirit who watches over the villagers and their livestock. These faeries have their own purposes and can become angry if the proper gifts are not left for them, and so wise villagers keep to the old ways.

Hit Dice: 5d8 (22 HP)

AC: 15

Attack: +4 to hit, 1d8 damage (touch)

Alignment: Chaotic

XP: 550

Notes: *Bless and Blight* (once per month, the Patron may cause the crops and livestock of any farm near the village to either double or halve their output), *Home Body* (the Patron may not travel more than five miles or so from the village), *Incorporeal* (the Patron has no physical form, and is only affected by magic and iron or silver weapons), *True Name* (the Patron has a true name which gives its foes power over it)

THE UNREPENTANT BULLY

This brute terrorized the characters when they were young or let them be in favor of easier prey. Now an adult, his methods have changed but not his manners.

Hit Dice: 1d8 (5 HP)

AC: 12

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

Alignment: Neutral

XP: 10

THE WILD MAN FROM THE SEA

Last Autumn the fishermen dragged this large, hairy man ashore in their nets. He did neither spoke nor fought, but made his way into the woods when the frightened fishermen cut him free.

Hit Dice: 3d10 (17 HP)

AC: 13

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

Alignment: Chaotic

XP: 50

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