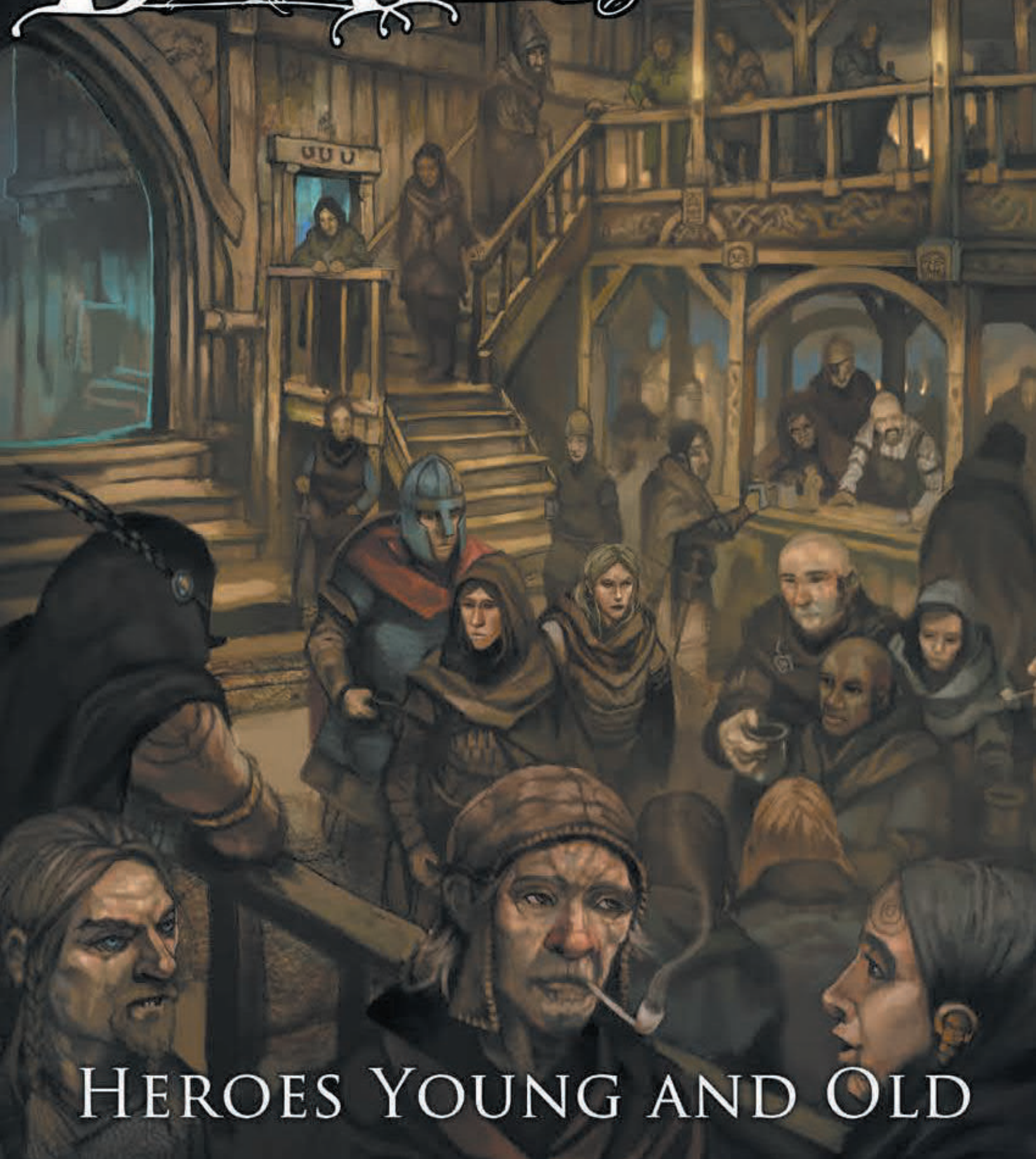


BEYOND THE WALL AND OTHER ADVENTURES



HEROES YOUNG AND OLD

CHAMPIONS RISE AND FALL BY THE COMPANY THEY KEEP...

There are dangers throughout the land, but your home is not unguarded. A hero might spring from any number of origins: the children of the nobility, unlikely champions within the village, or wanderers from the land of faerie. Make your name, stand with your friends, and defend your family.



MEET NEW HEROES, YOUNG AND OLD...

Heroes Young and Old compiles all of the free material from four addons for *Beyond the Wall and Other Adventures*, and gives more besides. This book helps players and gamemasters create their own Character Playbooks, tell stories with new spells, rituals, and magic items, and populate their villages and worlds with interesting NPCs and monsters. Also included are rules for the gnome, a new fantastic creature.

- Collected material from *The Village*, *The Nobility*, *Dwarves*, *Elves*, and *Halflings*, and *The Elders*, including old favorites, like the Nobleman's Wild Daughter, the Assistant Beast Keeper, and the Dwarven Mentor.
- Six new Character Playbooks, including the Knightless Squire, the Recluse Wizard, and the Gnomish Godparent.
- New spells, rituals, magic items, rare herbs, traits, and bestiary entries.
- Guidelines for making your own Character Playbooks.

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B EYOND THE W ALL AND OTHER ADVENTURES

HEROES YOUNG AND OLD

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Special Thanks: Trollsmyth, for showing us the value of a splintered shield.

For everyone who's taken old games and made them new again.

published by Flatland Games

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OTHER HEROES

This volume greatly increases the options for creating characters for games of *Beyond the Wall and Other Adventures*. Compiled here is all of the material from four previously published supplements: *The Nobility*; *Dwarves, Elves, and Halflings*; *The Village*; and *The Elders*. This book also provides a great deal of brand new material.

Primarily, this book contains 30 new Character Playbooks. There are Playbooks for villagers, nobility, fantastical creatures, and for elders from each of those groups. Additionally, there are several new spells and rituals, an expanded list of traits for groups with access to *Further Afield*, new magical items, rules for playing gnomes, a collection of NPCs and monsters, and guidelines to help gamemasters and players produce their own homemade Character Playbooks.

Beyond the Wall and Other Adventures assumes that characters are all from the same small village, but some of the Playbooks contained here have other assumptions. The following rules and guidelines will help the group insert these other types of characters into their games.

NOBLE CHARACTERS

Noble characters are different from those who grew up in a simple peasant village, and a group wishing to use these Playbooks will need to make a couple of brief considerations before beginning play.

First, the group will need to decide if they wish to have all of the characters in the party be from the nobility, or only some. The former decision is simple and straightforward, but there is nothing wrong with the latter. It should be very easy to mix characters made with Nobility Character Playbooks and those made with those detailing a village background. Most noble estates have a village that has grown up either directly around the keep or very close to it, so characters from both backgrounds can easily have been friends with shared experiences.

When making several noble characters, it is important for the group to decide whether they are all siblings or not. The first table in each noble Playbook tells you about your noble family. The first player who rolls on this table is determining the family of the “home” estate of the characters. When other players roll on this table, they may choose to ignore their result and instead choose the same result as this first player, meaning that their character is a sibling (or perhaps cousin) of that character.

If a player chooses to keep a different result from this table, that means that their character is not of the family which owns the estate, but rather the child of another noble family who is being fostered at the estate. This was common practice amongst nobility in the real world, and can account for children from several different families growing up together. Perhaps the character’s parents are away at court or fighting in a foreign war, or perhaps they simply found it convenient to send their child to be raised by friends.

THE NOBLE ESTATE

When using the optional rules for building the village map from *Beyond the Wall and Other Adventures*, you will need to add one extra step. First thing, mark where the manor house is somewhere to one side of the map. Leave the inn to represent the heart of the estate’s village.

When players have the opportunity to add locations to the map, they add the usual sorts of village locations, or they may choose to add other parts of the noble estate, such as a barracks attached to the keep, or a tourney field nearby.

FANTASTIC CREATURES

These sorts of Playbooks do not represent humans, but some of the other inhabitants of the world. While it would certainly be possible to play a game with only elves or dwarves set in one of their own communities, these Playbooks assume that such creatures are rare and often feared in the lands of men. A character made using these Playbooks will be a wanderer or outcast

from his own people who has since reached human lands, settled in the village, and made friends with the other characters.

ELDERS

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

Fourteen of the Character Playbooks included in this volume 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 has all of the rules for its class on the last pages of the document.

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 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 DWARVEN RUNE CASTER

This character is a hybrid of the warrior and mage classes. The character is a mighty warrior who augments his combat skills with ancient lore and spells, though he may not cast cantrips or rituals.

THE ELVEN Highborn

This is a classic warrior-mage and comes equipped with a magical elven sword. She may cast cantrips and rituals as a mage, but not spells.

THE ELVEN RANGER

This is a highly skilled woodsman who sings faerie songs, and is a hybrid of the rogue and mage classes. This character has fewer Fortune Points as all elves do, but has a great many skills and some interesting spells.

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 FUTURE WARLORD

This character is a hybrid of the warrior and rogue classes. The character can hold his own in a fight quite well, and comes with a load of Fortune Points, all the better to help his companions and pull off unlikely tactics.

THE GIFTED DILETTANTE

A jack-of-all-trades, the Gifted Dilettante is a hybrid of the rogue and mage classes. This character will level slowly, like a mage, and may not cast spells, though he does have access to cantrips and rituals. However, he has the hit dice and fighting capabilities of a rogue, and comes with many skills, as well as the ability to wear a bit of armor.

THE GNOMISH GODPARENT

A character full of tricks, the Gnomish Godparent is a hybrid of the rogue and mage classes. The character has many skills good for hiding and helping around the house, and may cast spells but neither cantrips nor rituals. Note, however, that, as a gnome, this character still knows the Glamour Weaving cantrip.

THE HALFLING OUTRIDER

This character is a warrior of the small folk with the extra Fortune Points of a rogue. His lack of Strength can make things difficult for him, but he makes up for it with his specialized weapon. He also comes with his trusted mount, a pony with unusual capabilities.

THE HEIR TO A LEGEND

Raised on stories of heroism, this 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 LANDLESS NOBLE

A noble on hard times, 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.

THE LAST OF A FALLEN HOUSE

A lost prince or princess, this is a hybrid of the warrior and rogue classes. The character can fight almost as well as a warrior, and has a full complement of hit points, but lacks the weapon specialization class ability. The Last of a Fallen House also has the additional Fortune Points of a rogue.

THE NOVICE TEMPLAR

The Novice Templar is the quintessential holy warrior or paladin. It is a hybrid of the warrior and mage classes. This character will level slowly, like a mage, and won't 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.



NEW MAGIC

Heroes Young and Old presents several new spells and rituals which are used in the new Character Playbooks. All of the magic described here is available to any mage, and not just those made with the new Playbooks.

SPELLS

ELF SHOT

Range: Touch

Duration: 5 rounds

Save: special

By humming gently over an arrow or other missile, the caster imbues it with a powerful and poisonous magic. If the arrow strikes a target before the duration of the spell ends, that target must make a saving throw vs. poison or become completely unable to move for 1d10 rounds.

FAERIE CLOAK

Range: Near

Duration: 1 round/level

Save: no

The caster softly sings an ancient elvish incantation and a silvery mist rises around her and her companions, which dissipates almost immediately. The shapes of the caster and up to six of her companions blend into their surroundings, becoming very difficult to see. For the short duration of the spell, all of those affected gain a +2 bonus to any attempts to sneak or remain hidden.

HUNGER AND THIRST

Range: Near

Duration: 1 hour/level

Save: yes

A terrible curse, this spell causes one target in near range to be filled with overwhelming hunger and thirst. Unless he passes a saving throw, the target will eat and drink until sick and often past that point, and find it difficult to do anything else. The victim will not drop his sword in the middle of combat, but any other plans or endeavors become secondary.

NIGHT CRAFT

Range: Self

Duration: 1 night

Save: no

This caster spits upon his hands, makes a sign, and lifts his tools. For a single night, the caster gains a +5 bonus on any and all rolls related to crafting, cleaning, or doing any sort of mundane, manual labor. After such an intense effort, the mage has a -1 to all rolls until he sleeps.

SEARING HEAT

Range: Near

Duration: 7 rounds

Save: no

Searing Heat causes a single metal object in Near range to become extremely hot. Normal creatures immediately drop any such object they are holding, while those wearing targeted metal armor take a single point of damage every round until they remove the heated armor.

SHARED VISION

Range: Touch

Duration: Concentration

Save: no

By a touch and a word the caster ceases to see through her own eyes and instead sees through those of the target. This spell may be cast on any living creature, human or otherwise, and lasts so long as the mage maintains her concentration.

WARPING SONG

Range: Near

Duration: Instant

Save: no

This spell causes a single, non-magical object made of wood within Near range of the caster to warp into a useless or damaged state; a bow becomes completely useless, a boat springs a leak, or a door springs open.

WRENCHING CURSE

Range: Near

Duration: 3 rounds

Save: yes

This frightful spell causes a target's insides to twist in intense agony. The mage speaks a word of terrible power which pains the ears of all in range, then points at her target. Unless the target passes a saving throw, he will suffer 1d4 points of damage per round for the duration of the spell. Additionally, the pain is such that the target suffers a -2 to all attack rolls and ability score tests while the spell is in effect. For every full three levels of the caster, the spell lasts an additional 2 rounds, for a total of 5 rounds at level three, 7 at level six, etc.

LEVEL ONE RITUAL

FAERIE'S CALL (Intelligence)

Range: Far

Duration: 3 days

Save: yes

Very few mortal wizards have learned this secret ritual of the faerie lords. Upon completion of this ritual, 2d6 faerie creatures within a three mile radius are

compelled to come to the caster and offer their services for three days. The faeries are of a type determined by the GM based on the surroundings and arrive at their own speed. If there are more than enough faerie creatures within range, the GM may decide which are affected; sometimes the magic calls mighty lords and other times only small and humble creatures. The affected faeries may ignore the call upon a successful saving throw vs. spell. If there are no suitable creatures in range, the ritual has no effect.

The summoned faeries are not necessarily predisposed to like the caster, but will generally offer their services in good faith. However, they are very unlikely to act out of character unless there is a good reason or the caster manages to be very convincing. The gamemaster may call for a Charisma test on the part of the caster when attempting to cajole the faeries into a dangerous or unlikely endeavor.

Each casting of this ritual requires a unique material component which is in some way significant to the local fae, like a leaf from the Great Star Maple, water from a nymph's spring, or a stone from the bottom of the Well of Shadows. During the casting of the ritual, the mage sings a faerie song and the item begins to glow faintly. The object will continue to glow for the three day duration of the ritual and then slowly disintegrate until there is nothing left.

LAST CALL (Wisdom)

Range: Near

Duration: Permanent

Save: yes

Some witches do not like to be bothered, and there is a reason that people are told not to meddle in the affairs of wizards. This ritual enchants a single discrete area, whether a banquet hall, a woodland clearing, or a cottage. At any time after completing this ritual, the caster may make a 'last call.' Any creature who wishes to remain in the area after the caster makes this call must make a saving throw or be compelled to leave immediately by whatever means available to them. Targets affected by this ritual may return the following day. Once the caster has made this 'last call,' the ritual no longer functions and he must cast it again if he wishes to use the effect at another time.



The components for this ritual are three iron nails, the ashes of a dinner fire, and an object of the caster's choice from the affected area, such as dust from the stones of a window or a splinter from the mantle. When casting the ritual, the mage paces the area to be affected, noting the entries and exits, and mumbling words of magic and seclusion.

LEVEL 2 RITUALS

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.

WIZARD'S HOME (Intelligence)

Range: Near

Duration: 1 month

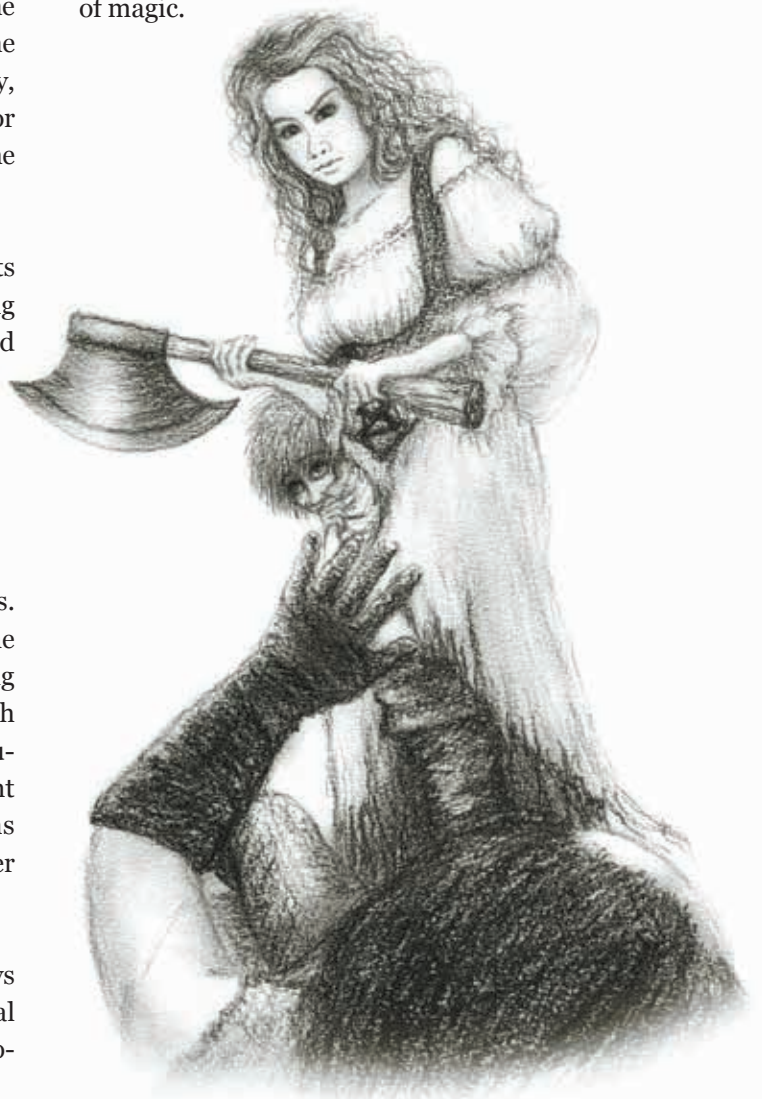
Save: no

This ritual is the source of many legends and songs. When completed, it causes the caster's home to become bigger on the inside than would seem possible. Using this ritual, the caster can add one room (or its rough equivalent in size) per level to her dwelling. Particularly large rooms, like a feasting hall or barracks count as two "rooms" for this purpose. The home remains unchanged on the outside, but has become much larger to those inside its walls.

Furthermore, all parts of the caster's home are always within touch range of her magic, regardless of actual distance. This makes the mage a most formidable opponent while in her own home.

Most mages who practice this magic cast the ritual on their homes every month in order to maintain enough space for their libraries, accoutrements, and oddities. If a mage should fail to do so, all items and furnishings from the magical rooms are lost. They might or might not be found elsewhere later. Servants, guests, or friends who were in the rooms at the end of the ritual's duration also end up in other places. It is unwise to overstay your welcome in the dwelling of a homebody wizard.

Wizard's Home must be cast beneath the same phase of the moon each month. The components for the ritual are an old stone, a fresh brick, mortar, and a freshly-cut branch of yew. All of these items are consumed in the two-hour process of casting the ritual as the mage goes from room to room, marking her boundaries, making secret signs, opening new doors, and muttering words of magic.



MAGICAL ITEMS

This chapter adds several magical items to those found on p.69 of *Beyond the Wall and Other Adventures*. In addition, there is a section on magical herbs which can be found throughout the land to aid in healing, spellcasting, and more.

NEW ITEMS

FATHER'S SWORD

This blade has been passed down for generations and carries great magic. It grows in power with its wielder, matching the might of its bearer. The sword gains a new magical property for each level of the character using it. The following table describes these powers. The sword always has the properties of its wielder's level and all previous levels.

Level	Properties
1	The sword is magical, but has no bonus to hit or damage. It can, however, harm any creatures immune to mundane attacks. Also, the sword always finds its way home when lost; it is never apart from its rightful owner for more than a day or two.
2	The sword aids its bearer and grants a +1 bonus to hit and damage.
3	The bearer gains a +1 bonus to all saving throws. The sword also sends vague dreams to its wielder when there is grave danger in the near future; the specifics of such dreams are left to the GM.
4	The sword gives its bearer another +1 to hit and damage, for a total of +2.
5	The sword warns its bearer of impending danger. When there are enemies within a radius of 30 yards, the sword glows with a dim light.
6	The sword gives its bearer another +1 to hit and damage, for a total of +3.
7	The bearer gains a +2 bonus to AC. Additionally, the sword leaps quickly to hand and makes its wielder swift in battle, granting a +3 bonus to initiative.

Level	Properties
8	The sword gives its bearer another +1 to hit and damage, for a total of +4.
9	The sword looks after the health of its bearer, who can no longer become poisoned or sick in any way when in possession of the sword.
10	The sword gives its bearer another +1 to hit and damage, for a total of +5.

Because the powers of this item grow as the character levels, it allows a character to begin with a family weapon and keep it for the entire campaign, as in much fiction. It would fit with almost any character in *Beyond the Wall*, but is a particularly appropriate item for characters made with the Heir to a Legend or the Last of a Fallen House Character Playbooks.

The gamemaster and group should feel free to invent their own versions of this item, changing its specific powers or form. A dwarf might love to keep her mother's axe, while a hero from an earlier culture might bear an ancient spear.

OGRE'S MITTS

Scuffed, torn, and patched, these oversized leather gloves fit any hand that tries them. Taken from the grave of a violent ogre warlord, they move with his strength at their new owner's command, granting +5 damage and +5 to all strength checks. Such power comes with a price, however, as the human body was not made to bear such strength. The user must make a saving throw versus magic item each round the gloves are used or take one point of damage per level of the wearer.

SIGN OF THE FAERIE COURT

Most great courts of the fae produce these small tokens, though their form varies from court to court. A gathering of mighty fae ruled by an elven queen might craft small green gemstones set in beautiful white metal, while a motley of goblins, dwarves, and gnomes who dwell beneath the earth might craft lumps of dark stone set in brass. In any case, these tokens are a great gift and are only given to the truest of faerie friends. When

the bearer is in danger, any faerie from the gifting court within a mile radius will know of the danger and get a sense of the owner's location.

HERBS

Magic is all around and not just in the items enchanted by wizards and sorcerers. The magic of growing things permeates the world. All herbs have properties that common folk would consider magical, but a few, rare sorts are particularly special. The following herbs appear magical to any mage using the Sense Magic ability, and are highly sought after by sorcerers, healers, and alchemists. Finding such herbs is very difficult; if an herbalist is trying to find any of them, she will receive at least a -6 penalty, even if in a region appropriate to the herb. For this reason, herbalists of means often establish a hidden or well-protected garden to grow such herbs themselves, though even this is difficult and requires seasonal Wisdom checks.

BLUE HALLOWS

A creeping herb which flowers only in early spring, the Blue Hallow is greatly sought after by healers and caretakers. The small blue flowers and juice from the stems can be brewed into a sweet-smelling but bitter tea. Any who imbibe such a tea regain a single hit point and may immediately make a saving throw versus poison to recover from illness, fatigue, or fear.

ELDER ROSE

These roses of a deep, vibrant red only bloom very near to the equinoxes in places where faeries tread. They have no thorns and climb high on trees and walls. Legends say that these flowers are the gifts of lovers, friends, and parents, and that two who have been bound by such a gift shall never be parted.

A character who receives an elder rose as a gift finds it easier to receive help from the giver of the rose. For about two days, while the rose remains fresh, the recipient of the rose gains an additional +1 bonus when helped by the giver (ie. a +3 bonus in most circumstances, but +5 or +7 if the giver has a particularly high skill).

GOBLIN'S BANE

Goblin-kind cannot stand the scent or sight of this plant. It grows in deep forests, and does particularly well in dry soil. It has reddish, prickly leaves and beau-

tiful but small white flowers. If the plant is fresh and worn on a character's person, goblins receive a -1 to any attack or action directed against that character.

THE GOLDEN BOUGH

Sometimes, on certain trees in ancient, sacred places, a certain bough will produce leaves of a deep, golden yellow all the year-round. The leaves and sap from such a branch have powerful magical properties relating to the restless dead. Anyone who chews one of the leaves can see the spirits of the dead for one hour; furthermore, no undead creature of any kind will attack him.

HIGH KING'S BREATH

This scraggly weed was brought to the land many generations ago by the first High King. It grows in only a few places, but where it does grow it grows abundantly and spreads easily. In the spring and fall it puts out small white flowers, and stays green through winter.

The herb has medicinal properties and grants a +1 bonus to any Herbalism or Healing test when used in a poultice or boiled in water to create a tea. The flowers, whether dried or fresh, have powers of warding and protecting, and can give a +2 bonus on checks of this type, such as when a mage casts the Circle of Protection ritual.

WINTER ACONITE

A deadly and rare herb, this plant grows only in the winter in shadowed valleys and beneath the shade of the largest oaks. Even touching the petals of the jet-back flowers calls for a saving throw versus poison, and failure results in the loss of 1 hit point. The flowers and stems can be brewed into a poisonous liquid, the ingestion of which causes $2d6 + 4$ damage and incapacitates the imbiber for at least a week, who must remain bedridden or suffer a -10 penalty to all rolls. A successful saving throw versus poison means that the drinker suffers no damage but is still very ill and suffers penalties as above.

WITCH MYRTLE

This delicate, green plant grows rarely. It climbs quite high and has small flowers of the deepest purple. It possesses powers of protection, secrecy, and escape. A skilled herbalist can weave a protective amulet of the stalks without damaging the flowers, and any who wear such a ward receive a +1 bonus on rolls to hide, sneak, or flee.

NEW TRAITS

Traits are special abilities, bonuses, or knacks introduced in *Further Afield*. They provide an additional layer of character customization. This chapter provides several new traits for use in games of *Beyond the Wall and Other Adventures*. For gamemasters and players without that book, we provide a brief summary of how traits work. Full rules can be found on p.32 of *Further Afield*.

Characters must have a true name in order to have traits. *Further Afield* recommends that all characters begin with a single trait at level 1 and gain a further trait at levels 5 and 9. Some groups may prefer to give more, fewer, or no traits. In any case, all characters should have the opportunity to gain the same number of traits.

GENERAL TRAITS

ALWAYS PREPARED

This character often has unusual but helpful objects at hand. The character may spend a Fortune Point to have any item he might have reasonably procured along the way provided it could fit in his bag.

SURVIVALIST

This character is at home in the wilds. He can always find enough food and water for himself, though still must make foraging or hunting tests to feed others. This trait has no effect when facing the harshest of conditions, such as a scalding desert or the Dark Lord's domain.

COMBAT TRAITS

DUELIST

A character with this trait is skilled at fighting opponents in single combat. If the character is fighting any other single, human-sized opponent in a one-on-one duel, he receives a +2 bonus to hit and a +2 bonus to armor class. These bonuses promptly disappear as soon as the bystanders intervene.

SHIELD FIGHTER

This character's training with a shield allows her to save herself even from a devastating attack. While armed

with a shield, the character may choose to ignore all damage from any single attack completely, at the price of having her shield break and become useless. A magical shield used in this manner is broken but not destroyed, and may be mended by a craftsman.

SPELLCASTING TRAITS

FLEXIBLE RITUALIST

This character casts rituals in ways different to other mages. The player may pick two rituals and change which ability score is associated with tests for casting those rituals. The player may choose Intelligence, Wisdom, or Charisma for the casting rolls, and need not necessarily choose the same ability score for each ritual. The player is not required to pick both rituals when this trait is gained, and may instead "hold" one or both of his picks for later rituals.

ULTIMATE ENCHANTMENT

This mage may draw on his inner strength to cast a spell as a last ditch effort. After the mage has exhausted all of his spells for the day, he may still cast another, but immediately drops to 0 hit points and falls unconscious.

SUPERNATURAL TRAITS

FRIEND TO MICE

Whether because of heritage, a mystical pact, or an unknown gift, this character has a great affinity with mice. She may speak with mice, has a rough sense of when they are nearby, and gains a +2 on any rolls involving them. Note that this trait is very specific; the character has no special bonus with rats, squirrels, or any other rodents.

GHOST-TOUCHED

This character is marked in some way by the dead. After the sun has set, the character may see any ghosts in his presence. Note that this trait does not allow the character to see spirits or other invisible or incorporeal creatures.

FANTASTIC CREATURES

Beyond the Wall and Other Adventures provides rules for elves, dwarves, and halflings in the appendix on p.30. Here we present this section again, but with the addition of rules for gnomes and an optional drawback for dwarven characters.

Many fantasy stories tell not just of brave men and women, but also elves, dwarves, and halflings having their own adventures, often in the company of mundane men. The following rules help you create characters of these types. Each fantasy species comes with its own special advantages and drawbacks, all of which can make playing one of these characters very different from playing a human.

For games in which languages are important, the GM may want to rule that characters of these species know their native tongue in addition to any others. For instance, an elven character with no intelligence bonus might still know two languages: the common human tongue of the other characters and some form of elven or fae language.

DWARVES

Creatures of earth and stone, dwarves are expert craftsmen who occasionally wander the lands of men, selling their wares and seeking their fortunes. They are stout fighters and hearty adventurers, but they are filled with a love of gold and beautiful things. This is most often why they find themselves out in the lands of men.

Our dwarves are decidedly otherworldly, carrying with them secret True Names and unnatural abilities. All dwarves have the following characteristics:

Dwarven Vision - Dwarves may see in any light. So long as their surroundings are not pitch black, they can see as well as humans in full daylight.

Strength of Stone - Dwarves have an endurance far beyond the ken of men, and therefore have hit dice of one greater die type than their class would suggest. For

example, a dwarven rogue has d10 hit dice instead of the usual d8.

True Name - As creatures of rock and stone, old as the earth, dwarves have true names, and those with the knowledge may use a dwarf's name against him. Knowing a dwarf's true name gives a character great power. By calling out the name, a character gains +5 to all actions taken against the dwarf, including attacking it.

ALTERNATE DWARVES

All dwarves have, as their drawback, a true name, which their enemies may use against them. However, many groups give true names to all of their characters, particularly when using the rules for Traits from Further Afield. Furthermore, since all of our fantastic creatures are quite fae (save perhaps halflings), they should really all have true names anyway, and not just the poor dwarves.

Given that, the GM may want to change the rules for dwarves and give them a different drawback, especially as their bonuses are quite significant. In this case, the group can give all dwarven characters the following drawback instead. Groups may also want to consider giving all fantastic creatures true names as well.

Enthralled - *When in the presence of great craftsmanship, overwhelming beauty, or massive wealth, dwarves can quickly become enthralled and unable to do anything but stare in admiration. In such a circumstance, the dwarven character must make a saving throw vs. polymorph or else stand rigid, unable to act, for 1d4 +2 rounds. Even being struck or otherwise taking physical damage cannot knock a dwarf out of this intense reverie.*

ELVES

Elves are the lords of the fae and the sad inheritors of a long-declining civilization from past ages. Some dwell in forgotten, hidden kingdoms containing their own great and often crumbling cities, while others live in secret enclaves in the wilderness, long veiled from men. They are fair and dangerous creatures from beyond the realms of mortals. Our elves are faerie royalty, quite out of place amongst humans. All elves have the following characteristics:

Elven Vision - The keen eyes of the elves can see in all but pitch blackness.

Lords of the Fae - As the lords and ladies of the faerie courts, elves gain a +2 bonus to any ability score check to command, impress, or frighten other faerie creatures.

Unaging - Elves maintain their youth and vigor for their entire, long lives. Some say that they are actually immortal. Elves are fair of form. They automatically resist all forms of non-magical disease and poison.

Autumn Folk - The age of the elves is long since past. Elves have one fewer Fortune Point than they otherwise would. This means that most elven characters will have only two Fortune Points, while elven rogues would have four instead of the usual five.

GNOMES

Gnomes are small, long-lived creatures sometimes mistaken for dwarves. They dwell in hamlets or crofts, in forests, or beneath hills and are shy and reclusive. Some of these fae folk hide among men, acting as helpers and guardians. They are also found in the great courts of the fae, serving as counselors, tricksters, and craftsmen. All gnomes have the following characteristics:

Gnomish Glamour - All gnomes know the Glamour Weaving cantrip, whether they are mages or not. This is in addition to any other cantrips the character knows.

Hard to Catch - Gnomes are small, fast, and cautious, which often frustrates their enemies. Gnomes receive a +1 bonus to AC and all rolls related to hiding and sneaking.

Small Stature - While not as tiny as halflings, gnomes are small creatures and not as brawny as their dwarven

cousins. Therefore they may only use weapons which do 1d4, 1d6, or 1d8 damage.

Vulnerable to Meteoric Iron - As creatures deeply connected to the fae and the earth, gnomes take double damage to any weapons made from meteoric iron.

HALFLINGS

A simple folk from far away lands, halflings mostly keep to themselves, tending green gardens and brewing quality ale. They value good food, good company, and good stories. They are stout of heart, and occasionally leave their own peaceful lands to journey in the realms of men. There is more about these small people than most strangers think. Our halflings are valuable members of any adventuring party, if not the strongest fighters. All halflings have the following characteristics:

Halfling Spirit - Halflings raise the spirits of even the most downtrodden and are valued by all their companions. The Halfling himself receives +2 to all saving throws. Furthermore, all friends in his adventuring party receive +1 to their saving throws.

Small Stature - Being small hurts in a fight. Halflings may never have a strength score higher than 10, and may only use weapons which do 1d4 or 1d6 damage.



FRIENDS AND FOES

Below are several NPCs and monsters for you to use in your games. They are provided without names and with only loose character sketches so that you can easily work them into your own home setting. Some are appropriate for any village, some reference a noble castle, and some describe strange and fae creatures. Many of these creatures are made with the Character Playbooks included in this volume in mind.

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)

THE BLACK WORG

This ferocious beast is being tracked by the Wild Hunt and is a great danger to any in its path.

Hit Dice: 4d8 (18 HP)

AC: 16

Attack: +4 to hit, 1d10 damage (bite)

Alignment: Chaotic

XP: 110

THE CAPTAIN

The captain is a grizzled veteran. He is a commoner who serves at the lord's pleasure, and he takes his job very seriously. He is likely to be annoyed at inquisitive youths looking for trouble.

Hit Dice: 2d10 (11 HP)

AC: 14

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

Alignment: Neutral

XP: 40

THE DWARVEN SMITH

This young dwarf has stumbled on a rare find: a chunk of meteoric iron. However, he does not have the skill to work it.

Hit Dice: 1d8 (5 HP)

AC: 10

Attack: +0 to hit, 1d8 damage (battle axe)

Alignment: Neutral

XP: 15

Notes: *True Name* (the the dwarven smith has a true name which gives his foes power over him)

THE ERL KING

A mighty faerie lord, the Erl King rules an enclave of the fae somewhere near the village. He is fell and dangerous, but also capricious and playful. Legends say that he has sent many brave adventurers on their first quests.

Hit Dice: 7d10 (43 HP)

AC: 18

Attack: +7 to hit, 1d8+6 damage (magic blade)

Alignment: Chaotic

XP: 450

Notes: *Magic* (the Erl King may cast any ritual of level 7 or below; he may also use any cantrip; his Intelligence and Wisdom are assumed to be 16 for casting rolls), *True Name* (the Erl King has a true name which gives his foes power over him)

THE FOREIGN DIGNITARY

Touring the lands and forging trade alliances, the foreign dignitary could be friend or foe. He might be at the castle for noble reasons, or discovering his true intentions could be the source of an adventure.

Hit Dice: 2d8 (9 HP)

AC: 10

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

Alignment: Neutral

XP: 25

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 HALFLING TINKER

An attractive young halfling lass who travels from village to village, the tinker is likely to be a source of useful information.

Hit Dice: 1d6 (4 HP)

AC: 10

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

Alignment: Chaotic

XP: 10

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

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 KIND HUNTER

This friendly man probably helped the characters once or twice 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 LANDLESS KNIGHT

Some young nobles are not fortunate enough to have lands to govern and peasants to levy, and so must seek their own way in the world. This warrior is brave and upright, and might see the characters as charges needing his aid. He has already survived an adventure or two of his own.

Hit Dice: 3d10 (17 HP)

AC: 15

Attack: +5 to hit, 1d8+4 damage (long sword)

Alignment: Lawful

XP: 95

THE LAST CLANSMAN

This unfortunate dwarf's entire clan has been destroyed in a catastrophe, and now he wanders the land, seeking revenge and his own death. He is a mighty warrior, and might be convinced to stand beside the characters in battle for a brief time.

Hit Dice: 3d10 (17 HP)

AC: 15

Attack: +5 to hit, 1d10+4 damage (great axe)

Alignment: Chaotic

XP: 80

Notes: *True Name* (the last clansman has a true name which gives his foes power over him)

THE LOYAL HOUND

This hound has served the master of the keep for many years, and leads the rest of his pack in the hunt. He feels a great deal of affection for his humans.

Hit Dice: 2d8 (9 HP)

AC: 13

Attack: +1 to hit, 1d4+1 damage (bite)

Alignment: Neutral

XP: 35

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 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 QUEEN OF THE CROWS

The Queen is a charming bird, large for her type, with great black wings which glisten when she is in flight. She talks to some of the inhabitants of the castle, but only when they are alone. She has been with the keep for centuries, and knows most of its secrets.

Hit Dice: 3d8 (14 HP)

AC: 16

Attack: +3 to hit, 1d4 damage (beak)

Alignment: Chaotic

XP: 75

Notes: *Home Body* (the Queen may not travel more than five miles or so from the castle), *Perfect Speech* (the Queen may speak to any creature: human, animal, or other), *True Name* (the Queen has a true name which gives her foes power over her)

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 STABLE BOY

This young man looks after the horses of the lord and his family, as well as any visiting nobility. He is odd and often bored. A charming adventurer might be able to convince him to come along on a quest.

Hit Dice: 1d6 (4 HP)

AC: 10

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

Alignment: Chaotic

XP: 15

Notes: *Second Sight* (the stable boy has the Second Sight cantrip, but cannot control it)

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

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 WELL GNOME

This diminutive creature makes his home in tunnels beneath the village connecting to one of the wells. He has watched over the village for generations, though most have no idea that he is present. Some of the elders still leave gifts for him on holy days.

Hit Dice: 2d8 (9 HP)

AC: 12

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

Alignment: Chaotic

XP: 50

Notes: *Cantrips* (the well gnome knows the Blessing and Glamour Weaving cantrips and can them with an Intelligence and Wisdom of 14), *True Name* (a gnome has a true name which gives his foes power over him), *Vulnerable to Iron* (a gnome takes double damage from weapons made of meteoric iron)

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

THE WORKER FAERIE

Unusual for a faerie, this small, bearded fellow is obsessed with order. He lives unseen in the village and straightens things, whether their owners want them straightened or not. Sometimes his meddling is an unlooked for blessing, other times a curse.

Hit Dice: 2d8 (9 HP)

AC: 14

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

Alignment: Lawful

XP: 75

Notes: *Invisibility* (the worker faerie may only be seen in the light of a full moon), *True Name* (the the worker faerie has a true name which gives his foes power over him)

THE YOUNG LORD

A child come into power before his time, the young lord inherited his title when his parents died to violence or disease last winter. These sad ones now watch over their son. He is only fifteen years old, but has sworn to protect and rule his lands with might and justice. He may even have the abilities to do so. Unfortunately there are others in his court who have other plans. He will need help and support if he is to prosper.

Hit Dice: 1d8 (5 HP)

AC: 14

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

Alignment: Lawful

XP: 30

Notes: *Haunted* (the lord's parents watch over him in his unexpected rule; during the night, two Phantoms, as described on p.90 of *Beyond the Wall and Other Adventures*, are always in his presence)

MAKING PLAYBOOKS

This chapter gives some basic guidelines for gamemasters and players looking to make their own Character Playbooks for games of *Beyond the Wall*. Doing so is very much an art and not a science, so groups should feel free to vary things as they go along.

Throughout this chapter we will use a favorite Playbook, the Assistant Beast Keeper, as an example of the process.

Each Character Playbook has five important sections: Introduction, Early Life, Becoming, Young Adulthood, and Rules. Before these sections are discussed, it is important to straighten out some details about numbers and ability scores.

When making characters without using Playbooks, p.9 of *Beyond the Wall and Other Adventures* recommends rolling 4d6 and dropping the lowest die roll once for each of the six ability scores, then assigning the numbers as desired. This returns an expected value of 12.24 for each ability score, and a total of 73.44 points in ability scores.

Playbooks for *Beyond the Wall* create characters with a total of 72 or 73 points in ability scores. This is just lower than the expected value when rolling the dice, but tends to balance itself out by negating the possibility of bad rolls and by being very likely to return a character with the ability scores most needed for his class. If a group goes through the steps in the following sections, their new Playbooks will end up in this range for ability scores as well.

INTRODUCTION

Each Playbook begins with a brief description of the character it describes, usually a common type of protagonist from classic young adult fantasy literature or, less often, a type of character particularly common to fantasy gaming. These descriptions are usually only two or three sentences long, and are best when they give a player an idea of not only what the character

is capable of, but also how that character connects to friends or the village.

As inspiration for our Assistant Beast Keeper, we look at Taran, just at the start of his adventures in the Chronicles of Prydain. What makes Taran special, even at first glance, are his relationships with his mentor Dallben and with his pig Henwen. Change Dallben or Henwen, and you have a whole new character. Remove Dallben and make Henwen a bear, and we end up playing Winnie the Pooh's Christopher Robin, or Paddington Bear's Judy Brown.

Our young hero will live in the village with the other players, not hidden away like Taran, or in London like some others. A roleplaying game is a collaborative activity, so we want our heroes tied to each other and their homes as much as possible.

Now that we know what we want to accomplish, we pick a short, simple phrase that communicates the idea around which the character will be built. It doesn't have to be perfect right away, but we want to get something down immediately. We try to set things up like the blurb on the back of a book and include a hint as to why this character wants adventure.

"The old witch in the village took a liking to you when you were still young, and you now keep her animals for her. While what you do may seem inconsequential, the witch seems to consider you to be vitally important, and favors you above all others. You dream of a more exciting life."

After the short description, each Playbook gives starting ability scores. Each character should start with a total of 52 points in ability scores as a base. For most Playbooks, that means starting scores of 8 in everything except for the scores most vital to the character type; this usually amounts to starting the character with two 10s or a single 12. This ensures that, even if all of the



subsequent rolling goes outrageously against the odds, the character will be competent in his most important ability score.

Groups should beware giving a starting ability score of 12 here. The more a Playbook lumps points in one place, the more likely it is that a character created with that Playbook will end up with a score over 19. Groups should only give a 12 to a character who clearly seems to focus in one ability score over all others, such as the Self-Taught Mage, who begins with a 12 Intelligence.

If players want to make a more unusual Playbook, they should consider lowering one or more ability scores and giving more bonuses. At the extreme end, the Halfling Vagabond begins with very skewed ability scores: a 4 in Strength, 12s in Dexterity and Charisma, and 8s in the others.

Every Character Playbook gives a brief but colorful description when describing a character's starting ability scores.

With this in mind, we decide what class the character will be, and what ability scores will be most important. We want our Assistant Beast Keeper to have just a touch of magic about her and since we know she doesn't lead with her fists, we decide she'll be a multi-classed Rogue-Mage and that she will certainly end up with the Beast Ken cantrip. That cantrip uses Wisdom,

and it seems that anyone keeping up with the animals would require a good Constitution score. Therefore we start the character off with 10s in Constitution and Wisdom and 8s in everything else.

"You have a knack with animals. Your Constitution and Wisdom begin at 10, and all of your other ability scores begin at 8."

EARLY LIFE

Current Character Playbooks for *Beyond the Wall* all belong to one of six settings. The most common of these settings, by far, is the village, with the nobility being close behind. There are also Playbooks for four different types of fantastical creatures available to players: dwarves, elves, gnomes, and halflings.

These settings provide three tables which describe a character's childhood, family history, or upbringing, and these three tables are used for all Playbooks within that setting, regardless of class or archetype.

If players wish to make a new Playbook which belongs to one of these existing settings, they should simply grab the existing tables and move on.

If, on the other hand, players wish to create an entirely new setting, they should be prepared to make three tables which can be appropriate to any character of that background, not just the specific archetype represented by a single Playbook.

Early life tables should give varied results to characters. A childhood table will not ensure that a warrior is strong and agile or that a mage is wise or intelligent; that happens with a Playbook's starting ability scores and later, in the class-based young adulthood tables. These tables are a good chance to show that any kid can get into fights, help around the house, or spend a summer listening to the elders' stories.

These tables give a total of 11 points in ability scores, or 10 points and a single skill, and the results should be balanced or very nearly balanced between all six ability scores.

Our Assistant Beast Keeper grew up in the village, so we use those tables to make the Playbook.

PLAYER CHOICE

As described on p.37 of Beyond the Wall and Other Adventures, players get to make a single choice when designing their characters using Character Playbooks. A table describing how a character acted as a child is one of the key tables on which players might want to consider using their free choice. If a player wants to play someone like Lewis Barnavelt, she probably would not want her character to be the toughest kid around. On the other hand, if she has in mind playing a hero like Conan or Fafhrd, she would probably insist on it. Nonetheless, it is important to remember that not every warrior fought as a child, just as not every wizard was born bookish.

The first table in this section describes a character's family background. This is an opportunity to start building a character's ability scores based on past experiences and surroundings. Each result on this table gives a character either 5 ability score points or 4 points and a single skill. If the family background suggests a particular profession, the result comes with a skill.

Unless there is a very, very good reason to do so, players should not give more than 2 points to any single ability score for any single result here; it is better to spread the points around.

Occasionally, a character's background simply cannot accommodate one or more results from early life tables. In these cases the group should change those results. For example, the Fae Foundling must have adopted parents as part of his background, so his first table is slightly different than other villagers.

This table also prompts the player to place a location on the village map.

We ask our Assistant Beast Keeper to-be: "What was your childhood like?"

First we discover the first and biggest influence on the child: her parents.

1d12 What did your parents do in the village? What did you learn from them?

- 1** You are an orphan. Things were hard for you. +2 Wis, +2 Con, +1 Int
- 2** Your father was an outcast, rightfully or not. +2 Int, +1 Wis, +1 Con, Skill: Survival
- 3** Your parents were fishermen and you grew up by the river. +2 Dex, +1 Str, +1 Wis, Skill: Fishing
- 4** Your family worked a small farm outside the village. +2 Con, +1 Wis, +1 Cha, Skill: Farming
- 5** Your father was the local smith and taught you both hammer and bellows. +2 Str, +1 Dex, +1 Cha, Skill: Smithing
- 6** You led the sheep out onto the mountain like your father before you. +2 Con, +1 Dex, +1 Wis, +1 Str
- 7** Your parents ran the local inn. You grew up meeting many travellers and hearing their tales. +2 Cha, +1 Int, +1 Dex, +1 Wis
- 8** You worked the loom, cutting and twisting as the Fates. +2 Dex, +1 Int, +1 Cha, Skill: Weaving
- 9** Your father or mother kept the old stories. Your head is filled with them. +2 Int, +1 Cha, +1 Wis, Skill: Folklore
- 10** Your father was a watchman, stern but fair with child and stranger alike. +2 Str, +1 Cha, +1 Con, Skill: Athletics
- 11** You went on journeys into the woods to gather herbs and berries. +2 Wis, +1 Con, +1 Dex, Skill: Herbalism
- 12** Your father was a local merchant. You learned to name your price and charm your customers. +2 Cha, +1 Int, +1 Dex, Skill: Haggling

The next table in this section asks a question which focuses more on the character than his family. This is a chance for growth, for a character to begin to become an individual and not just a product of his parents. Both village and noble children are asked how they distinguished themselves as children, while dwarves, elves, gnomes, and halflings have a chance to find out why they left their homes and came to the lands of men.

Each result on this table gives 3 points in ability scores, either 2 in one score and 1 in another, or 1 in three different scores.

Now we will see what our future Assistant Beast Keeper was like as a child, before she became the witch's student and assistant.

1d8	How did you distinguish yourself as a child?
1	Children often fight, but you never lost. +2 Str, +1 Wis
2	There wasn't a game you couldn't win. +2 Dex, +1 Int
3	You were the toughest kid around. +2 Con, +1 Cha
4	No secret escaped you. +2 Int, +1 Dex
5	Your empathy made you a sought after confidant. +2 Wis, +1 Con
6	You never met someone who didn't like you. +2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own. +1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all. +1 Dex, +1 Int, +1 Wis

The final table for the Early Life section ties the character to someone else or to a whole group within the village (or whatever other setting is appropriate). This table cues players to introduce characters on the village worksheet, so it should provide the player with at least one convenient idea. Like the preceding table, it gives either +2 to one ability score and +1 to another, or spreads the three points evenly between three different ability scores.

Either way, the rewards given here should be at least vaguely related to the activities you would expect the people involved to do. For instance, working with a local blacksmith can give a character the strength to work the bellows and the charisma to deal with customers, while playing chess with the village elders gives intelligence and a little dexterity. Working with the old widow, on the other hand provides a small boost to several different abilities likely to be of use around the old woman's house.

Since she's in the village, we ask our young Assistant Beast Keeper this question:

1d8	The other player characters were your best friends. Who else in the village befriended you while you were growing up?
1	Laboring with the blacksmith took your mind off your troubles. +2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them. +2 Dex, +1 Wis
3	You went camping with the hunters. +2 Con, +1 Int
4	The village elders taught you the ancient game of chess. +2 Int, +1 Dex
5	You are about to marry into the Miller's family. +2 Wis, +1 Str
6	You broke someone's heart, or maybe they broke yours. +2 Cha, +1 Con
7	The old widow needed help around the house. +1 Str, +1 Int, +1 Cha
8	The grizzled mercenary who settled in town taught you a thing or two. +1 Dex, +1 Con, +1 Wis

And so here, with heritage, gifts, and friends explored, we know enough about our Beast Keeper's childhood to start building our story. We move on to discover how, in young adulthood, her attachment to the witch prepared her for adventure

BECOMING

This brief section introduces the part of the Playbook that sets the character apart from another in his setting. It should be a short paragraph with a sentence or two of flavor text, and the particular class abilities intrinsic to that character. A character should become a level one character and receive all of the relevant class abilities as described on p.10-12 of *Beyond the Wall and Other Adventures*.

All characters should receive a single skill here as well. This should be the skill which is most essential to the character's concept, like Stealth for the Untested Thief, Folklore for the Village Hero, or Religious Lore for the Devout Acolyte. Players should think about what is absolutely central to the archetype and develop that into a skill to place here.

Additionally, mages should receive a single cantrip. As with the above skill, this should be the cantrip which

seems most central to the concept. The Devout Acolyte does not seem quite right without Blessing, and the Student of the Dark Arts always knows Second Sight.

If players are building a Playbook for a multiclass character, they should refer to the section on p. 31 of *Beyond the Wall and Other Adventures* for guidelines on how to choose class abilities.

The Assistant Beast Keeper becomes a level 1 rogue-mage and gains all of the proper class abilities. Since we know our Assistant Beast Keeper can work with and talk to animals, we give her the skill and cantrip most relevant to these abilities here:

“You took on the strangest job in the kingdom. You become a level 1 rogue-mage. You gain the class abilities Fortune’s Favor, Highly Skilled, Sense Magic, and Spellcasting, the skill Animal Ken, and the cantrip Beast Ken. The tables below will give you all your bonus skills from your class abilities. What have you learned?”

YOUNG ADULthood

This section includes four tables unique to each Playbook. These tables build the story of the character from childhood to where he is now, on the cusp of adventure and ready to become a hero. Through the four tables, the character will gain 9 points in ability scores, a new skill, and a special item or friend. One of the tables will tie the character directly to another in the group. Mages will gain their cantrips, spells, and rituals, rogues their additional skills, and warriors their knacks and weapon specializations.

Like the Early Life section, this part of the Playbook begins with a question or statement which sets the character on his path. For some Playbooks this is a simple statement; for instance, the Initiated Magician Playbook says, “You traveled far and learned much.” While that is fine, the better Playbooks have a direct question which prompts the player to begin thinking before rolling on the following tables.

The Assistant Beast Keeper is the witch’s assistant, so we keep it simple: “What have you learned?”

The first table focuses on the core of the character’s class abilities. The Elven Ranger learns about a place of solace in the wilderness far from the village; the

Learned Tutor learns about a favorite book; the Nobleman’s Wild Daughter learns who taught her to fight. Characters should receive 3 ability score points (either all in one ability score or 2 in one and 1 in another) and a skill on this table. This skill should be almost as central to the character as the guaranteed skill from the Becoming section, and should tie directly to the answer to the table’s question.

Naturally, we ask our Assistant Beast Keeper about her chores.

1d6	The witch seems to enjoy making you do your least favorite chore. What is it?
1	Mucking out the stables. +3 Str, Skill: Animal Lore
2	Gathering dead wood to keep her cauldron bubbling. +3 Con, Skill: Survival
3	Cleaning and sorting the herbs. +3 Int, Skill: Herbalism
4	Assisting her when she sees the sick. +3 Wis, Skill: Healing
5	Feeding all the animals (and there are so, so many of them). +3 Wis, Skill: Animal Lore
6	Preparing the meals. +3 Dex, Skill: Cooking

Our Beast Keeper is beginning to take shape and gain a history with the witch. This is another table that might tempt your players to use their free choice. If you really want to play a healer, then there are only two answers that will satisfy you on the table above, and you might not even notice the second.

The next table is structured just like the previous one, but casts light on another area of the character’s class specialization. This helps ensure that each Playbook can create meaningfully different heroes within its type, which is very, very important. It should be possible for two or even three players at one table to choose the same Playbook and end up with different characters.

This table should give 2 more points in ability scores, either both in one score or a single point in two. This is also when characters begin to receive the class abilities. Warriors either get their weapon specialization or knack here, rogues receive an additional skill, and mages get a single cantrip, spell, and ritual. On this

table the answers, the ability score points, and the class abilities given should all align with one of the strengths of the class: in general, a mage's ability scores should improve based on which score is used by the cantrip and ritual given, and a rogue should improve in an area related to the given skill.

On this table players will be prompted to add another location to the village map. This is always a good thing to keep in mind, as some Character Playbooks consciously have the results on this table mention important locations within and near the village. This is not necessary, however, as the players can always come up with new locations without the table handing it to them.

Our Assistant Beast Keeper is a multiclass character and has to receive an additional skill and a single cantrip on this table.

1d6	Despite your lack of natural talent, you learned a bit of magic. What did you learn?
1	How to make things go easier for yourself and others. +2 Wis, Skill: Athletics, Cantrip: Blessing
2	How to trick the other youths when you were feeling mischievous. +2 Int, Skill: Stealth, Cantrip: Conjure Sound
3	How to tend the garden in even the worst of times. +2 Wis, Skill: Herbalism, Cantrip: Druid's Touch
4	How to see that which you probably should not. +2 Int, Skill: Forbidden Knowledge, Cantrip: Second Sight
5	How to light your way, even without a torch. +2 Int, Skill: Survival, Cantrip: Mage Light
6	How to put the evil eye on those who displeased you. +2 Wis, Skill: Socialize, Cantrip: Hexing

Remember, every Assistant Beast Keeper already received the Beast Ken cantrip from the Becoming section, so this is a chance to widen the archetype and give our character an extra trick. She also continues getting skills as would any rogue, and it's obvious she's learned a range of things from the witch.

REPEATING AND OVERLAPPING PLAYBOOK SKILLS

As described on p.18 of Beyond the Wall and Other Adventures, if a character receives a single skill more than once, she becomes even more proficient in its use. This means that it is perfectly acceptable for a skill to show up more than once in a Character Playbook.

However, players should avoid having too many overlapping skills within a single Playbook, especially on different tables. For instance, Ancient History, Folklore, and Forbidden Secrets are all slightly different from one another, but are still used for basically the same thing: recalling information. In general, it is no fun for a character to receive each of those skills once, because the player can only roll one at a time. Instead, try to ensure that the same type of knowledge skill appears throughout the Playbook.

The third table in the Young Adulthood section describes an escapade that the character and the friend to the right survived together. This strengthens the bonds of friendship between the characters, and, just as important, it ensures that the character's interests are represented at the table and within the fiction: the Untested Thief gets caught stealing, the Self-Taught Mage attracts a spirit of Chaos, and the Nobleman's Wild Daughter enters a tourney in disguise. All of these events propel the characters forward and hint at the great heroes they have the potential to become.

This table will give two ability scores and a class ability of some sort. The character might receive a +2 to a single ability score or +1 to two different scores. Warriors will get either their weapon specialization or their knack here, rogues yet another skill, and mages a new spell. In addition, the other character who was present at the event will receive a single ability score point as well; in this way our characters' histories shape their friends' lives as well as their own.

Our Assistant Beast Keeper, of course, stumbles upon something important. And no one does this alone.

1d6	One day, while wandering the woods with a friend, you saw something very strange. The player to your right was there when it happened.
1	You saw your true love with another. You confronted the cheating pair. <i>The friend to your right consoled you after the encounter, and gains +1 Cha. +2 Cha, Skill: Intimidation</i>
2	A horned rider galloped through the trees on a dark errand. You hid in fear. <i>The friend to your right was just as scared as you, and gains +1 Dex. +2 Dex, Skill: Stealth</i>
3	The march of a faerie lord and his court. It was the most beautiful thing you have ever seen, and you still hear their song. <i>The friend to your right was there with you and wept at the sight, and gains +1 Cha. +2 Cha, Skill: Singing</i>
4	The meeting of a sinister cult from another village. One of the men grabbed you, but you managed to escape. <i>The friend to your right struck the man from behind and you knocked him unconscious, and gains +1 Str. +2 Str, Skill: Athletics</i>
5	The miller having a clandestine meeting with a strange thief. You followed the thief and saw him lift a merchant's purse. <i>The friend to your right sneaked through the village with you after the thief, and gains +1 Dex. +2 Dex, Skill: Pickpocketing</i>
6	A knight on a quest. He broke bread with you and told you of faraway places. <i>The friend to your right shared some of their own stories when you were too embarrassed to do so, and gains +1 Cha. +2 Cha, Skill: Folklore</i>

The final table in the Young Adulthood section should give the character a storied item, something to distinguish him from his peers, to set up future troubles, and to hint at back story yet to be discovered. The table will also give two more ability score points. The group should not be afraid to experiment, however. This is the table for strange acquisitions, whether they be magic rituals, a farm in the village, or, perhaps, an ally. The Learned Tutor receives historical artifacts, the Elven Ranger a family gift, and the Halfling Outrider her magical pony. This table also prompts the player to add a final NPC to the village map.

Of course, we ask our Assistant Beast Keeper about her animal companion:

1d6	One of the witch's beasts is now your constant companion (note: this counts as an Ally). Which strange animal is your new best friend?
1	An inquisitive raven. +2 Int, an inquisitive raven
2	A small mouse who always finds a bit of food. +2 Dex, a small mouse
3	A silvery stag. +2 Str, a silver stag
4	A very loud owl who always knows the way. +2 Wis, a very loud owl
5	A talking pig. +2 Cha, a talking pig
6	A mother bear who visits daily. +2 Con, a mother bear

RULES

The rules section helps the player fill in important numbers on her character sheet, based on class. This section is the same for all members of a given class, so a group can simply copy from an existing Playbook. Only the third item under "Fill out your sheet!" will require your special attention: the player's starting equipment and money. Each character should start with just enough gear to get started - this means that a warrior should start with his preferred weapon and some sort of armor and that a mage will have components for at least one ritual. We also start characters with some money to use for supplies. Villagers start with 4d6 silver, while their richer noble friends start with 2d6+12 silver and, usually, slightly better equipment. A few characters, like the Novice Templar and the Elven Ranger, start with no money at all.

We need our hero to start with only what is absolutely necessary for her to fulfill her role within the group, plus a little cash to buy what she wants. The Assistant Beast Keeper begins with the following equipment: knife, peasants' clothing, everything you need to care for your animal companion, and 4d6 silvers.

ELDER CHARACTERS

There are some special considerations when making Playbooks for elder characters. These characters are more experienced than other characters, beginning at

level 2, and affect the ability scores of a single pupil as well. In exchange, they have lower ability scores than other characters.

Since elder characters begin at level 2, the group will want to be sure to keep this in mind when giving out class abilities. This is notable when dealing with mages. Elder characters should receive two additional rituals upon character creation, one of level 1 and one of level 2. The elder receives these in addition to her basic cantrip at the beginning of her class tables. The group should try to choose rituals which seem particularly central to the concept of the elder, in particular when choosing the level 2 ritual.

Consider the Recluse Wizard as an example; since this character's strange house on the outskirts of the village is so central to his character, we begin any character made using this Playbook with the Last Call and Wizard's Home rituals, both of which are necessary to fulfill the concept of the character.

Elder characters begin with three fewer points in their starting ability scores than other characters. The group should pick three of the character's four class tables, which will each give one fewer point than is otherwise the case.

Finally, the group must consider the elder character's pupil bonus. This is perhaps the most important part of making an elder character. Each elder affects her pupil in a particular way, giving a single +1 to an ability score, as well as a single -1. This is always part of the elder's shared event table. The group should think about what, in particular, a character who has trained with the elder would be sure to take away from his tutelage. The group should also consider in what area the character might become deficient as a result of his training.

Again, consider the Recluse Wizard. He is learned and intelligent, and his pupil will certainly have learned a lot about history, magic, and folklore from him. Therefore his pupil gains a +1 to her Intelligence score. However, spending long hours with the eccentric wizard in his creepy house is sure to stunt a character's growth in the social realm, and so the pupil also receives a -1 to her Charisma score.

BALANCING ABILITY SCORES

It can be tempting for gamemasters and players to give lots of ability score points in one or two areas to ensure that a Playbook will create just the right kind of character. This is a mistake, and is very likely to lead to a character with one or two scores over 19 and nothing else.

Groups should remember that the Playbook will already start the character with a little boost in his primary ability score. The Early Life tables will give rewards which are more or less balanced across the six ability scores. It is usually sufficient to have two of the four Young Adulthood tables skew towards the character's most important ability scores. The other two should have balanced representation for all six ability scores.



THE VILLAGE



B EYOND THE W ALL
AND OTHER
ADVENTURES

THE ASSISTANT BEAST KEEPER PLAYBOOK

The old witch in the village took a liking to you when you were still young, and you now keep her animals for her. While what you do may seem inconsequential, the witch seems to consider you to be vitally important, and favors you above all others. You dream of a more exciting life.

You have a knack with animals. Your Constitution and Wisdom begin at 10, and all of your other ability scores begin at 8.

What was your childhood like?

1d12	What did your parents do in the village? What did you learn from them?	Gain
1	You are an orphan. Things were hard for you.	+2 Wis, +2 Con, +1 Int
2	Your father was an outcast, rightfully or not.	+2 Int, +1 Wis, +1 Con, Skill: Survival
3	Your parents were fishermen and you grew up by the river.	+2 Dex, +1 Str, +1 Wis, Skill: Fishing
4	Your family worked a small farm outside the village.	+2 Con, +1 Wis, +1 Cha, Skill: Farming
5	Your father was the local smith and taught you both hammer and bellows.	+2 Str, +1 Dex, +1 Cha, Skill: Smithing
6	You led the sheep out onto the mountain like your father before you.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	Your parents ran the local inn. You grew up meeting many travellers and hearing their tales.	+2 Cha, +1 Int, +1 Dex, +1 Wis
8	You worked the loom, cutting and twisting as the Fates.	+2 Dex, +1 Int, +1 Cha, Skill: Weaving
9	Your father or mother kept the old stories. Your head is filled with them.	+2 Int, +1 Cha, +1 Wis, Skill: Folklore
10	Your father was a watchman, stern but fair with child and stranger alike.	+2 Str, +1 Cha, +1 Con, Skill: Athletics
11	You went on journeys into the woods to gather herbs and berries.	+2 Wis, +1 Con, +1 Dex, Skill: Herbalism
12	Your father was a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex, Skill: Haggling



1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters were your best friends. Who else in the village befriended you while you were growing up?	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis.
3	You went camping with the hunters.	+2 Con, +1 Int
4	The village elders taught you the ancient game of chess.	+2 Int, +1 Dex
5	You are about to marry into the Miller's family.	+2 Wis, +1 Str
6	You broke someone's heart, or maybe they broke yours.	+2 Cha, +1 Con
7	The old widow needed help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary who settled in town taught you a thing or two.	+1 Dex, +1 Con, +1 Wis



You took on the strangest job in the kingdom. You become a level 1 Rogue-Mage. You gain the class abilities *Fortune's Favor*, *Highly Skilled*, *Sense Magic*, and *Spellcasting*, the skill *Animal Ken*, and the cantrip *Beast Ken*. The tables below will give you all your bonus skills from your class abilities. **What have you learned?**

1d6	The witch seems to enjoy making you do your least favorite chore. What is it?	Gain
1	Mucking out the stables.	+3 Str, Skill: Animal Lore
2	Gathering dead wood to keep her cauldron bubbling.	+3 Con, Skill: Survival
3	Cleaning and sorting the herbs.	+3 Int, Skill: Herbalism
4	Assisting her when she sees the sick.	+3 Wis, Skill: Healing
5	Feeding all the animals (and there are so, so many of them).	+3 Wis, Skill: Animal Lore
6	Preparing the meals.	+3 Dex, Skill: Cooking

1d6	Despite your lack of natural talent, you learned a bit of magic. What did you learn?	Gain
1	How to make things go easier for yourself and others.	+2 Wis, Skill: Athletics Cantrip: Blessing
2	How to trick the other youths when you were feeling mischievous.	+2 Int, Skill: Stealth Cantrip: Conjure Sound
3	How to tend the garden in even the worst of times.	+2 Wis, Skill: Herbalism Cantrip: Druid's Touch
4	How to see that which you probably should not.	+2 Int, Skill: Forbidden Knowledge Cantrip: Second Sight
5	How to light your way, even without a torch.	+2 Int, Skill: Survival Cantrip: Mage Light
6	How to put the evil eye on those who displeased you.	+2 Wis, Skill: Socialize Cantrip: Hexing



1d6	One day, while wandering the woods with a friend, you saw something very strange. <i>The player to your right was there when it happened.</i>	Gain
1	You saw your true love with another. You confronted the cheating pair. <i>The friend to your right consoled you after the encounter, and gains +1 Cha.</i>	+2 Cha, Skill: Intimidation
2	A horned rider galloped through the trees on a dark errand. You hid in fear. <i>The friend to your right was just as scared as you, and gains +1 Dex.</i>	+2 Dex, Skill: Stealth
3	The march of a faerie lord and his court. It was the most beautiful thing you have ever seen, and you still hear their song. <i>The friend to your right was there with you and wept at the sight, and gains +1 Cha.</i>	+2 Cha, Skill: Singing
4	The meeting of a sinister cult from another village. One of the men grabbed you, but you managed to escape. <i>The friend to your right struck the man from behind and you knocked him unconscious, and gains +1 Str.</i>	+2 Str, Skill: Athletics
5	The miller having a clandestine meeting with a strange thief. You followed the thief and saw him lift a merchant's purse. <i>The friend to your right sneaked through the village with you after the thief, and gains +1 Dex.</i>	+2 Dex, Skill: Pickpocketing
6	A knight on a quest. He broke bread with you and told you of faraway places. <i>The friend to your right shared some of their own stories when you were too embarrassed to do so, and gains +1 Cha.</i>	+2 Cha, Skill: Folklore

1d6	One of the witch's beasts is now your constant companion (note: this counts as an Ally). Which strange animal is your new best friend?	Gain
1	An inquisitive raven.	+2 Int, an inquisitive raven
2	A small mouse who always finds a bit of food.	+2 Dex, a small mouse
3	A silvery stag.	+2 Str, a silver stag
4	A very loud owl who always knows the way.	+2 Wis, a very loud owl
5	A talking pig.	+2 Cha, a talking pig
6	A mother bear who visits daily.	+2 Con, a mother bear



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Assistant Beast Keeper begins with the following equipment: knife, peasants' clothing, everything you need to care for your animal companion, and 4d6 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 1 Rogue-Mage, you have a BAB of +0.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a Rogue-Mage.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 5.
- Your hit points are 8 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- 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: d8

Initiative Bonus: +1

Armor: The Assistant Beast Keeper may wear any armor lighter than plate.

Fortune's Favor: The Assistant Beast Keeper has 5 Fortune Points instead of the usual 3.

Highly Skilled: The Assistant Beast Keeper receives two additional skills at first level. Your Playbook has already given you your extra skills. You gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc).

Spell Casting: The Assistant Beast Keeper may only cast cantrips.

Sense Magic: see p.12 of *Beyond the Wall and Other Adventures*.

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

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	13	16	12	15	14
2	2,500	+1	13	16	12	15	14
3	5,000	+1	13	16	13	15	14
4	10,000	+2	13	16	13	15	14
5	20,000	+3	12	15	11	13	12
6	40,000	+3	12	15	11	13	12
7	80,000	+4	12	15	11	13	12
8	150,000	+5	12	15	11	13	12
9	300,000	+5	11	14	9	11	10
10	450,000	+6	11	14	9	11	10

While your childhood was that of an ordinary villager, something miraculous happened when you came of age. After a dramatic event, you felt the call of the old gods, and now worship them openly, as your ancestors did. One of these ancient deities shows you particular favor, and you now do his work amongst your people.

You are wise beyond your years. Your Wisdom begins at 12, and all of your other ability scores begin at 8.

What was your childhood like?

1d12	What did your parents do in the village? What did you learn from them?	Gain
1	You are an orphan. Things were hard for you.	+2 Wis, +2 Con, +1 Int
2	Your father was an outcast, rightfully or not.	+2 Int, +1 Wis, +1 Con, Skill: Survival
3	Your parents were fishermen and you grew up by the river.	+2 Dex, +1 Str, +1 Wis, Skill: Fishing
4	Your family worked a small farm outside the village.	+2 Con, +1 Wis, +1 Cha, Skill: Farming
5	Your father was the local smith and taught you both hammer and bellows.	+2 Str, +1 Dex, +1 Cha, Skill: Smithing
6	You led the sheep out onto the mountain like your father before you.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	Your parents ran the local inn. You grew up meeting many travellers and hearing their tales.	+2 Cha, +1 Int, +1 Dex, +1 Wis
8	You worked the loom, cutting and twisting as the Fates.	+2 Dex, +1 Int, +1 Cha, Skill: Weaving
9	Your father or mother kept the old stories. Your head is filled with them.	+2 Int, +1 Cha, +1 Wis, Skill: Folklore
10	Your father was a watchman, stern but fair with child and stranger alike.	+2 Str, +1 Cha, +1 Con, Skill: Athletics
11	You went on journeys into the woods to gather herbs and berries.	+2 Wis, +1 Con, +1 Dex, Skill: Herbalism
12	Your father was a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex, Skill: Haggling



1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters were your best friends. Who else in the village befriended you while you were growing up?	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis.
3	You went camping with the hunters.	+2 Con, +1 Int
4	The village elders taught you the ancient game of chess.	+2 Int, +1 Dex
5	You are about to marry into the Miller's family.	+2 Wis, +1 Str
6	You broke someone's heart, or maybe they broke yours.	+2 Cha, +1 Con
7	The old widow needed help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary who settled in town taught you a thing or two.	+1 Dex, +1 Con, +1 Wis



You felt the gods' power and it changed your life. You become a level 1 Mage. You gain the class abilities *Sense Magic* and *Spell Casting*, the skill *Religious Lore*, and the cantrip *Blessing*. The tables below will tell you your other spells.

What else happened to you as you began your life of service?

1d6	When you came of age, you began to hear the gods. What first caused them to speak to you?	Gain
1	You found an abandoned sanctuary deep in the woods, guided by the hand of one of the gods. Within, you found an ancient record of the old gods.	+2 Int, +1 Dex, Skill: Ancient History
2	Some disastrous event befell the village, and the gods showed you how to aid your people when they needed you most.	+2 Str, +1 Cha, Skill: Socialize
3	When a mysterious disease struck down many in the village, a god came to you in a dream and showed you how to heal the sick.	+2 Con, +1 Int, Skill: Healing
4	A band of templars came from the south and demanded succor from the villagers. Filled with the spirit of the old gods, you sat with them all night, debating religion and converting several.	+2 Cha, +1 Str, Skill: Religious Lore
5	The miller's daughter was badly injured in an accident. Heeding the voice of a god, you tended her back to health when all others thought it a lost cause.	+2 Wis, +1 Con, Skill: Healing
6	One of the gods spoke to you and told you that the old witch held great knowledge of the ancient ways, and so you spent time learning from her.	+2 Dex, +1 Wis, Skill: Herbalism

1d6	What is the gods' task for you?	Gain
1	To cleanse the lands of the forces of darkness. You are blessed with the following magics: the spell Banish Undead, the ritual Circle of Protection, and the cantrip Second Sight.	+2 Int spells to left
2	To aid the sick and wounded. You are blessed with the following magics: the spell Healing Touch, the ritual Goodberry, and the cantrip Mage Light.	+2 Wis spells to left
3	To wander the old paths, protecting nature. You are blessed with the following magics: the spell Pass without Trace, the ritual Staff of Might, and the cantrip Druid's Touch.	+2 Wis spells to left
4	To be a leader of men. You are blessed with the following magics: the spell Word of Courage, the ritual Wizard's Mark, and the cantrip Hexing.	+2 Cha spells to left
5	To walk with the beasts and to learn from them. You are blessed with the following magics: the spell Healing Touch, the ritual Bind Familiar, and the cantrip Beast Ken.	+2 Wis spells to left
6	To travel the lands, doing the gods' work. You are blessed with the following magics: the spell Obscurement, the ritual Mage Armor, and the cantrip Hexing.	+2 Int spells to left



1d6	When you were most in need, the gods aided you. When were you most desperate? <i>The player to your right was there with you.</i>	Gain
1	When one of the other children was bullying those smaller and weaker than himself, you commanded him to stop and the gods gave power to your voice. <i>The friend to your right helped you protect the other children, and gains +1 Wis.</i>	+2 Wis Spell: Commanding Word
2	You were beset by brigands, but the gods made a great light and they ran from your presence. <i>The friend to your right protected you while you called upon your gods, and gains +1 Cha.</i>	+2 Cha Spell: Flash of Brilliance
3	You wandered, unwittingly, into an ancient burial mound. As the ancient kings began to rise, you asked the gods for help, and crept past them unnoticed. <i>The friend to your right helped you find your way out, and gains +1 Dex.</i>	+2 Dex Spell: Evade the Dead
4	A drunkard from another village was harassing your people at last autumn's festival. You made him tremble at the gods' power. <i>The friend to your right stood with you when you confronted the troublemaker, and gains +1 Cha.</i>	+2 Cha Spell: Petrifying Gaze
5	A thing from beyond the veil was drawn by the old gods' power and tried to slay you at night, but the gods protected you. <i>The friend to your right burst into your home with light and fellowship, finally banishing the shadow, and gains +1 Con.</i>	+2 Con Spell: Mystical Shield
6	A strange, small man with knotted skin was attacking those who came near the old mine. You confronted the creature, holding it at bay while your friend struck it with iron and sent it running. <i>The friend to your right drove off the creature, and gains +1 Int.</i>	+2 Int, Spell: Mystical Shield

1d6	Which of the old gods is particularly fond of you?	Gain
1	A god of secrets, inspiration, and hidden things.	+2 Int, a heavy cloak
2	A god of new beginnings, fire, and cleansing.	+2 Con, holy incense, a bronze brazier
3	A goddess of healing, suffering, and light.	+2 Wis, healing herbs
4	A goddess of order, war, and conquest.	+2 Cha, a broad-bladed sword
5	A goddess of oaths, pride, and the hearth.	+2 Str, a silver spoon
6	A god of agriculture, death, and the underworld.	+2 Int, a pouch of iron coins



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Devout Acolyte begins with the following equipment: a knife, simple clothing, an ancient holy symbol, a stout walking staff, and 4d6 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 1 mage, you have a BAB of +0.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 0 for being a mage.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- Your hit points are 6 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- 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: Being naturally sensitive to the world of magic, Mages may determine if a person, place, or thing is magical. Doing so requires concentration and a few minutes, so mages cannot tell if something is magical simply by being in its presence, and people tend to notice if a mage is staring at them intently and ignoring his food during a meal. The GM may rule that, when in the presence of particularly intense sorcery, the mage notices such immediately.

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

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

You were found in swaddling clothes beneath an ancient standing stone near the village, a fae token on your breast. Some of the villagers were kind and took you in to raise you as their own. You have a natural gift with magic and, while some are still distrustful of your strange appearance, you have made fast friends with some of the other village children.

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

What was your childhood like?

1d12	What did your adopted parents do in the village? What did you learn from them?	Gain
1	A strange hermit raised you just outside of the village.	+2 Wis, +2 Con, +1 Int
2	Your father was an outcast, rightfully or not.	+2 Int, +1 Wis, +1 Con, Skill: Survival
3	Your parents were fishermen and you grew up by the river.	+2 Dex, +1 Str, +1 Wis, Skill: Fishing
4	Your family worked a small farm outside the village.	+2 Con, +1 Wis, +1 Cha, Skill: Farming
5	Your father was the local smith and taught you both hammer and bellows.	+2 Str, +1 Dex, +1 Cha, Skill: Smithing
6	You led the sheep out onto the mountain like your father before you.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	Your parents ran the local inn. You grew up meeting many travellers and hearing their tales.	+2 Cha, +1 Int, +1 Dex, +1 Wis
8	You worked the loom, cutting and twisting as the Fates.	+2 Dex, +1 Int, +1 Cha, Skill: Weaving
9	Your father or mother kept the old stories. Your head is filled with them.	+2 Int, +1 Cha, +1 Wis, Skill: Folklore
10	Your father was a watchman, stern but fair with child and stranger alike.	+2 Str, +1 Cha, +1 Con, Skill: Athletics
11	You went on journeys into the woods to gather herbs and berries.	+2 Wis, +1 Con, +1 Dex, Skill: Herbalism
12	Your father was a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex, Skill: Haggling



1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters were your best friends. Who else in the village befriended you while you were growing up?	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis.
3	You went camping with the hunters.	+2 Con, +1 Int
4	The village elders taught you the ancient game of chess.	+2 Int, +1 Dex
5	You are about to marry into the Miller's family.	+2 Wis, +1 Str
6	You broke someone's heart, or maybe they broke yours.	+2 Cha, +1 Con
7	The old widow needed help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary who settled in town taught you a thing or two.	+1 Dex, +1 Con, +1 Wis



As you grew up you learned more of your faerie heritage. You become a level 1 Warrior-Mage. You gain the class abilities *Knacks*, *Sense Magic*, and *Spellcasting*, and the skill *Faerie Lore*. The tables below will give you your spells and further define your class abilities. **What have you learned?**

1d6	What marks you as a child of the fae?	Gain
1	Strangely shaped or colored ears.	+3 Wis, Skill: Alertness
2	Eyes of an unusual color and intensity.	+3 Cha, Skill: Forbidden Secrets
3	A wicked strength in your gnarled hands.	+3 Str, Skill: Intimidation
4	Your tall frame and ethereal presence.	+3 Dex, Skill: Command
5	You had a wizened and clever look, even as a babe.	+3 Int, Skill: Ancient History
6	A wild way about your every move.	+3 Con, Skill: Survival

1d6	What sort of fae magic do you wield?	Gain
1	The woods cover your tracks in honor of your ancestors.	+2 Wis, Spell: Pass without Trace
2	You befuddle mortals with glamour and beauty.	+2 Dex, Spell: Greater Illusion
3	Your lineage is one of darkness and the fae realms beneath the earth.	+2 Int, Spell: Conjure Darkness
4	Mortals tremble before the light of your presence.	+2 Cha, Spell: Terrifying Presence
5	Like the household faeries of village legend, you can make whole that which was broken.	+2 Dex, Spell: Tinker's Gift
6	The unseen is clear before your eyes.	+2 Wis, Spell: Sense Nature



1d6	As you came of age, your faerie heritage created an unexpected problem for you. What was it? <i>The player to your right was there when it happened.</i>	Gain
1	While wandering in the woods near the village, a trickster faerie took a liking to you and decided to follow you everywhere you went. <i>The friend to your right helped you trick the mischievous sprite into leaving you be, and gains +1 Cha.</i>	+2 Cha, Knack: Resilience, Spell: False Friend
2	A traveler from the south took you for a desperate soul under the sway of a demon and attempted an exorcism. <i>The friend to your right helped you escape, and gains +1 Dex.</i>	+2 Dex, Knack: Defensive Fighter, Spell: Veil of Sleep
3	The Erl King himself held court in a hidden grove and sent an emissary to invite you. <i>The friend to your right came to learn of the fae, and gains +1 Int.</i>	+2 Int, Knack: Fleet, Spell: Commanding Word
4	A fair but wicked knight rode into the village from the forest and challenged you to a duel. <i>The friend to your right acted as your faithful second, and gains +1 Str.</i>	+2 Str, Knack: Great Strike, Spell: True Strike
5	The sluagh flew into the village from the west and you protected your friends and loved ones from their attack. <i>The friend to your right stood beside you against their onslaught, and gains +1 Con.</i>	+2 Con, Knack: Resilience, Spell: Mystical Shield
6	When a babe went missing last winter, suspicious villagers whispered that you had taken it to your faerie family. <i>The friend to your right reminded everyone that you had always been fair and kind, and gains +1 Wis.</i>	+2 Wis, Knack: Fleet, Spell: Inspiration

1d6	When your foster parents found you, what token was left in your swaddling clothes?	Gain
1	A finely engraved silver leaf.	+2 Wis, a symbol of the wilds
2	A frightening figure made of twigs and human hair.	+2 Int, a cursed doll
3	The skin of a winter wolf.	+2 Str, a heavy fur
4	A beautifully carved goblet of ivory.	+2 Dex, a faerie chalice
5	Three golden hairs.	+2 Cha, a most precious gift
6	A stone rose.	+2 Con, a stone carving



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Fae Foundling begins with the following equipment: dagger, peasant's clothing, your chosen weapon, leathers, a loving foster family, an unusual trait of your choice (examples: hair of ivy, small horns, a tail, a disturbingly melodious voice, the strong scent of flowers), and 4d6 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 1 Warrior-Mage, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a Warrior-Mage.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- Your hit points are 8 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- 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: d8

Initiative Bonus: +1

Armor: The Fae Foundling may wear leather armor.

Knacks: Over the course of their careers, warriors pick up several tricks which make them even more formidable opponents. Your Playbook gives you your first Knack. See p.10 in the *Beyond the Wall and Other Adventures* for rules for the different Knacks and for gaining new ones.

Spell Casting: The Fae Foundling may only cast spells.

Sense Magic: see p.12 of *Beyond the Wall and Other Adventures*.

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

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+1	14	17	15	17	16
2	2,500	+2	14	17	15	17	16
3	5,000	+3	13	16	14	14	15
4	10,000	+4	13	16	14	14	15
5	20,000	+5	11	14	12	12	13
6	40,000	+6	11	14	12	12	13
7	80,000	+7	10	13	11	11	12
8	150,000	+8	10	13	11	11	12
9	300,000	+9	8	11	9	9	10
10	450,000	+10	8	11	9	9	10

Your father has always told you stories of how great a hero he was. Many of the other villagers scoff at his stories and pity you for being raised by such a liar, but you know that he is true and honest. Now you have his sword, a mighty weapon of power, and you will make a name for yourself to make him proud.

You are athletic and adventurous. Your Strength and Dexterity begin at 10, and all of your other ability scores begin at 8.

What was your childhood like?

1d12	What did your parents do in the village? What did you learn from them?	Gain
1	You are an orphan. Things were hard for you, but you remember all of your father's stories.	+2 Wis, +2 Con, +1 Int
2	Your father was an outcast, rightfully or not.	+2 Int, +1 Wis, +1 Con, Skill: Survival
3	Your parents were fishermen and you grew up by the river.	+2 Dex, +1 Str, +1 Wis, Skill: Fishing
4	Your family worked a small farm outside the village.	+2 Con, +1 Wis, +1 Cha, Skill: Farming
5	Your father was the local smith and taught you both hammer and bellows.	+2 Str, +1 Dex, +1 Cha, Skill: Smithing
6	You led the sheep out onto the mountain like your father before you.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	Your parents ran the local inn. You grew up meeting many travellers and hearing their tales.	+2 Cha, +1 Int, +1 Dex, +1 Wis
8	You worked the loom, cutting and twisting as the Fates.	+2 Dex, +1 Int, +1 Cha, Skill: Weaving
9	Your father or mother kept the old stories. Your head is filled with them.	+2 Int, +1 Cha, +1 Wis, Skill: Folklore
10	Your father was a watchman, stern but fair with child and stranger alike.	+2 Str, +1 Cha, +1 Con, Skill: Athletics
11	You went on journeys into the woods to gather herbs and berries.	+2 Wis, +1 Con, +1 Dex, Skill: Herbalism
12	Your father was a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex, Skill: Haggling



1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters were your best friends. Who else in the village befriended you while you were growing up?	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis.
3	You went camping with the hunters.	+2 Con, +1 Int
4	The village elders taught you the ancient game of chess.	+2 Int, +1 Dex
5	You are about to marry into the Miller's family.	+2 Wis, +1 Str
6	You broke someone's heart, or maybe they broke yours.	+2 Cha, +1 Con
7	The old widow needed help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary who settled in town taught you a thing or two.	+1 Dex, +1 Con, +1 Wis



You came of age and began to seek your own legend. You become a level 1 Warrior-Rogue. You gain the class abilities *Weapon Specialization* and *Fortune's Favor*, and the skill *Storytelling*. The tables below will further define your class abilities. **What have you learned?**

1d6	What stories did you father tell of his past?	Gain
1	He was a mighty knight who rode with a deposed king.	+3 Cha, Skill: Etiquette
2	He stopped a mighty necromancer from summoning an army of the dead which would have destroyed the land.	+3 Con, Skill: Forbidden Secrets
3	He slew a great wyrm who made its home in a volcano to the south.	+3 Str, Skill: Survival
4	When a northern king united the barbarian tribes, your father led a coalition of villages from another land against him.	+3 Cha, Skill: Command
5	He traveled to faerie and returned after defeating and evading all the perils of that strange land.	+3 Dex, Skill: Stealth
6	He sailed to far away lands and plundered the tombs of kings so old they are now dust.	+3 Dex, Skill: Trapping

1d6	How did your father teach you to fight?	Gain
1	He made you balance on fallen trees and parry his blows. Your Weapon Specialization class ability is with the Longsword.	+2 Dex, specialization to left
2	The two of you would spar long into the night. Your Weapon Specialization class ability is with the Longsword.	+2 Con, specialization to left
3	He thought it more worthwhile for you to learn to attack the enemy unawares. Your Weapon Specialization class ability is with the Short Sword.	+2 Dex, specialization to left
4	You learned early on that a single, powerful strike was the best way to end a fight. Your Weapon Specialization class ability is with the Great Sword.	+2 Str, specialization to left
5	He taught you close-quarter fighting, as a true soldier. Your Weapon Specialization class ability is with the Short Sword.	+2 Str, specialization to left
6	You practiced the old ways of war, wherein single heroes battle for glory and honor. Your Weapon Specialization class ability is with the Great Sword.	+2 Con, specialization to left



1d6	Something finally pushed you to go make a name for yourself. What was it? <i>The friend to your right was there when it happened.</i>	Gain
1	The loudmouths at the inn finally got to you with their insults and you decided to prove your family name. <i>The friend to your right stood up to them with you, and gains +1 Con.</i>	+2 Con
2	A mysterious figure from your father's past came to town one night. <i>The friend to your right also met the stranger, and gains +1 Wis.</i>	+2 Wis
3	A skilled fighter from another village came to town and challenged your father to a duel; you stood in his place and won! <i>The friend to your right protected you from the bully's friends, and gains +1 Str.</i>	+2 Str
4	You proved your prowess in the games at the festival last spring using some tricks that your father taught you. <i>The friend to your right sat in on your father's lessons and learned a lot too, and gains +1 Dex.</i>	+2 Dex
5	Someone or something connected to your father's adventures came seeking revenge, and you had to fight it off. <i>The friend to your right helped you in the battle, and gains +1 Str.</i>	+2 Str
6	When a traveling minstrel visited at the inn one night, you listened to his stories long into the night; you swear he mentioned your father! <i>The friend to your right heard it too, and gains +1 Int.</i>	+2 Int

1d6	Last autumn you visited the market at a nearby village and found an item that reminded you of your father's stories. What was it?	Gain
1	A broken blade engraved with your father's name.	+2 Str, that which will be reforged
2	A map of the lands your father once explored.	+2 Wis, a questionable map
3	The diary of one of your father's former companions.	+2 Int, a small book
4	A fragment of tapestry depicting your father's deeds.	+2 Cha, a frayed bit of cloth
5	The shield of one of your father's former enemies.	+2 Con, an ensorcelled shield
6	The key to a secret horde.	+2 Dex, a brass key



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Heir to a Legend begins with the following equipment: dagger, peasant's clothing, your father's sword, leathers, a single coin made from pure platinum, and 4d6 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 1 Warrior-Rogue, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a Warrior-Rogue.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 5.
- Your hit points are 10 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- 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. Don't forget your weapon specialization!

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: d10

Initiative Bonus: +1

Armor: The Heir to a Legend may wear any armor.

Fortune's Favor: The Heir to a Legend has luck beyond that of other men and receives five Fortune Points instead of the normal three.

Weapon Specialization: All warriors have a favored weapon with which they are particularly skilled. Your Playbook tells you your favored weapon. Your character receives a +1 to hit and +2 to damage while wielding that weapon.

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

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+1	14	17	15	17	16
2	2,000	+2	14	17	15	17	16
3	4,000	+3	13	16	14	14	15
4	8,000	+4	13	16	14	14	15
5	16,000	+5	11	14	12	12	13
6	32,000	+6	11	14	12	12	13
7	64,000	+7	10	13	11	11	12
8	120,000	+8	10	13	11	11	12
9	240,000	+9	8	11	9	9	10
10	360,000	+10	8	11	9	9	10

Your noble house, which once birthed a line of kings, fell long ago. Since that time, your family has lived as simple villagers, keeping the secret of their heritage. You, though, were born under portentous signs, and many in your family think that now is the time to reclaim your birthright. You will need a brave heart, good friends, and better luck to do so.

You have a mighty bearing. Your Constitution and Charisma begin at 10, and all of your other ability scores begin at 8.

What was your childhood like?

1d12	What did your parents do in the village? What did you learn from them?	Gain
1	You are an orphan. Your aunt and uncle made sure you never forgot your parents.	+2 Wis, +2 Con, +1 Int
2	Your father was an outcast, rightfully or not.	+2 Int, +1 Wis, +1 Con, Skill: Survival
3	Your parents were fishermen and you grew up by the river.	+2 Dex, +1 Str, +1 Wis, Skill: Fishing
4	Your family worked a small farm outside the village.	+2 Con, +1 Wis, +1 Cha, Skill: Farming
5	Your father was the local smith and taught you both hammer and bellows.	+2 Str, +1 Dex, +1 Cha, Skill: Smithing
6	You led the sheep out onto the mountain like your father before you.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	Your parents ran the local inn. You grew up meeting many travellers and hearing their tales.	+2 Cha, +1 Int, +1 Dex, +1 Wis
8	You worked the loom, cutting and twisting as the Fates.	+2 Dex, +1 Int, +1 Cha, Skill: Weaving
9	Your father or mother kept the old stories. Your head is filled with them.	+2 Int, +1 Cha, +1 Wis, Skill: Folklore
10	Your father was a watchman, stern but fair with child and stranger alike.	+2 Str, +1 Cha, +1 Con, Skill: Athletics
11	You went on journeys into the woods to gather herbs and berries.	+2 Wis, +1 Con, +1 Dex, Skill: Herbalism
12	Your father was a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex, Skill: Haggling



1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters were your best friends. Who else in the village befriended you while you were growing up?	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis.
3	You went camping with the hunters.	+2 Con, +1 Int
4	The village elders taught you the ancient game of chess.	+2 Int, +1 Dex
5	You are about to marry into the Miller's family.	+2 Wis, +1 Str
6	You broke someone's heart, or maybe they broke yours.	+2 Cha, +1 Con
7	The old widow needed help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary who settled in town taught you a thing or two.	+1 Dex, +1 Con, +1 Wis



You came of age and took charge of your birthright. You become a level 1 Warrior-Rogue. You gain the class abilities *Knacks* and *Fortune's Favor*, and the skill *Command*. The tables below will further define your class abilities.

What will you do now that it is time to come out of hiding?

1d6	How did you discover your heritage?	Gain
1	The witch told you in secret on your naming day.	+2 Con, +1 Int, Skill: Forbidden Secrets
2	You family told you from the time that you were still small.	+2 Cha, +1 Str, Skill: Command
3	As soon as you were old enough to wield a sword, your family revealed the reason you should.	+2 Str, +1 Wis, Skill: Athletics
4	You pieced together the story on your own when you discovered ancient books of heraldry hidden in an old chest.	+2 Int, +1 Con, Skill: Ancient History
5	When you met your twin at a festival, your family had to explain why the two of you had been separated at birth.	+2 Cha, +1 Dex, Skill: Alertness
6	When you went to see the old fortune teller at the last autumn festival, she told you something very unexpected.	+2 Dex, +1 Cha, Skill: Forbidden Secrets

1d6	How did your family teach you to right the wrongs of the past?	Gain
1	They told you to stand fast and strike hard.	+2 Str, Knack: Great Strike
2	They taught you to make yourself a shield between the evil and the weak.	+2 Dex, Knack: Defensive Fighter
3	They told you to stand tall and speak the truth.	+2 Con, Knack: Resilience
4	They taught you to be the first to action and not to wait for injustice to strike.	+2 Dex, Knack: Fleet
5	They told you to labor for the common good.	+2 Str, Knack: Defensive Fighter
6	They taught you to take your time in reclaiming what is yours.	+2 Con, Knack: Resilience



1d6	Something told you it was time to reclaim your heritage. What was it? <i>The player to your right was there when it happened.</i>	Gain
1	The local lordling levied an unfair tribute on the village while the common folk starved in the winter. <i>The friend to your right helped you hunt scarce game to make up for the loss, and gains +1 Con.</i>	+2 Con
2	An innocent man was accused unfairly of murder, and you knew of his innocence. <i>The friend to your right helped you prove the man's innocence and stop the execution, and gains +1 Int.</i>	+2 Int
3	Without a king, your land was unable to stand against the great army that came last summer. You vowed that this would not happen again. <i>The friend to your right helped you hide the villagers in the woods, and gains +1 Cha.</i>	+2 Cha
4	A powerful and wicked sorcerer came to the village, seeking the blood of a king for unknown purposes. <i>The friend to your right helped protect you and convinced you that it was time to come out of hiding, and gains +1 Str.</i>	+2 Str
5	There are signs and portents that the great monster your ancestor slew will rise again soon. <i>The friend to your right convinced you that it was time to begin training for your inevitable meeting, and gains +1 Con.</i>	+2 Con
6	Last autumn, while fooling around in the village square, you easily drew the legendary sword encased in stone. <i>The friend to your right convinced you to return it and not tell anyone until the time was right, and gains +1 Wis.</i>	+2 Wis

1d6	What sign of your ancient family do you still bear?	Gain
1	A broken shield marked with your family motto.	+2 Con, a large shield
2	A record of all the lands your family once ruled.	+2 Int, a huge book
3	A small, golden sextant bearing forgotten runes.	+2 Wis, a sextant
4	The sword of your house.	+2 Str, a beautiful blade
5	The last of your family's lands.	+2 Cha, a small farm
6	The last in a line of great steeds.	+2 Dex, a mighty horse



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Last of a Fallen House begins with the following equipment: a dagger, peasant's clothing, a threadworn but kingly cloak, your chosen weapons, leathers (+2 AC), a ring bearing your family's lost sigil, and 4d6 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 1 Warrior-Rogue, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a Warrior-Rogue.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 5.
- Your hit points are 10 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- 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: d10

Initiative Bonus: +1

Armor: The Last of a Fallen House may wear any armor.

Fortune's Favor: The Last of a Fallen House has a fate beyond that of other men and receives five Fortune Points instead of the normal three.

Knacks: Over the course of their careers, warriors pick up several tricks which make them even more formidable opponents. Your Playbook gives you your first Knack. See p.10 in the *Beyond the Wall and Other Adventures* for rules for the different Knacks and for gaining new ones.

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

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+1	14	17	15	17	16
2	2,000	+2	14	17	15	17	16
3	4,000	+3	13	16	14	14	15
4	8,000	+4	13	16	14	14	15
5	16,000	+5	11	14	12	12	13
6	32,000	+6	11	14	12	12	13
7	64,000	+7	10	13	11	11	12
8	120,000	+8	10	13	11	11	12
9	240,000	+9	8	11	9	9	10
10	360,000	+10	8	11	9	9	10

You grew up obsessed with ancient stories and songs, the oral history of your people. As a child, the stories told around the hearth at the inn and by traveling minstrels seemed more real to you than your own daily struggles in the village. Now that you have come of age, you keep the old stories, and your neighbors have come to respect your craft.

You have great presence and charm. Your Charisma begins at 12, and all of your other ability scores begin at 8.

What was your childhood like?

1d12	What did your parents do in the village? What did you learn from them?	Gain
1	You are an orphan. Things were hard for you.	+2 Wis, +2 Con, +1 Int
2	Your father was an outcast, rightfully or not.	+2 Int, +1 Wis, +1 Con, Skill: Survival
3	Your parents were fishermen and you grew up by the river.	+2 Dex, +1 Str, +1 Wis, Skill: Fishing
4	Your family worked a small farm outside the village.	+2 Con, +1 Wis, +1 Cha, Skill: Farming
5	Your father was the local smith and taught you both hammer and bellows.	+2 Str, +1 Dex, +1 Cha, Skill: Smithing
6	You led the sheep out onto the mountain like your father before you.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	Your parents ran the local inn. You grew up meeting many travellers and hearing their tales.	+2 Cha, +1 Int, +1 Dex, +1 Wis
8	You worked the loom, cutting and twisting as the Fates.	+2 Dex, +1 Int, +1 Cha, Skill: Weaving
9	Your father or mother kept the old stories. Your head is filled with them.	+2 Int, +1 Cha, +1 Wis, Skill: Folklore
10	Your father was a watchman, stern but fair with child and stranger alike.	+2 Str, +1 Cha, +1 Con, Skill: Athletics
11	You went on journeys into the woods to gather herbs and berries.	+2 Wis, +1 Con, +1 Dex, Skill: Herbalism
12	Your father was a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex, Skill: Haggling



1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters were your best friends. Who else in the village befriended you while you were growing up?	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis.
3	You went camping with the hunters.	+2 Con, +1 Int
4	The village elders taught you the ancient game of chess.	+2 Int, +1 Dex
5	You are about to marry into the Miller's family.	+2 Wis, +1 Str
6	You broke someone's heart, or maybe they broke yours.	+2 Cha, +1 Con
7	The old widow needed help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary who settled in town taught you a thing or two.	+1 Dex, +1 Con, +1 Wis



You mastered your art. You become a level 1 Rogue. You gain the class abilities *Fortune's Favor* and *Highly Skilled*, and a performance skill of your choice (such as singing, storytelling, or playing an instrument). The tables below will give you all your bonus skills from your class abilities. **What happened as you started your career?**

1d6	Whose stories held your attention the most?	Gain
1	Grandmother Weaver's tales of faeries, knights, and maidens filled your head with tales of adventure.	+2 Cha, +1 Int, Skill: Folklore
2	Your favorite nights were spent swapping tall-tales at the inn.	+2 Cha, +1 Con, Skill: Deceit
3	The village witch let you tag along often on her treks into the woods while you listened to her prattle about this and that.	+2 Wis, +1 Dex, Skill: Herbalism
4	The eldest sat with you outside of his house and told you the true tales.	+2 Int, +1 Cha, Skill: Ancient History
5	A charming man claiming to be from the great cities to the south stayed for a time in the village, teaching you all manner of things.	+2 Dex, +1 Wis, Skill: Pickpocketing
6	One of the old fishermen often took you on his trips and told you of the secrets the wilds hold.	+2 Con, +1 Str, Skill: Survival

1d6	What gets the best applause from your audience?	Gain
1	A plaintive and spellbinding song about lost innocence.	+2 Wis, a performance skill
2	Tricks and distractions.	+2 Dex, Skill: Sleight-of-Hand
3	A startling performance about a great hero of old.	+2 Str, Skill: Intimidation
4	Your stories of the history of your lands.	+2 Int, Skill: Ancient History
5	Telling your neighbors and travellers from nearby villagers about their own ancestry.	+2 Int, Skill: Folklore
6	A famous and well-loved tale of romance.	+2 Cha, Skill: Seduction



1d6	What happened to you that one night in the inn? <i>The player to your right was there when it happened.</i>	Gain
1	A drunk mercenary from the south was troubling the locals. You gave him a bit of your tongue and then threw him from the inn to the praise of your fellows. <i>The friend to your right struck him a blow, and gains +1 Str.</i>	+2 Str, Skill: Athletics
2	One of the hunters came with a strange and hideous beast from the woods, half dead and curled upon itself. Despite its state, it attacked the innkeep, but you interposed yourself and saved him. <i>The friend to your right drove it into the dark, and gains +1 Con.</i>	+2 Con, Skill: Athletics
3	Two spies from northern conquerors paid for room and board. You were able to overhear their plans and alert your neighbors. <i>The friend to your right ran from house to house to spread the word, and gains +1 Dex.</i>	+2 Dex, Skill: Stealth
4	A faerie prince (or so he said, to the mockery of most) stabled his horses and you spent the evening in a riddle contest. <i>The friend to your right secretly passed on a hint to you, and gains +1 Int.</i>	+2 Int, Skill: Folklore
5	The local lord came to stay amongst his people for an evening and they called on you in a panic. You were able to gain the lord's attention and make him think more favorably of the village. <i>The friend to your right spoke on the village's behalf as well, and gains +1 Wis.</i>	+2 Wis, Skill: Boasting
6	A famous minstrel from the south sat all night at the hearth and taught you and your friend many songs and tales. <i>The friend to your right learned a thing or two as well, and gains +1 Cha.</i>	+2 Cha, a performance skill

1d6	What was the best tip you ever got?	Gain
1	A beautiful musical instrument of strange make.	+2 Dex, an unusual instrument
2	The eternal affection of the innkeep.	+2 Wis, free room and board
3	A book of tales from faraway places.	+2 Int, a heavy tome
4	The love of a faerie noble.	+2 Con, the true name of a faerie
5	The purse of a rich man.	+2 Dex, 6d6 silvers
6	A sword of black steel crafted by alien hands.	+2 Str, a frightening blade



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Local Performer begins with the following equipment: a dagger, simple clothing, a flamboyant cloak or hat, a small musical instrument, and 4d6 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 1 rogue, you have a BAB of +0.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being a rogue.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 5.
- Your hit points are 8 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- 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: d8

Initiative Bonus: +2

Armor: Rogues may wear any armor lighter than plate.

Fortune's Favor: Rogues have luck beyond that of other men. They receive five Fortune Points instead of the normal three.

Highly Skilled: Rogues receive two additional skills at first level. Your Playbook has already given you your extra skills. Rogues gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc). Instead of gaining a new skill, they may get better at one which they already have, increasing the bonus for that skill by a further +2.

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

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	13	16	12	15	14
2	1,500	+1	13	16	12	15	14
3	3,000	+1	13	16	13	15	14
4	6,000	+2	13	16	13	15	14
5	12,000	+3	12	15	11	13	12
6	25,000	+3	12	15	11	13	12
7	50,000	+4	12	15	11	13	12
8	100,000	+5	12	15	11	13	12
9	200,000	+5	11	14	9	11	10
10	300,000	+6	11	14	9	11	10

The village is protected by a small band of watchmen, and you are the most recent recruit. While the watch has only two or three members, you are always on guard against dangers from beyond the village walls. The watchmen are respected in town and asked to solve disputes, investigate mysteries, keep the peace, and judge the festival competitions.

You strong, alert, and patient. Your Strength and Wisdom begin at 10, and all of your other ability scores begin at 8.

What was your childhood like?

1d12	What did your parents do in the village? What did you learn from them?	Gain
1	You are an orphan. Things were hard for you.	+2 Wis, +2 Con, +1 Int
2	Your father was an outcast, rightfully or not.	+2 Int, +1 Wis, +1 Con, Skill: Survival
3	Your parents were fishermen and you grew up by the river.	+2 Dex, +1 Str, +1 Wis, Skill: Fishing
4	Your family worked a small farm outside the village.	+2 Con, +1 Wis, +1 Cha, Skill: Farming
5	Your father was the local smith and taught you both hammer and bellows.	+2 Str, +1 Dex, +1 Cha, Skill: Smithing
6	You led the sheep out onto the mountain like your father before you.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	Your parents ran the local inn. You grew up meeting many travellers and hearing their tales.	+2 Cha, +1 Int, +1 Dex, +1 Wis
8	You worked the loom, cutting and twisting as the Fates.	+2 Dex, +1 Int, +1 Cha, Skill: Weaving
9	Your father or mother kept the old stories. Your head is filled with them.	+2 Int, +1 Cha, +1 Wis, Skill: Folklore
10	Your father was a watchman, stern but fair with child and stranger alike.	+2 Str, +1 Cha, +1 Con, Skill: Athletics
11	You went on journeys into the woods to gather herbs and berries.	+2 Wis, +1 Con, +1 Dex, Skill: Herbalism
12	Your father was a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex, Skill: Haggling



1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters were your best friends. Who else in the village befriended you while you were growing up?	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis.
3	You went camping with the hunters.	+2 Con, +1 Int
4	The village elders taught you the ancient game of chess.	+2 Int, +1 Dex
5	You are about to marry into the Miller's family.	+2 Wis, +1 Str
6	You broke someone's heart, or maybe they broke yours.	+2 Cha, +1 Con
7	The old widow needed help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary who settled in town taught you a thing or two.	+1 Dex, +1 Con, +1 Wis



You became a village watchmen. You become a level 1 Warrior. You gain the class abilities *Weapon Specialization* and *Knacks*, and the skill *Alertness*. The tables below will further define your class abilities.

What happened as you began to watch over your friends and family?

1d6	What was your watch training like?	Gain
1	You drilled with the archer levy and manned the wall. Your Weapon Specialization class ability is with the Bow.	+3 Dex, specialization to left
2	You practiced walking the roads at night and keeping the peace. Your Weapon Specialization class ability is with the Longsword.	+3 Wis, specialization to left
3	You learned to sweep the drunks off the street with the butt of your spear. Your Weapon Specialization class ability is with the Spear.	+3 Str, specialization to left
4	You drilled with the shield wall and learned to help your fellows stand their ground. Your Weapon Specialization class ability is with the Spear.	+3 Con, specialization to left
5	You learned to fight defensively in order to protect your wounded comrades. Your Weapon Specialization class ability is with the Short Sword.	+3 Dex, specialization to left
6	You helped clear the nearby roads of bandits and rogues. Your Weapon Specialization class ability is with the Longsword.	+3 Str, specialization to left

1d6	Who was the first person you saved?	Gain
1	You rescued the miller's child when the river rose unexpectedly.	+2 Con, Skill: Survival
2	When a fire started in the back of the inn, you rescued the cook and helped douse the blaze.	+2 Wis, Skill: Alertness
3	One of the fisherman was being swindled by a trader, but you exposed the cheat.	+2 Int, Skill: Investigation
4	When Grandmother Weaver was lost on the downs, you organized the village and found her.	+2 Cha, Skill: Command
5	You saved one of the village elders from a group of bandits on the road outside of town.	+2 Str, Skill: Athletics
6	When the smith's cousin wandered into the barrow downs, you were barely able to pull him from a wight's grasp.	+2 Dex, Skill: Athletics



1d6	What happened the last time the village was seriously threatened? <i>The player to your right was there to help.</i>	Gain
1	Vicious raiders were trying to rob the village of its grain. <i>The friend to your right waited all night with you in the granary, and gains +1 Wis.</i>	+2 Wis, Knack: Defensive Fighter
2	A group of brigands set themselves up in the inn and began to call it their new castle. <i>The friend to your right helped gather the band of villagers that threw them into the river, and so gains +1 Cha.</i>	+2 Cha, Knack: Resilience
3	When goblins began crawling out of the well, most thought the village was lost. <i>The friend to your right climbed down with you and held the lantern, and gains +1 Str.</i>	+2 Str, Knack: Fleet
4	One of the shepherds turned to murder, but no one could name the culprit. <i>The friend to your right helped find the murder weapon and stop him before he killed again, and gains +1 Int.</i>	+2 Int, Knack: Fleet
5	When the war came to town, it was left to you to organize the village and hold the bridge. <i>The friend to your right stood by your side at the front of the levy, and gains +1 Con.</i>	+2 Con, Knack: Defensive Fighter
6	A marauding monstrosity crawled its way into the village and began attacking your neighbors. <i>The friend to your right held back the beast while you struck it down, and gains +1 Str.</i>	+2 Str, Knack: Great Strike

1d6	Who stands with you in your watch?	Gain
1	The old man who trained you to be a watchman.	+2 Wis, an ally
2	A long-fingered youth who helps you solve mysteries.	+2 Int, an ally
3	The second son of one of the village elders.	+2 Cha, an ally
4	A scarred veteran from another land.	+2 Con, an ally
5	A reformed burglar from a distant city.	+2 Dex, an ally
6	A northern barbarian who settled in town last winter.	+2 Str, an ally



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The New Watchman begins with the following equipment: a dagger, your chosen weapon, a shield (+1 AC), leathers (+2 AC), your fellow watchman (counts as an ally), a loud horn, a spot in the watch house near the wall, and 4d6 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 1 warrior, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a warrior.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- Your hit points are 10 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- 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. Don't forget your weapon specialization!

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: d10

Initiative Bonus: +1

Armor: Warriors may wear any armor.

Weapon Specialization: All warriors have a favored weapon with which they are particularly skilled. Your Playbook tells you your favored weapon. Your character receives a +1 to hit and +2 to damage while wielding that weapon.

Knacks: Over the course of their careers, warriors pick up several tricks which make them even more formidable opponents. Your Playbook gives you your first Knack. See p.10 in the *Beyond the Wall and Other Adventures* for rules for the different Knacks and for gaining new ones.

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

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+1	14	17	15	17	16
2	2,000	+2	14	17	15	17	16
3	4,000	+3	13	16	14	14	15
4	8,000	+4	13	16	14	14	15
5	16,000	+5	11	14	12	12	13
6	32,000	+6	11	14	12	12	13
7	64,000	+7	10	13	11	11	12
8	120,000	+8	10	13	11	11	12
9	240,000	+9	8	11	9	9	10
10	360,000	+10	8	11	9	9	10

You grew up picking on the weak and the outcast, but lately things have changed. You've seen the errors of your ways and have forged a strong friendship with the other villagers.

You were a very tough kid, but not well liked. Your Strength begins at 12, your Constitution at 10, your Charisma at 6, and all of your other ability scores begin at 8.

What was your childhood like?

1d12	What did your parents do in the village? What did you learn from them?	Gain
1	You are an orphan. Things were hard for you.	+2 Wis, +2 Con, +1 Int
2	Your father was an outcast, rightfully or not.	+2 Int, +1 Wis, +1 Con, Skill: Survival
3	Your parents were fishermen and you grew up by the river.	+2 Dex, +1 Str, +1 Wis, Skill: Fishing
4	Your family worked a small farm outside the village.	+2 Con, +1 Wis, +1 Cha, Skill: Farming
5	Your father was the local smith and taught you both hammer and bellows.	+2 Str, +1 Dex, +1 Cha, Skill: Smithing
6	You led the sheep out onto the mountain like your father before you.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	Your parents ran the local inn. You grew up meeting many travellers and hearing their tales.	+2 Cha, +1 Int, +1 Dex, +1 Wis
8	You worked the loom, cutting and twisting as the Fates.	+2 Dex, +1 Int, +1 Cha, Skill: Weaving
9	Your father or mother kept the old stories. Your head is filled with them.	+2 Int, +1 Cha, +1 Wis, Skill: Folklore
10	Your father was a watchman, stern but fair with child and stranger alike.	+2 Str, +1 Cha, +1 Con, Skill: Athletics
11	You went on journeys into the woods to gather herbs and berries.	+2 Wis, +1 Con, +1 Dex, Skill: Herbalism
12	Your father was a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex, Skill: Haggling



1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	You most often played with the other characters. Who else in the village befriended you while you were growing up?	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis.
3	You went camping with the hunters.	+2 Con, +1 Int
4	The village elders taught you the ancient game of chess.	+2 Int, +1 Dex
5	You are about to marry into the Miller's family.	+2 Wis, +1 Str
6	You broke someone's heart, or maybe they broke yours.	+2 Cha, +1 Con
7	The old widow needed help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary who settled in town taught you a thing or two.	+1 Dex, +1 Con, +1 Wis



You terrorized the other children in the village. You become a level 1 Warrior. You gain the class abilities *Weapon Specialization* and *Knacks*, and the skill *Intimidation*. The tables below will further define your class abilities.

You became angry and strong.

1d6	How did you become a bully?	Gain
1	The apple does not fall far from the tree.	+2 Con, +1 Wis, Skill: Stealth
2	It's easier to frighten others than convince them that you are right.	+2 Wis, +1 Cha, Skill: Intimidation
3	When you were small, something terribly embarrassing happened in front of the other children.	+2 Con, +1 Int, Skill: Deceit
4	You were the ugliest, but you were also the biggest.	+2 Str, +1 Con, Skill: Intimidation
5	When the other children were having romantic trysts, all you had was your revenge.	+2 Str, +1 Dex, Skill: Command
6	You went from prey to hunter at a young age when the other kids mocked you first.	+2 Dex, +1 Str, Skill: Athletics

1d6	What kind of bully were you?	Gain
1	You teased them mercilessly.	+2 Cha, Knack: Resilience
2	Your fists were the only thing you needed.	+2 Str, Knack: Great Strike
3	You plotted constantly at night.	+2 Int, Knack: Defensive Fighter
4	You set everyone else up to fail.	+2 Wis, Knack: Fleet
5	You would lie in hiding, tirelessly waiting for an ambush.	+2 Con, Knack: Defensive Fighter
6	When the other kids thought they were safe, you were always behind them with a whack and a laugh.	+2 Dex, Knack: Fleet



1d6	When you grew up, how did you reform your rotten ways? <i>The player to your right helped you change.</i>	Gain
1	When you were practicing for the shield wall, you really hurt one of the other trainees. <i>The friend to your right also trained with you, and pointed out the error of your ways, and gains +1 Str.</i> Your Weapon Specialization class ability is with the Spear.	+2 Str, specialization to left
2	When you were injured deep in the woods, the others your age saved you despite how terrible you had been to them. <i>The friend to your right was the first to your side, and gains +1 Cha.</i> Your Weapon Specialization class ability is with the Battle Axe.	+2 Cha, specialization to left
3	When the fair came to town, you were mocked mercilessly by the strongman; you didn't like how that felt. <i>The friend to your right calmed you down and offered you forgiveness, and gains +1 Con.</i> Your Weapon Specialization class ability is with the Club.	+2 Con, specialization to left
4	You finally found love at the spring festival after the archery contest. <i>The friend to your right lost the competition to you and then introduced you to your love, and gains +1 Dex.</i> Your Weapon Specialization class ability is with the Bow.	+2 Dex, specialization to left
5	When you lost your family and were all alone, everyone else rallied around you and helped out. <i>The friend to your right became your foster sibling, and gains +1 Wis.</i> Your Weapon Specialization class ability is with the Staff.	+2 Wis, specialization to left
6	A disembodied spirit gave you a pummeling one day and explained to you the error of your ways. <i>The friend to your right witnessed this and is the only one who believes you, and gains +1 Int.</i> You have no Weapon Specialization, but instead may cast the Second Sight cantrip.	+2 Int, special

1d6	Who in the village forgave you first?	Gain
1	The old witch. You bonded with her by listening to her stories and asking the right questions.	+2 Int, a healing potion
2	The pretty lass whose hair you always pulled. You saved her marriage and redeemed yourself.	+2 Cha, a lock of her hair
3	The blacksmith. You worked for him for a whole season to make up for your past shenanigans.	+2 Str, a fine weapon
4	The innkeep. You became his favorite patron when you drove off a group of violent travellers from the north.	+2 Con, free room and board
5	The village guard. You sit the watch with him once a week.	+2 Con, a horn
6	Grandmother Weaver. You saved her grandson from a raging boar.	+2 Wis, very tough clothes (+2 AC)



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- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Reformed Bully begins with the following equipment: knife, peasants' clothing, your favored weapon, rope and a solid blackjack, a flask of mead, and 4d6 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 1 warrior, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a warrior.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- Your hit points are 10 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- 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. Don't forget your weapon specialization!

REFERENCE

MAKING TESTS

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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: d10

Initiative Bonus: +1

Armor: Warriors may wear any armor.

Weapon Specialization: All warriors have a favored weapon with which they are particularly skilled. Your Playbook tells you your favored weapon. Your character receives a +1 to hit and +2 to damage while wielding that weapon.

Knacks: Over the course of their careers, warriors pick up several tricks which make them even more formidable opponents. Your Playbook gives you your first Knack. See p.10 in the *Beyond the Wall and Other Adventures* for rules for the different Knacks and for gaining new ones.

FORTUNE POINTS

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

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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

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+1	14	17	15	17	16
2	2,000	+2	14	17	15	17	16
3	4,000	+3	13	16	14	14	15
4	8,000	+4	13	16	14	14	15
5	16,000	+5	11	14	12	12	13
6	32,000	+6	11	14	12	12	13
7	64,000	+7	10	13	11	11	12
8	120,000	+8	10	13	11	11	12
9	240,000	+9	8	11	9	9	10
10	360,000	+10	8	11	9	9	10



THE NOBILITY



B EYOND THE W ALL
AND OTHER
ADVENTURES

THE APPRENTICE COURT SORCERER PLAYBOOK

Your desire was not to learn the ways of war or rulership as the other noble children did, but to study the arcane arts under the venerable court sorcerer. You took to the difficult studies well, and are now ready to take his place.

You are very smart and quick-witted. Your Intelligence begins at 12, and all of your other ability scores begin at 8.

What was your childhood like?

1d12	How did your noble family earn its name?	Gain
1	Base betrayal. Your family is respected but not trusted.	+2 Wis, +1 Int, 1 Cha, Skill: Subterfuge
2	Strength of arms. No standard flies victoriously over more battlefields than yours.	+2 Str, +1 Dex, +1 Wis, Skill: Command
3	Wealth. Your family's coffers are the fullest in all the land.	+1 Int, +1 Con, +1 Cha, +1 Wis, Skill: Finance
4	Knowledge. Your family deals in secrets and lore.	+2 Int, +1 Con, +1 Wis, Skill: Forbidden Secrets
5	Good harvests or well-bred beasts.	+2 Con, +2 Wis, Skill: Animal Ken
6	Beauty. Your ladies are the fairest and your lords the most handsome.	+2 Cha, +1 Dex, +1 Con, +1 Str
7	Honor and duty. All trust your family's name.	+2 Wis, +1 Con, +1 Str, +1 Cha
8	Defending the land from invaders.	+2 Str, +2 Con, +1 Wis
9	Standing against a wicked would-be usurper.	+2 Con, +1 Str, +1 Int, +1 Wis
10	Producing the finest knights.	+2 Dex, +1 Str, +1 Cha, Skill: Riding
11	Tending the finest gardens and brewing the most helpful concoctions.	+2 Int, +1 Wis, +1 Con, Skill: Herbalism
12	Having one of the oldest names in the land and staying out of affairs that don't concern them.	+1 Str, +1 Dex, +1 Int, +1 Wis, +1 Cha



1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters were your best friends. Who else near your family's estates befriended you while you were growing up?	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis.
3	Chafing under your family's rules, you would sneak out at night and wander the woods with a peasant boy.	+2 Con, +1 Int
4	Your family's seneschal taught you games of strategy and skill.	+2 Int, +1 Dex
5	You learned the ways of the castle at the side of the cook.	+2 Wis, +1 Str
6	You had a tryst with someone beneath your station.	+2 Cha, +1 Con
7	Despite being of noble blood, you actually did chores with the servants.	+1 Str, +1 Int, +1 Cha
8	The grizzled captain of the guard took a liking to you.	+1 Dex, +1 Con, +1 Wis



The court sorcerer took you under his wing. You become a level 1 Mage. You gain the class abilities *Sense Magic* and *Spell Casting*, the skill *Deceit*, and the cantrip *Glamour Weaving*. The tables below will tell you your other spells.

What happened to you as you learned the ways of magic?

1d6	How did the old sorcerer best serve your father?	Gain
1	He was a font of lore.	+3 Int, Skill: Ancient History
2	Every great family needs a spy.	+3 Dex, Skill: Stealth
3	He was a fantastic entertainer.	+3 Cha, a performance skill of your choice
4	He crafted beautiful charms.	+3 Dex, a crafting skill of your choice
5	His wise counsel was always available to your father.	+3 Wis, Skill: Estate Management
6	He charmed all the noble families who came to visit.	+3 Cha, Skill: Etiquette

1d6	Beyond the tricks which he showed the court, what real power did the old sorcerer have?	Gain
1	He had mastered the dark arts. You learned the following magics: the spell Abjuration, the ritual Sorcerer's Steed, and the cantrip Second Sight.	+2 Con, spells to left
2	He was the greatest illusionist for miles. You learned the following magics: the spell Greater Illusion, the ritual Gather Mists, and the cantrip Conjure Sound.	+2 Cha, spells to left
3	His magic protected him from prying eyes. You learned the following magics: the spell Silence, the ritual Witch's Watchman, and the cantrip Hexing.	+2 Dex, spells to left
4	He could heal the wounded and aid an army. You learned the following magics: the spell Healing Touch, the ritual Mage Armor, and the cantrip Blessing.	+2 Wis, spells to left
5	The beasts of the wild were at his beck and call. You learned the following magics: the spell Call the Swarm, the ritual Bind Familiar, and the cantrip Beast Ken.	+2 Wis, spells to left
6	He had learned the ancient arts from the distant south. You learned the following magics: the spell Greater Illusion, the ritual Bind Familiar, and the cantrip Mage Light.	+2 Int, spells to left



1d6	The sorcerer disappeared last year under strange circumstances. Only you and your friend know what occurred. What happened? <i>The player to your right was there with you.</i>	Gain
1	A true demon of Chaos devoured him in his chambers. <i>The friend to your right still shivers at the thought, and gains +1 Con.</i>	+2 Con, Spell: Mystical Shield
2	The walking dead came up from his laboratory and he was never seen again. <i>The friend to your right helped you research how to banish the dead before anyone else found out, and gains +1 Int.</i>	+2 Int, Spell: Banish the Dead
3	You crept upon him one night when he was leaving on a dangerous errand. He swore you and your friend to secrecy. <i>The friend to your right shares your oath, and gains +1 Dex.</i>	+2 Dex, Spell: Terrifying Presence
4	He fought in a recent skirmish at the side of a neighboring lord and took you and your friend along with him. <i>The friend to your right helped avenge his death in the battle, and gains +1 Str.</i>	+2 Str, Spell: Magic Missile
5	You found him working on a secret ritual of a dark nature, and so you attempted to stop him. He vanished with a flash of light. <i>The friend to your right broke the seal of his magical circle before the summoning was complete, and gains +1 Wis.</i>	+2 Int, Spell: Flash of Brilliance
6	While out for a ride, the three of you were waylaid by mad, fae creatures. The sorcerer disappeared, pursuing them into the woods. <i>The friend to your right was wounded by a faerie dart but fought on, and gains +1 Con.</i>	+2 Con Spell: Magic Missile

1d6	What did you find in the sorcerer's abandoned laboratory?	Gain
1	A collection of books in a language you do not know.	+2 Int, some currently useless books
2	His collection of mystical components.	+2 Dex, components for a ritual
3	A phial of green liquid.	+2 Con, a healing potion (1d10 HP)
4	His talisman, which now hangs from your staff.	+2 Wis, a bit of fur and thread
5	The heavy robes which he never wore openly.	+2 Cha, a magical robe
6	His abandoned familiar.	+2 Cha, a very unhappy animal



FILL OUT YOUR SHEET!

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- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Apprentice Court Sorcerer begins with the following equipment: a dagger, embroidered robes, flash powder, a very impressive staff, and 2d6 +12 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 1 mage, you have a BAB of +0.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 0 for being a mage.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- Your hit points are 6 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- 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: Being naturally sensitive to the world of magic, Mages may determine if a person, place, or thing is magical. Doing so requires concentration and a few minutes, so mages cannot tell if something is magical simply by being in its presence, and people tend to notice if a mage is staring at them intently and ignoring his food during a meal. The GM may rule that, when in the presence of particularly intense sorcery, the mage notices such immediately.

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

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

With so many other children in the family, you never really found your place. Your siblings spent their time learning to be great leaders and rulers, or doing other important things, and you were mostly left to your own devices. You spent a lot of time by yourself and learned to sit quietly and watch, and you know the ins and outs of the castle better than anyone.

You are agile and charming. Your Dexterity and Charisma begin at 10, and all of your other ability scores begin at 8.

What was your childhood like?

1d12	How did your noble family earn its name?	Gain
1	Base betrayal. Your family is respected but not trusted.	+2 Wis, +1 Int, 1 Cha, Skill: Subterfuge
2	Strength of arms. No standard flies victoriously over more battlefields than yours.	+2 Str, +1 Dex, +1 Wis, Skill: Command
3	Wealth. Your family's coffers are the fullest in all the land.	+1 Int, +1 Con, +1 Cha, +1 Wis, Skill: Finance
4	Knowledge. Your family deals in secrets and lore.	+2 Int, +1 Con, +1 Wis, Skill: Forbidden Secrets
5	Good harvests or well-bred beasts.	+2 Con, +2 Wis, Skill: Animal Ken
6	Beauty. Your ladies are the fairest and your lords the most handsome.	+2 Cha, +1 Dex, +1 Con, +1 Str
7	Honor and duty. All trust your family's name.	+2 Wis, +1 Con, +1 Str, +1 Cha
8	Defending the land from invaders.	+2 Str, +2 Con, +1 Wis
9	Standing against a wicked would-be usurper.	+2 Con, +1 Str, +1 Int, +1 Wis
10	Producing the finest knights.	+2 Dex, +1 Str, +1 Cha, Skill: Riding
11	Tending the finest gardens and brewing the most helpful concoctions.	+2 Int, +1 Wis, +1 Con, Skill: Herbalism
12	Having one of the oldest names in the land and staying out of affairs that don't concern them.	+1 Str, +1 Dex, +1 Int, +1 Wis, +1 Cha



1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters were your best friends. Who else near your family's estates befriended you while you were growing up?	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis.
3	Chafing under your family's rules, you would sneak out at night and wander the woods with a peasant boy.	+2 Con, +1 Int
4	Your family's seneschal taught you games of strategy and skill.	+2 Int, +1 Dex
5	You learned the ways of the castle at the side of the cook.	+2 Wis, +1 Str
6	You had a tryst with someone beneath your station.	+2 Cha, +1 Con
7	Despite being of noble blood, you actually did chores with the servants.	+1 Str, +1 Int, +1 Cha
8	The grizzled captain of the guard took a liking to you.	+1 Dex, +1 Con, +1 Wis



You taught yourself what you needed. You become a level 1 Rogue. You gain the class abilities *Fortune's Favor* and *Highly Skilled*, and the skill *Alertness*. The tables below will give you all your bonus skills from your class abilities.

What did you learn on your own?

1d6	No one knows your father's keep like you do. What is your favorite secret spot in the castle?	Gain
1	The top of the highest tower, where you hide with your lunch most days.	+2 Str, Skill: Athletics
2	The stables, where you spend time with the common boy who tends the horses.	+2 Cha, Skill: Riding
3	The scriptorium, where you sit in the corner with a candle and a book long into the night.	+2 Int, Skill: Illumination
4	The apothecary's workshop, where he lets you sit quietly and watch.	+3 Int, Skill: Herbalism
5	The rafters above the kitchen, where you watch the cooks busy themselves with their drudgery.	+3 Wis, Skill: Cooking
6	Your favorite place isn't in the castle at all, but in the peasant village just beyond it.	+3 Cha, Skill: Folklore

1d6	When you get the chance, you frequently like to read on your own. What is your favorite book in the library?	Gain
1	A book of maps, showing all the lands for miles around.	+3 Con, Skill: Cartography
2	A catalog of ancient beasts which once ravaged the lands of men.	+3 Int, Skill: Mythical Beast Lore
3	The medical records left by an ancient doctor who treated gladiators in the old empire's fighting arenas.	+3 Wis, Skill: Healing
4	Records and blueprints of mechanical gears, clockwork, and traps.	+3 Dex, Skill: Trapping
5	A history of all the people who have inhabited these lands for generations.	+3 Int, Skill: Ancient History
6	A record of the nobility and their customs.	+3 Cha, Skill: Etiquette



1d6	Some time ago, a very strange thing happened at the castle, but you and one of your friends were the only ones who paid attention. What happened? <i>The player to your right was there with you.</i>	Gain
1	A foreign knight came to visit, and you found him worshipping dark gods in secret. <i>The friend to your right saw everything and convinced your father that you were not lying, and gains +1 Dex.</i>	+2 Dex, Skill: Stealth
2	The ghost of one of your forebears gave a warning of dark days to come. <i>The friend to your right helped you decipher his words, and gains +1 Int.</i>	+2 Int, Skill: Ancient History
3	A noble from another family stayed at your estates for a time, and you fell in love. The noble swore you and your friend to secrecy. <i>The friend to your right helps keep your secret still, and gains +1 Cha.</i>	+2 Cha, Skill: Charm
4	Some of the guardsmen plotted to steal from the treasury and escape in the night. <i>The friend to your right made a mad dash to alert those who were still loyal while you pursued the robbers, and gains +1 Dex.</i>	+2 Str, Skill: Athletics
5	Deep in the bowels of the castle, you stumbled upon a gathering of faeries. <i>The friend to your right particularly impressed their queen, and gains +1 Cha.</i>	+2 Cha, Skill: Faerie Lore
6	Your father's vizier made a pact with an ancient evil and was working toward a still unknown purpose. You managed to reveal his devilry. <i>The friend to your right managed to destroy the wicked one's summoning circle, and gains +1 Con.</i>	+2 Con, Skill: Alertness

1d6	Your grandmother, who loved you dearly, gave you a precious bauble. What gift from her do you cherish?	Gain
1	A strange dagger she said had been in the family for over a century	+2 Str, a dagger of dark iron
2	The journal of your great-grandfather who campaigned in a great war to the south.	+2 Int, a small leather journal
3	The heavy silver bracelet which she always wore.	+2 Wis, a rune-carved bracelet
4	A bag of fragrant herbs which she said to always keep in your boot.	+2 Dex, a lucky charm
5	A small pennywhistle which she always played upon the battlements in autumn.	+2 Cha, an old musical instrument
6	The language of the crows.	+2 Con, a very strange talent



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Forgotten Child begins with the following equipment: a dagger, a short sword, leathers (+2 AC), a very accurate and hand-drawn map of the entire estate, a dark cloak, and 2d6 +12 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 1 rogue, you have a BAB of +0.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being a rogue.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 5.
- Your hit points are 8 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- 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: d8

Initiative Bonus: +2

Armor: Rogues may wear any armor lighter than plate.

Fortune's Favor: Rogues have luck beyond that of other men. They receive five Fortune Points instead of the normal three.

Highly Skilled: Rogues receive two additional skills at first level. Your Playbook has already given you your extra skills. Rogues gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc). Instead of gaining a new skill, they may get better at one which they already have, increasing the bonus for that skill by a further +2.

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

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	13	16	12	15	14
2	1,500	+1	13	16	12	15	14
3	3,000	+1	13	16	13	15	14
4	6,000	+2	13	16	13	15	14
5	12,000	+3	12	15	11	13	12
6	25,000	+3	12	15	11	13	12
7	50,000	+4	12	15	11	13	12
8	100,000	+5	12	15	11	13	12
9	200,000	+5	11	14	9	11	10
10	300,000	+6	11	14	9	11	10

As the eldest of your family, it has fallen to you to learn to rule, to lead men in battle, and to inspire your people. While you have only been tested once, you proved yourself well, and are now ready to earn the right to take your father's place.

You are strong and commanding. Your Strength and Charisma begin at 10, and all of your other ability scores begin at 8.

What was your childhood like?

1d12	How did your noble family earn its name?	Gain
1	Base betrayal. Your family is respected but not trusted.	+2 Wis, +1 Int, 1 Cha, Skill: Subterfuge
2	Strength of arms. No standard flies victoriously over more battlefields than yours.	+2 Str, +1 Dex, +1 Wis, Skill: Command
3	Wealth. Your family's coffers are the fullest in all the land.	+1 Int, +1 Con, +1 Cha, +1 Wis, Skill: Finance
4	Knowledge. Your family deals in secrets and lore.	+2 Int, +1 Con, +1 Wis, Skill: Forbidden Secrets
5	Good harvests or well-bred beasts.	+2 Con, +2 Wis, Skill: Animal Ken
6	Beauty. Your ladies are the fairest and your lords the most handsome.	+2 Cha, +1 Dex, +1 Con, +1 Str
7	Honor and duty. All trust your family's name.	+2 Wis, +1 Con, +1 Str, +1 Cha
8	Defending the land from invaders.	+2 Str, +2 Con, +1 Wis
9	Standing against a wicked would-be usurper.	+2 Con, +1 Str, +1 Int, +1 Wis
10	Producing the finest knights.	+2 Dex, +1 Str, +1 Cha, Skill: Riding
11	Tending the finest gardens and brewing the most helpful concoctions.	+2 Int, +1 Wis, +1 Con, Skill: Herbalism
12	Having one of the oldest names in the land and staying out of affairs that don't concern them.	+1 Str, +1 Dex, +1 Int, +1 Wis, +1 Cha



1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters were your best friends. Who else near your family's estates befriended you while you were growing up?	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis.
3	Chafing under your family's rules, you would sneak out at night and wander the woods with a peasant boy.	+2 Con, +1 Int
4	Your family's seneschal taught you games of strategy and skill.	+2 Int, +1 Dex
5	You learned the ways of the castle at the side of the cook.	+2 Wis, +1 Str
6	You had a tryst with someone beneath your station.	+2 Cha, +1 Con
7	Despite being of noble blood, you actually did chores with the servants.	+1 Str, +1 Int, +1 Cha
8	The grizzled captain of the guard took a liking to you.	+1 Dex, +1 Con, +1 Wis



You trained to be a leader of men. You become a level 1 Warrior-Rogue. You gain the class abilities *Fortune's Favor*, *Highly Skilled*, and *Knacks*, as well as the skill *Command*. The tables below will give you all your bonus skills from your class abilities.

What have you learned about ruling?

1d6	You had many tutors when you were younger. Which was your favorite?	Gain
1	The captain of the guard, who taught you to command the respect of the men.	+2 Cha, Skill: Command
2	Your father's old scribe, who taught you your letters and lessons.	+2 Int, Skill: Ancient History
3	The weapon master, who showed you the ways of the sword.	+2 Str, Skill: Intimidation
4	A young bard, who taught you many old stories and songs.	+2 Cha, a musical skill of your choice
5	The captain of the hunt, with whom you rode for many long days throughout the lands.	+3 Con, Skill: Hunting
6	Your father's seneschal, who revealed the secrets of his craft.	+3 Wis, Skill: Estate Management

1d6	You take your duty seriously. How do you plan to honor your family?	Gain
1	You will always be the first to the fight.	+3 Dex, Knack: Fleet
2	When your people need you, you will protect them at all costs.	+3 Cha, Knack: Resilience
3	With great power, you will strike down the enemy of your people.	+3 Str, Knack: Great Strike
4	Using your wits and all that you have learned, you will outsmart the enemy and gain the upper hand.	+3 Int, Knack: Fleet
5	You will ward off all foes from your lands.	+3 Con, Knack: Defensive Fighter
6	You know that ruling involves more than conflict, and you will lead your people in peace as well as war.	+3 Wis, Knack: Defensive Fighter



1d6	When a barbarian warband came looking for plunder last winter, it fell to you to save the land. How did you handle your first real test? <i>The player to your right was there with you.</i>	Gain
1	You led the best men in a secret attack as the barbarians crossed your borders. <i>The friend to your right showed you the best path, and gains +1 Dex.</i>	+2 Dex, Skill: Stealth
2	You fought valiantly, but the barbarians prevailed. Men died, and your stores were ransacked. You've learned a hard lesson about the world. <i>The friend to your right was wounded in the battle but pulled through, and gains +1 Wis.</i>	+2 Wis, Skill: Survival
3	Facing the invaders head on, you conquered your foe and were cheered by the men. <i>The friend to your right helped hold the line against a cavalry charge, and gains +1 Str.</i>	+2 Str, Skill: Command
4	Trickery won the day, as you convinced the barbarians that there were richer lands to the south and sent them away without any bloodshed. <i>The friend to your right crafted the lie with you, and gains +1 Cha.</i>	+2 Cha, Skill: Deceit
5	You led the people behind the walls of the keep and repelled the attack. <i>The friend to your right told you that meeting them on the field was foolish and suggested the tactical retreat, and gains +1 Wis.</i>	+2 Wis, Skill: Socialize
6	Knowing that there is more than one way to win a war, you parlayed with the barbarian leader and convinced him to move on. <i>The friend to your right rode under the banner of truce with you and impressed the barbarians, and gains +1 Cha.</i>	+2 Cha, Skill: Diplomacy

1d6	When the barbarians withdrew, what did you find left on the field?	Gain
1	A colorful pelt from an unknown animal.	+2 Con, a strange bit of fur
2	Bracers of gleaming silver.	+2 Con, silver bracers
3	A small drum stitched with foreign runes.	+2 Wis, a magical drum
4	A small crate filled with phials of strange liquids.	+2 Int, four potions that you haven't been brave enough to drink yet
5	The clasp to a cloak, carved from a beast's tooth.	+2 Str, a broach
6	Sketched on a piece of hide, a map which marks several locations to the north.	+2 Dex, a dubious map



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Future Warlord begins with the following equipment: a dagger, your favored weapon, chainmail (+4 AC), the tabard of your house, a very loud horn, and 2d6 +12 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 1 Future Warlord, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being the Future Warlord.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 4.
- Your hit points are 8 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- 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: d8

Initiative Bonus: +1

Armor: The Future Warlord may wear any armor.

Fortune's Favor: The Future Warlord receives four Fortune Points instead of the normal three.

Highly Skilled: The Future Warlord receives one additional skill at first level. Your Playbook has already given you your extra skill. Rogues gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc). Instead of gaining a new skill, they may get better at one which they already have, increasing the bonus for that skill by a further +2.

Knacks: Over the course of their careers, warriors pick up several tricks which make them even more formidable opponents. Your Playbook gives you your first Knack. See p.10 in the *Beyond the Wall and Other Adventures* for rules for the different Knacks and for gaining new ones.

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

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+1	14	17	15	17	16
2	2,000	+2	14	17	15	17	16
3	4,000	+3	13	16	14	14	15
4	8,000	+4	13	16	14	14	15
5	16,000	+5	11	14	12	12	13
6	32,000	+6	11	14	12	12	13
7	64,000	+7	10	13	11	11	12
8	120,000	+8	10	13	11	11	12
9	240,000	+9	8	11	9	9	10
10	360,000	+10	8	11	9	9	10

You are not the eldest in your family. You are not the greatest warrior of your many siblings, or a diligent student of the arcane arts. Rather, you have a broad range of abilities, a sharp mind, and a winning smile. You've also dabbled in some things you probably shouldn't have. You know a bit of everything, and are rather bored with your situation.

You are intelligent and charming. Your Intelligence and Charisma begin at 10, and all of your other ability scores begin at 8.

What was your childhood like?

1d12	How did your noble family earn its name?	Gain
1	Base betrayal. Your family is respected but not trusted.	+2 Wis, +1 Int, 1 Cha, Skill: Subterfuge
2	Strength of arms. No standard flies victoriously over more battlefields than yours.	+2 Str, +1 Dex, +1 Wis, Skill: Command
3	Wealth. Your family's coffers are the fullest in all the land.	+1 Int, +1 Con, +1 Cha, +1 Wis, Skill: Finance
4	Knowledge. Your family deals in secrets and lore.	+2 Int, +1 Con, +1 Wis, Skill: Forbidden Secrets
5	Good harvests or well-bred beasts.	+2 Con, +2 Wis, Skill: Animal Ken
6	Beauty. Your ladies are the fairest and your lords the most handsome.	+2 Cha, +1 Dex, +1 Con, +1 Str
7	Honor and duty. All trust your family's name.	+2 Wis, +1 Con, +1 Str, +1 Cha
8	Defending the land from invaders.	+2 Str, +2 Con, +1 Wis
9	Standing against a wicked would-be usurper.	+2 Con, +1 Str, +1 Int, +1 Wis
10	Producing the finest knights.	+2 Dex, +1 Str, +1 Cha, Skill: Riding
11	Tending the finest gardens and brewing the most helpful concoctions.	+2 Int, +1 Wis, +1 Con, Skill: Herbalism
12	Having one of the oldest names in the land and staying out of affairs that don't concern them.	+1 Str, +1 Dex, +1 Int, +1 Wis, +1 Cha



1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters were your best friends. Who else near your family's estates befriended you while you were growing up?	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis.
3	Chafing under your family's rules, you would sneak out at night and wander the woods with a peasant boy.	+2 Con, +1 Int
4	Your family's seneschal taught you games of strategy and skill.	+2 Int, +1 Dex
5	You learned the ways of the castle at the side of the cook.	+2 Wis, +1 Str
6	You had a tryst with someone beneath your station.	+2 Cha, +1 Con
7	Despite being of noble blood, you actually did chores with the servants.	+1 Str, +1 Int, +1 Cha
8	The grizzled captain of the guard took a liking to you.	+1 Dex, +1 Con, +1 Wis



You learned a bit of everything. You become a level 1 Rogue-Mage. You gain the class abilities *Highly Skilled* and *Spell Casting*, the skill *Etiquette*, and the cantrip *Second Sight*. The tables below will give you all your bonus skills, cantrips, and rituals from your class abilities.

What did you do with yourself in your boredom?

1d6	How did you learn to get your way?	Gain
1	By lying when it suited you.	+2 Cha, +1 Wis, Skill: Deceit
2	By gathering all the information you could.	+2 Int, +1 Con, Skill: Stealth
3	By charming the court with your gifts.	+2 Cha, +1 Dex, a performance skill
4	By crafting valuable goods.	+2 Dex, +1 Str, a crafting skill
5	Through strength and intimidation.	+2 Str, +1 Con, Skill: Intimidation
6	By knowing more than your peers.	+2 Int, +1 Wis, Skill: Forbidden Secrets

1d6	What was your favorite pastime?	Gain
1	Going out on noble hunts.	+2 Wis, Skill: Hunting
2	Long rides throughout the lands of the estate.	+2 Con, Skill: Riding
3	Spying on visiting nobles and learning their business.	+2 Dex, Skill: Alertness
4	Climbing every wall and ruin for miles around.	+2 Str, Skill: Athletics
5	Spending hours reading the old tomes in the library.	+2 Int, Skill: Ancient History
6	Roughing it with the peasants who live around the estate.	+2 Cha, Skill: Folklore



1d6	You dallied with forces beyond your ken. How did you save yourself with the help of a friend? <i>The player to your right was there with you.</i>	Gain
1	You loosed a shadow upon the world, but hunted it and sealed it again beyond the dark. You gain the cantrip Mage Light and the ritual Circle of Protection. <i>The friend to your right tirelessly hunted with you and helped you cast the great banishing spell, and gains +1 Int.</i>	+2 Int, Skill: Survival, cantrip and ritual to left
2	A minor spirit was playing tricks on those around the castle, but you bound it to your will. You gain the cantrip Hexing and the ritual Unseen Servant. <i>The friend to your right still helps you think of the best uses for your invisible friend, and gains +1 Wis.</i>	+2 Wis, Skill: Alertness cantrip and ritual to left
3	You learned of a creature of darkness who was leading a band of marauders against the keep. You stood against it yourself in the battle. You gain the cantrip Mage Light and the ritual Mage Armor. <i>The friend to your right slew the enemy's lieutenant in the battle, and gains +1 Str.</i>	+2 Str,, Skill: Athletics, cantrip and ritual to left
4	A spirit whispered to you the tricks of the fae as you slept at night. You gain the cantrip Glamour Weaving and the ritual Witch's Watchman. <i>The friend to your right heard the voices too and is now somewhat touched, and gains +1 Cha.</i>	+2 Cha, Skill: Stealth, cantrip and ritual to left
5	A mighty sorcerer visited the keep, and you learned much from him that is strange to other men. You gain the cantrip Conjure Sound and the ritual Gather Mists. <i>The friend to your right sat at his feet and learned many old tales with you, and gains +1 Int.</i>	+2 Int, Skill: Forbidden Knowledge, cantrip and ritual to left
6	When a visiting noble came with an odd trinket and ill intentions, you and a friend stole this most prized possession. You gain the cantrip Glamour Weaving and the ritual Arcane Experiment. <i>The friend to your right helped you lift the magical bauble and banish the meddling noble from the keep, and gains +1 Int.</i>	+2 Int, Skill: Pickpocketing, cantrip and ritual to left

1d6	You have amassed an assortment of oddities throughout your life, some of which you don't even remember. What is your favorite?	Gain
1	The favor of a pretty peasant.	+2 Cha, a token of love
2	A magical trinket.	+2 Int, a small carved bird that talks
3	Your father's sword.	+2 Str, the blade of your house
4	A fae flower that never wilts.	+2 Con, an ordinary seeming flower
5	A symbol of protection against Chaos.	+2 Wis, a silver brooch
6	A beautifully made instrument.	+2 Cha, a small musical instrument



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Gifted Dilettante begins with the following equipment: a dagger, a weapon of your choice, leather armor (+2 AC), a bit of food and drink, a very attractive cloak, pouches full of oddments, and 2d6 +12 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 1 Gifted Dilettante, you have a BAB of +0.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being the Gifted Dilettante.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- Your hit points are 8 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- 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: d8

Initiative Bonus: +2

Armor: The Gifted Dilettante may wear leather armor.

Highly Skilled: Rogues receive two additional skills at first level. Your Playbook has already given you your extra skills. Rogues gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc). Instead of gaining a new skill, they may get better at one which they already have, increasing the bonus for that skill by a further +2.

Spell Casting: The Gifted Dilettante may cast cantrips and rituals but not spells. Your Playbook has given you your starting magics.

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

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	13	16	12	15	14
2	2,500	+1	13	16	12	15	14
3	5,000	+1	13	16	13	15	14
4	10,000	+2	13	16	13	15	14
5	20,000	+3	12	15	11	13	12
6	40,000	+3	12	15	11	13	12
7	80,000	+4	12	15	11	13	12
8	150,000	+5	12	15	11	13	12
9	300,000	+5	11	14	9	11	10
10	450,000	+6	11	14	9	11	10

You were raised to seek glory on the field of battle and to protect your charges. Chivalry is everything to you. Shortly after being squired, however, you lost your knight. Now you have set yourself on your own errantry, and will need the help of stalwart friends in order to see yourself knighted.

You are a born knight. Your Strength and Charisma begin at 10, and all of your other ability scores begin at 8.

What was your childhood like?

1d12	How did your noble family earn its name?	Gain
1	Base betrayal. Your family is respected but not trusted.	+2 Wis, +1 Int, 1 Cha, Skill: Subterfuge
2	Strength of arms. No standard flies victoriously over more battlefields than yours.	+2 Str, +1 Dex, +1 Wis, Skill: Command
3	Wealth. Your family's coffers are the fullest in all the land.	+1 Int, +1 Con, +1 Cha, +1 Wis, Skill: Finance
4	Knowledge. Your family deals in secrets and lore.	+2 Int, +1 Con, +1 Wis, Skill: Forbidden Secrets
5	Good harvests or well-bred beasts.	+2 Con, +2 Wis, Skill: Animal Ken
6	Beauty. Your ladies are the fairest and your lords the most handsome.	+2 Cha, +1 Dex, +1 Con, +1 Str
7	Honor and duty. All trust your family's name.	+2 Wis, +1 Con, +1 Str, +1 Cha
8	Defending the land from invaders.	+2 Str, +2 Con, +1 Wis
9	Standing against a wicked would-be usurper.	+2 Con, +1 Str, +1 Int, +1 Wis
10	Producing the finest knights.	+2 Dex, +1 Str, +1 Cha, Skill: Riding
11	Tending the finest gardens and brewing the most helpful concoctions.	+2 Int, +1 Wis, +1 Con, Skill: Herbalism
12	Having one of the oldest names in the land and staying out of affairs that don't concern them.	+1 Str, +1 Dex, +1 Int, +1 Wis, +1 Cha



1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters were your best friends. Who else near your family's estates befriended you while you were growing up?	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis.
3	Chafing under your family's rules, you would sneak out at night and wander the woods with a peasant boy.	+2 Con, +1 Int
4	Your family's seneschal taught you games of strategy and skill.	+2 Int, +1 Dex
5	You learned the ways of the castle at the side of the cook.	+2 Wis, +1 Str
6	You had a tryst with someone beneath your station.	+2 Cha, +1 Con
7	Despite being of noble blood, you actually did chores with the servants.	+1 Str, +1 Int, +1 Cha
8	The grizzled captain of the guard took a liking to you.	+1 Dex, +1 Con, +1 Wis



You became the squire to a great knight. You become a level 1 Warrior. You gain the class abilities *Weapon Specialization* and *Knacks*, and the skill *Riding*. The tables below will further define your class abilities.

What happened with you and your knight?

1d6	Who was your knight?	Gain
1	A charming and gallant warrior, at home both on the field and at court. Your Weapon Specialization class ability is with the Longsword.	+2 Cha, +1 Con specialization to left
2	The slayer of a dangerous questing beast that had long tormented to common folk of the land. Your Weapon Specialization class ability is with the Longsword.	+2 Str, +1 Wis specialization to left
3	An elder of his noble family who had fought in numerous campaigns and long served his vassals. Your Weapon Specialization class ability is with the Lance.	+2 Wis, +1 Con specialization to left
4	A valiant warrior famed for his skill at arms. Your Weapon Specialization class ability is with the Longsword.	+2 Dex, +1 Str specialization to left
5	The winner of the jousting competition for four years running. Your Weapon Specialization class ability is with the Lance.	+2 Str, +1 Dex specialization to left
6	A knight errant who had long traveled the lands, righting wrongs and bringing justice. Your Weapon Specialization class ability is with the Longsword.	+2 Con, +1 Wis specialization to left

1d6	How did you lose your knight?	Gain
1	The warrior fell in combat with a band of foul brigands.	+2 Con, Skill: Riding
2	While on errantry with your knight, you woke to find him vanished.	+2 Int, Skill: Investigation
3	Your knight was called away immediately to distant lands for unknown reasons.	+2 Wis, Skill: Survival
4	Your knight was mortally wounded in an accident at a tourney.	+2 Dex, Skill: Riding
5	The intricate politics of court sent your knight to another kingdom without you.	+2 Cha, Skill: Etiquette
6	A monster from legend returned and your knight fell trying to slay the beast.	+2 Str, Skill: Hunting



1d6	Which of your lost knight's rivals came to the estate? <i>The player to your right was there with you.</i>	Gain
1	The most unscrupulous knight in the land challenged you in the melee of the latest tourney, struck you down, and was about to slay you. <i>The friend to your right caught him and stopped his blow, and gains +1 Con.</i>	+2 Con, Knack: Resilience
2	The Questing Beast came to town. <i>The friend to your right helped you drive it away by force of arms, and gains +1 Str.</i>	+2 Str, Knack: Great Strike
3	Your former knight's brother, his archrival, came and disputed your right to bear the knight's arms. While you were not his match, you withstood his blows and he left with respect. <i>The friend to your right stood in harm's way to aid you, and gains +1 Con.</i>	+2 Con, Knack: Defensive Fighter
4	The knight's mother-in-law came to take her daughter "away from all this," despite her desire to stay. <i>The friend to your right made an impassioned speech that swayed her mind, and gains +1 Cha.</i>	+2 Cha, Knack: Resilience
5	A dragon your knight had driven off on multiple occasions came to settle the score. <i>The friend to your right helped you convince it that the knight was no longer here, and gains +1 Cha.</i>	+2 Cha, Knack: Fleet
6	When a pack of brigands, led by a scarred man, came to the estate and called your knight's name, you stood your ground. <i>By a ruse, the friend to your right convinced them that they were surrounded and got them to flee, and gains +1 Wis.</i>	+2 Wis, Knack: Weapon Specialization

1d6	What possession of your knight's do you keep?	Gain
1	A strong and trustworthy steed.	+2 Wis, a horse and tack
2	The materials for a future quest.	+2 Int, an old map
3	The favor of an admirer.	+2 Cha, a bit of lace
4	A trophy from a previous enemy.	+2 Con, a foreign jewel
5	The warrior's arms.	+2 Str, an elegant weapon
6	A lordly mantle.	+2 Dex, a fine cloak



FILL OUT YOUR SHEET!

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- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Knightless Squire begins with the following equipment: a dagger, chainmail (+4 AC), your favored weapons, your family's tabard, the lost knight's shield (+1 AC), and 2d6+12 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 1 warrior, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a warrior.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- Your hit points are 10 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- 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. Don't forget your weapon specialization!

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: d10

Initiative Bonus: +1

Armor: Warriors may wear any armor.

Weapon Specialization: All warriors have a favored weapon with which they are particularly skilled. Your Playbook tells you your favored weapon. Your character receives a +1 to hit and +2 to damage while wielding that weapon.

Knacks: Over the course of their careers, warriors pick up several tricks which make them even more formidable opponents. Your Playbook gives you your first Knack. See p.10 in the *Beyond the Wall and Other Adventures* for rules for the different Knacks and for gaining new ones.

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

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+1	14	17	15	17	16
2	2,000	+2	14	17	15	17	16
3	4,000	+3	13	16	14	14	15
4	8,000	+4	13	16	14	14	15
5	16,000	+5	11	14	12	12	13
6	32,000	+6	11	14	12	12	13
7	64,000	+7	10	13	11	11	12
8	120,000	+8	10	13	11	11	12
9	240,000	+9	8	11	9	9	10
10	360,000	+10	8	11	9	9	10

You were never quiet and demure, as some would have wished you to be. You grew up on tales of heroes, mighty deeds, and great battles. You learned the ways of war in secret and can now best any lad in the castle.

You are quick and tough. Your Dexterity and Constitution begin at 10, and all of your other ability scores begin at 8.

What was your childhood like?

1d12	How did your noble family earn its name?	Gain
1	Base betrayal. Your family is respected but not trusted.	+2 Wis, +1 Int, 1 Cha, Skill: Subterfuge
2	Strength of arms. No standard flies victoriously over more battlefields than yours.	+2 Str, +1 Dex, +1 Wis, Skill: Command
3	Wealth. Your family's coffers are the fullest in all the land.	+1 Int, +1 Con, +1 Cha, +1 Wis, Skill: Finance
4	Knowledge. Your family deals in secrets and lore.	+2 Int, +1 Con, +1 Wis, Skill: Forbidden Secrets
5	Good harvests or well-bred beasts.	+2 Con, +2 Wis, Skill: Animal Ken
6	Beauty. Your ladies are the fairest and your lords the most handsome.	+2 Cha, +1 Dex, +1 Con, +1 Str
7	Honor and duty. All trust your family's name.	+2 Wis, +1 Con, +1 Str, +1 Cha
8	Defending the land from invaders.	+2 Str, +2 Con, +1 Wis
9	Standing against a wicked would-be usurper.	+2 Con, +1 Str, +1 Int, +1 Wis
10	Producing the finest knights.	+2 Dex, +1 Str, +1 Cha, Skill: Riding
11	Tending the finest gardens and brewing the most helpful concoctions.	+2 Int, +1 Wis, +1 Con, Skill: Herbalism
12	Having one of the oldest names in the land and staying out of affairs that don't concern them.	+1 Str, +1 Dex, +1 Int, +1 Wis, +1 Cha



1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters were your best friends. Who else near your family's estates befriended you while you were growing up?	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis.
3	Chafing under your family's rules, you would sneak out at night and wander the woods with a peasant boy.	+2 Con, +1 Int
4	Your family's seneschal taught you games of strategy and skill.	+2 Int, +1 Dex
5	You learned the ways of the castle at the side of the cook.	+2 Wis, +1 Str
6	You had a tryst with someone beneath your station.	+2 Cha, +1 Con
7	Despite being of noble blood, you actually did chores with the servants.	+1 Str, +1 Int, +1 Cha
8	The grizzled captain of the guard took a liking to you.	+1 Dex, +1 Con, +1 Wis



You learned the ways of the warrior as well as the courtier. You become a level 1 Warrior. You gain the class abilities *Weapon Specialization* and *Knacks*, and the skill *Etiquette*. The tables below will further define your class abilities.

How did you become such a remarkable warrior?

1d6	Who taught you to fight?	Gain
1	A landless knight who owed your parents a debt. Your Weapon Specialization class ability is with the Lance.	+2 Con, specialization to left
2	You learned from the old mercenary who serves your parents. Your Weapon Specialization class ability is with the Longsword.	+2 Dex, specialization to left
3	Your father, who always wanted a son. Your Weapon Specialization class ability is with the Great Sword.	+2 Str, specialization to left
4	A gruff sergeant at arms who teased you too often. Your Weapon Specialization class ability is with the Battle Axe.	+2 Str, specialization to left
5	The handsome young hunter. Your Weapon Specialization class ability is with the Bow.	+2 Dex, specialization to left
6	You taught yourself while watching the soldiers drill. Your Weapon Specialization class ability is with the Short Sword.	+2 Int, specialization to left

1d6	How did you finally earn the men's respect?	Gain
1	You saved an injured hunter in the woods.	+3 Dex, Skill: Hunting
2	A beast of legend attacked the local village and you were the one who drove it off.	+3 Str, Skill: Alertness
3	You saved the villagers from bandits and raised the alarm.	+3 Con, Skill: Healing
4	When a rival family's army besieged your castle, you snuck past their guards and brought back help to break the siege.	+3 Dex, Skill: Stealth
5	At your father's war council you surprised everyone by devising the perfect strategy to defeat his enemies.	+3 Int, Skill: Command
6	You haven't... yet.	+3 Cha, Skill: Politics



1d6	Your father threw a tourney and you entered in secret. What happened there? <i>The player to your right was there with you.</i>	Gain
1	You revealed yourself after winning the prize and turned down the reward. <i>The friend to your right helped disguise you and sneak you into the event, and gains +1 Wis.</i>	+2 Wis, Knack: Resilience
2	The very first round was a loss for you, but you learned a great deal from the defeat. <i>The friend to your right tended your wounds, and gains +1 Int.</i>	+2 Int, Knack: Defensive Fighter
3	A fantastic swordmaster from far away beat you handily. <i>The friend to your right convinced him to show you both a trick or two after the tourney, and gains +1 Dex.</i>	+2 Dex, Knack: Weapon Specialization
4	You accidentally killed your first foe and then withdrew. <i>The friend to your right helped you practice so you would not make the same mistake again, and gains +1 Str.</i>	+2 Str, Knack: Great Strike
5	After revealing yourself as a lady, you won the crowd's affection. <i>The friend to your right led the crowd's cheer, and gains +1 Cha.</i>	+2 Cha, Knack: Fleet
6	You made it halfway through the tournament but broke your arm. <i>The friend to your right helped you off the field and nursed you back to health, and gains +1 Con.</i>	+2 Con Knack: Resilience

1d6	One night you went deeper beneath your family's castle than ever before, into long abandoned dungeons, tunnels, and storerooms. What did you find?	Gain
1	A long-forgotten ancestral trophy.	+2 Int, a dragon's tooth
2	A well-crafted weapon, like none you had held before.	+2 Str, one beautiful weapon
3	Hidden in a box above a rafter, a strange map to a treasure in the north.	+2 Dex, a worn treasure map
4	A mail shirt thin enough to be hidden beneath a tunic, but with a small hole in the back.	+2 Str, light-weight and concealable mail
5	A beautiful jeweled ring that glitters in the darkness.	+2 Cha, a precious ring
6	Your family's ancient standard, somewhat tattered but still bright.	+2 Con, an ancient standard



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- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Nobleman's Wild Daughter begins with the following equipment: dagger, a stashed dress, chainmail (+4 AC), a tabard of your house, your favored weapon, fine boots, and 2d6 +12 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 1 warrior, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a warrior.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- Your hit points are 10 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- 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. Don't forget your weapon specialization!

REFERENCE

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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.

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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: d10

Initiative Bonus: +1

Armor: Warriors may wear any armor.

Weapon Specialization: All warriors have a favored weapon with which they are particularly skilled. Your Playbook tells you your favored weapon. Your character receives a +1 to hit and +2 to damage while wielding that weapon.

Knacks: Over the course of their careers, warriors pick up several tricks which make them even more formidable opponents. Your Playbook gives you your first Knack. See p.10 in the *Beyond the Wall and Other Adventures* for rules for the different Knacks and for gaining new ones.

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3	4,000	+3	13	16	14	14	15
4	8,000	+4	13	16	14	14	15
5	16,000	+5	11	14	12	12	13
6	32,000	+6	11	14	12	12	13
7	64,000	+7	10	13	11	11	12
8	120,000	+8	10	13	11	11	12
9	240,000	+9	8	11	9	9	10
10	360,000	+10	8	11	9	9	10

An order of devout knights has accepted you into its ranks, and you have sworn to protect the weak and oppose darkness. Your god blesses your blade and gives you great prowess in battle. While you have been vested by these Templars, you are still a novice, and now must prove yourself to them.

You are brave and pious. Your Strength and Wisdom begin at 10, and all of your other ability scores begin at 8.

What was your childhood like?

1d12	How did your noble family earn its name?	Gain
1	Base betrayal. Your family is respected but not trusted.	+2 Wis, +1 Int, 1 Cha, Skill: Subterfuge
2	Strength of arms. No standard flies victoriously over more battlefields than yours.	+2 Str, +1 Dex, +1 Wis, Skill: Command
3	Wealth. Your family's coffers are the fullest in all the land.	+1 Int, +1 Con, +1 Cha, +1 Wis, Skill: Finance
4	Knowledge. Your family deals in secrets and lore.	+2 Int, +1 Con, +1 Wis, Skill: Forbidden Secrets
5	Good harvests or well-bred beasts.	+2 Con, +2 Wis, Skill: Animal Ken
6	Beauty. Your ladies are the fairest and your lords the most handsome.	+2 Cha, +1 Dex, +1 Con, +1 Str
7	Honor and duty. All trust your family's name.	+2 Wis, +1 Con, +1 Str, +1 Cha
8	Defending the land from invaders.	+2 Str, +2 Con, +1 Wis
9	Standing against a wicked would-be usurper.	+2 Con, +1 Str, +1 Int, +1 Wis
10	Producing the finest knights.	+2 Dex, +1 Str, +1 Cha, Skill: Riding
11	Tending the finest gardens and brewing the most helpful concoctions.	+2 Int, +1 Wis, +1 Con, Skill: Herbalism
12	Having one of the oldest names in the land and staying out of affairs that don't concern them.	+1 Str, +1 Dex, +1 Int, +1 Wis, +1 Cha



1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters were your best friends. Who else near your family's estates befriended you while you were growing up?	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis.
3	Chafing under your family's rules, you would sneak out at night and wander the woods with a peasant boy.	+2 Con, +1 Int
4	Your family's seneschal taught you games of strategy and skill.	+2 Int, +1 Dex
5	You learned the ways of the castle at the side of the cook.	+2 Wis, +1 Str
6	You had a tryst with someone beneath your station.	+2 Cha, +1 Con
7	Despite being of noble blood, you actually did chores with the servants.	+1 Str, +1 Int, +1 Cha
8	The grizzled captain of the guard took a liking to you.	+1 Dex, +1 Con, +1 Wis



You began the path to becoming a holy knight. You become a level 1 Warrior-Mage. You gain the class abilities *Weapon Specialization* and *Spell Casting*, and the skill *Religious Lore*. The tables below will further define your class abilities.

What happened when you joined the order?

1d6	Who was your mentor within the order?	Gain
1	A valiant knight who had ridden in many great campaigns. Your Weapon Specialization class ability is with the Lance.	+2 Con, specialization to left
2	A talented swordsman who had traveled the land fighting the forces of darkness. Your Weapon Specialization class ability is with the Longsword.	+2 Dex, specialization to left
3	An elder of the order whom all the warriors respected. Your Weapon Specialization class ability is with the Great Sword.	+2 Dex, specialization to left
4	A giant of a man who was always the order's mainstay in battle. Your Weapon Specialization class ability is with the Battle Axe.	+2 Str, specialization to left
5	A paragon of the order who had completed more missions than any other templar. Your Weapon Specialization class ability is with the Longsword.	+2 Str, specialization to left
6	A gruff old warrior who had no time for whining. Your Weapon Specialization class ability is with the Mace.	+2 Con, specialization to left

1d6	What is your role within the order?	Gain
1	You learned the healing arts and wish to aid all those in need. You learned the spell Healing Touch.	+2 Wis, +1 Dex, Skill: Healing, spell to left
2	You practiced at standing guard and letting no enemy overcome your position. You learned the spell Bar the Way.	+2 Con, +1 Str, Skill: Alertness, spell to left
3	You studied the texts of your order's doctrine and acquired much old lore. You learned the spell Sanctuary of Peace.	+2 Int, +1 Con, Skill: Ancient History, spell to left
4	You learned the inner workings of the order, and hope to be a leader within it one day. You learned the spell Inspiration.	+2 Cha, +1 Wis, Skill: Politics, spell to left
5	You learned about the forces of darkness and are now ready to stand against them. You learned the spell Word of Courage.	+2 Con, +1 Int, Skill: Forbidden Knowledge, spell to left
6	You trained to be the greatest warrior you could, and plan on being a champion of the order. You learned the spell Healing Touch.	+2 Str, +1 Dex, Skill: Athletics, spell to left



1d6	The Templars sent you on your final test with a single companion of your choosing. What happened there? <i>The player to your right was there with you.</i>	Gain
1	Your god protected you from a dangerous beast in the woods. <i>The friend to your right then distracted the beast as you struck it down, and gains +1 Con.</i>	+2 Con, Spell: Mystical Shield
2	You had to stand against three common guardsmen at once and subdue them without harm. Your god sent light from the heavens. <i>The friend to your right disarmed them as they stood dazed, and gains +1 Wis.</i>	+2 Wis, Spell: Flash of Brilliance
3	A fae knight in black armor was your final challenge. You struck him down with your god's aid. <i>The friend to your right unhorsed the enemy as he charged you, and gains +1 Str.</i>	+2 Str, Spell: True Strike
4	You were sent to an ancient temple of Chaos where you destroyed an obsidian statue of a demon which radiated evil. <i>The friend to your right helped you topple the statue to its ruin, and gains +1 Str.</i>	+2 Str, Spell: Mystical Shield
5	You were sent to convince a nearby petty king to allow the Templars passage through his lands. <i>The friend to your right charmed the king at his banquet, softening his ear, and gains +1 Cha.</i>	+2 Cha, Spell: Commanding Word
6	It was your job to dispatch a dangerous group of bandits in the woods. <i>The friend to your right held their largest man at bay while you struck down their leader, and gains +1 Str.</i>	+2 Str, Spell: True Strike

1d6	When you are inducted into the order, what special token did your trainer give to you?	Gain
1	Something to remember your god's words by.	+2 Int, a religious scroll
2	A silk cloak emblazoned with the symbol of the Templars.	+2 Cha, a beautiful cloak
3	His own favored arms.	+2 Cha, a very nice weapon
4	The symbol of the order's founder.	+2 Wis, a strange ring
5	A small but special weapon that always seems to stay hidden.	+2 Str, a glittering dagger
6	A mighty steed who comes to your call.	+2 Wis, your own steed



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Novice Templar begins with the following equipment: dagger, your favored weapon, chainmail (+4 AC), a shield bearing the Templars' sigil (+1 AC), a week's food, and no money!
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, you should probably be Lawful; that's what the Templars like.
- Your Base Attack Bonus comes from your class. As a level 1 Novice Templar, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a Novice Templar.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- Your hit points are 10 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- 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. Don't forget your weapon specialization!

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: d10

Initiative Bonus: +1

Armor: The Novice Templar may wear any armor.

Weapon Specialization: All warriors have a favored weapon with which they are particularly skilled. Your Playbook tells you your favored weapon. Your character receives a +1 to hit and +2 to damage while wielding that weapon.

Spell Casting: The Novice Templar may cast spells like a mage, but does not have access to cantrips or rituals. Novice Templars do not learn spells like most mages, but rather pray for gifts from their god. Therefore, they cannot learn spells in the usual manner; instead, they gain a knowledge of a single spell every time they gain a level, and may be granted one at other times as a reward for great service to their god. The group and gamemaster should give the Novice Templar access to an additional spell when they feel the time is right.

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

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+1	14	17	15	17	16
2	2,500	+2	14	17	15	17	16
3	5,000	+3	13	16	14	14	15
4	10,000	+4	13	16	14	14	15
5	20,000	+5	11	14	12	12	13
6	40,000	+6	11	14	12	12	13
7	80,000	+7	10	13	11	11	12
8	150,000	+8	10	13	11	11	12
9	300,000	+9	8	11	9	9	10
10	450,000	+10	8	11	9	9	10



FANTASTIC CREATURES



B EYOND THE W ALL
AND OTHER
ADVENTURES

The lands of your own people in the hills and mountains are no longer a home for you. You have journeyed to the lands of men to find your fortune and make your own way. Somehow, you have made strange friends in places where you expected to find only foes. And more importantly treasure.

You are strong and hardy, but sometimes have difficulty holding your tongue. Your Strength begins at 10, your Constitution begins at 12, your Charisma begins at 6, and all of your other ability scores begin at 8.

How did you come to the lands of men?

1d12	What is the history of your clan?	Gain
1	They made great warriors in the goblin wars.	+2 Str, +1 Dex, 1 Con, +1 Wis
2	One of your forefathers slew a ferocious wyrm which had long troubled your people.	+2 Int, +1 Str, +1 Dex, Skill: Boasting
3	Your clan made its home in the rolling foothills, farming the land and providing for those of their kind who lived in the caves below them.	+1 Dex, +1 Con, +1 Wis, +1 Cha, Skill: Farming
4	The beards of your people grow long and silky, a source of great pride.	+3 Cha, +1 Str, +1 Wis
5	For long ages your clan has forged the finest weapons.	+2 Dex, +2 Int, Skill: Weaponsmithing
6	They were the ruling clan of a mighty hold.	+2 Cha, +1 Con, +1 Int, +1 Wis
7	They are chanters and storytellers who keep the old songs.	+2 Cha, +2 Int, +1 Wis
8	They have always worked the deepest mines, mining the richest veins of precious metals and gems.	+2 Str, +2 Con, Skill: Mining
9	The ale made in your clan's holding is the greatest of all dwarven drink.	+2 Wis, +1 Int, +1 Cha, Skill: Brewing
10	Your forefathers had to leave one of the great dwarven kingdoms ages ago and found their own home in unwelcoming lands.	+2 Con, +1 Str, +1 Int, +1 Cha
11	Your people have always lived near the lands of men, trading with them and sharing stories.	+2 Cha, +1 Dex, +1 Con, +1 Wis
12	Your clan possesses the greatest greed of all dwarven peoples. Your eyes burn with it.	+1 Str, +1 Dex, +1 Con, +1 Int, +1 Wis



1d8	What drove you from the lands of your people?	Gain
1	You broke a sacred oath and must now live in shame elsewhere.	+2 Wis, +1 Con
2	Simple curiosity led you far from home.	+2 Int, +1 Cha
3	Being a kind-hearted soul, you believe that men and dwarves can help one another.	+2 Cha, +1 Dex
4	Ancient songs led your tireless legs far from home.	+1 Con, +1 Int, +1 Wis
5	You decided that the age of men had arrived, and wanted to be a part of their great deeds.	+2 Con, +1 Wis
6	You were confident that your unusual skills would help you earn your way amongst men.	+2 Dex, +1 Int
7	You wanted to confront the ancient enemies of your race.	+1 Str, +1 Con, +1 Int
8	Your hold was destroyed by goblins.	+2 Str, +1 Con

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 is fascinated by you and wishes to learn the ways of your people.	+2 Str, +1 Con
2	You overcame your fear of moving water with the fishermen.	+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	The local lord swears that his grandfather fought with your people in a nearly forgotten war.	+2 Str, +1 Cha
6	The brewmaster regularly has you sample his ales.	+2 Con, +1 Cha
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 knows your true name but is far too kind to ever use it against you.	+1 Dex, +1 Int, +1 Wis



You began to seek your fortune by strength of arms. You become a level 1 Warrior. You gain the class abilities *Weapon Specialization* and *Knacks*, and one crafting skill of your choice. The tables below will further define your class abilities.

What have you learned on your adventures so far?

1d6	How do you plan to build your hoard?	Gain
1	Your road leads you on many dangerous journeys, but wealth is at the end of them all.	+2 Wis, Skill: Survival
2	You will build your hoard by picking your battles.	+2 Str, Skill: Stealth
3	It's easier to mine a rich man's house than a vein of gold.	+2 Dex, Skill: Lockpicking
4	You hold in your memory the locations of the entrances to several lost elven tombs and you plan to take their faerie gold.	+2 Con, Skill: Trapping
5	There are many forgotten dwarf holds in the mountains, riddled with traps and monsters. You will enter them all.	+2 Int, Skill: Trapping
6	You plan to settle down after you have enough money for your own workshop.	+2 Dex, a crafting skill of your choice (or improve the one you already have)

1d6	Like all respectable dwarves, you bear the weapon of your fathers. What is it?	Gain
1	A battle axe bearing golden runes. Your Weapon Specialization class ability is with the Battle Axe.	+3 Str, specialization to left
2	A short but broad blade of heirloom steel. Your Weapon Specialization class ability is with the Short Sword.	+3 Con, specialization to left
3	A mighty warhammer. Your Weapon Specialization class ability is with the Hammer.	+3 Con, specialization to left
4	A pair of fine hand axes. Your Weapon Specialization class ability is with the Throwing Axe.	+3 Dex, specialization to left
5	A huge axe, tall as you are. Your Weapon Specialization class ability is with the Great Axe.	+3 Str, specialization to left
6	A stout bow and a quiver of black arrows. Your Weapon Specialization class ability is with the Bow.	+3 Dex, specialization to left



1d6	What was your first big hassle amongst the tall people? <i>The friend to your right was there with you.</i>	Gain
1	You were waylaid by a pack of giant spiders near the mountains. <i>Your friend burned their webs as they descended from the trees, and gains +1 Str.</i>	+2 Str, Knack: Defensive Fighter
2	Two human lords were fighting a border skirmish and you got caught in the middle. <i>The friend to your right fought with you and withstood a terrible blow and replied in kind, and gains +1 Con.</i>	+2 Con, Knack: Weapon Specialization
3	One day at dusk, you and your friend came upon two wizards having a shapechanging duel in the wilderness. <i>The poor friend to your right didn't have to stay a frog for all that long, and gains +1 Wis.</i>	+2 Wis, Knack: Resilience
4	A tinker tried to pass you false gold, but you found him out and struck him in anger, nearly killing the cheat. <i>The friend to your right put you on your guard, and gains +1 Cha.</i>	+2 Cha, Knack: Great Strike
5	It fell to you to save the bonny milkmaid from brigands on the road. <i>The friend to your right got all the credit with the girl, and gains +1 Dex.</i>	+2 Dex, Knack: Defensive Fighter
6	You mistakenly stepped into a faerie ring and had to face the guardian. <i>The friend to your right broke the circle and helped you escape, and gains +1 Int.</i>	+2 Int Knack: Resilience

1d6	What treasure do you keep that first drew the other characters to you?	Gain
1	A clockwork toy.	+2 Int, a mechanical sentry
2	A great ring, set with a large ruby.	+2 Cha, an impressive ring, a distant enemy
3	A bright hood of beautiful silk.	+2 Con, a traveler's hood which never frays
4	A heavy oaken shield bearing your sign.	+2 Str, a sturdy shield
5	An untarnished silver chalice.	+2 Con, a cup which purifies its drink
6	A special song.	+2 Wis, a voice which can open gates when the moon is right



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Dwarven Adventurer begins with the following equipment: dagger, traveler's clothing, a dwarven weapon (+1 to hit and damage), chainmail (+4 AC), drink and food for a week, and 4d10 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 1 warrior, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a warrior.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- Your hit points are 12 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- 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. Don't forget your weapon specialization!

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: d12

Initiative Bonus: +1

Armor: Warriors may wear any armor.

Weapon Specialization: All warriors have a favored weapon with which they are particularly skilled. Your Playbook tells you your favored weapon. Your character receives a +1 to hit and +2 to damage while wielding that weapon.

Knacks: Over the course of their careers, warriors pick up several tricks which make them even more formidable opponents. Your Playbook gives you your first Knack. See p.10 in the *Beyond the Wall and Other Adventures* for rules for the different Knacks and for gaining new ones.

Dwarf: As a dwarf, you also have the Dwarven Vision, Strength of Stone, and True Name special rules, found on p.31 of *Beyond the Wall and Other Adventures*. Note that your hit dice increase from Strength of Stone is already included above.

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

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+1	14	17	15	17	16
2	2,000	+2	14	17	15	17	16
3	4,000	+3	13	16	14	14	15
4	8,000	+4	13	16	14	14	15
5	16,000	+5	11	14	12	12	13
6	32,000	+6	11	14	12	12	13
7	64,000	+7	10	13	11	11	12
8	120,000	+8	10	13	11	11	12
9	240,000	+9	8	11	9	9	10
10	360,000	+10	8	11	9	9	10

THE DWARVEN RUNE CASTER PLAYBOOK

Even more than others of your kin, you grew up valuing the past and keeping the stories and chants of your people. At a young age, you were apprenticed to the rune master and learned the secret magic of the dwarves.

You are tough, and hold much lore in your head, but sometimes have little time for fools. Your Constitution, Intelligence, and Wisdom begin at 10, your Charisma begins at 6, and all of your other ability scores begin at 8.

How did you come to the lands of men?

1d12	What is the history of your clan?	Gain
1	They made great warriors in the goblin wars.	+2 Str, +1 Dex, +1 Con, +1 Wis
2	One of your forefathers slew a ferocious wyrm which had long troubled your people.	+2 Int, +1 Str, +1 Dex, Skill: Boasting
3	Your clan made its home in the rolling foothills, farming the land and providing for those of their kind who lived in the caves below them.	+1 Dex, +1 Con, +1 Wis, +1 Cha, Skill: Farming
4	The beards of your people grow long and silky, a source of great pride.	+3 Cha, +1 Str, +1 Wis
5	For long ages your clan has forged the finest weapons.	+2 Dex, +2 Int, Skill: Weaponsmithing
6	They were the ruling clan of a mighty hold.	+2 Cha, +1 Con, +1 Int, +1 Wis
7	They are chanters and storytellers who keep the old songs.	+2 Cha, +2 Int, +1 Wis
8	They have always worked the deepest mines, mining the richest veins of precious metals and gems.	+2 Str, +2 Con, Skill: Mining
9	The ale made in your clan's holding is the greatest of all dwarven drink.	+2 Wis, +1 Int, +1 Cha, Skill: Brewing
10	Your forefathers had to leave one of the great dwarven kingdoms ages ago and found their own home in unwelcoming lands.	+2 Con, +1 Str, +1 Int, +1 Cha
11	Your people have always lived near the lands of men, trading with them and sharing stories.	+2 Cha, +1 Dex, +1 Con, +1 Wis
12	Your clan possesses the greatest greed of all dwarven peoples. Your eyes burn with it.	+1 Str, +1 Dex, +1 Con, +1 Int, +1 Wis



1d8	What drove you from the lands of your people?	Gain
1	You broke a sacred oath and must now live in shame elsewhere.	+2 Wis, +1 Con
2	Simple curiosity led you far from home.	+2 Int, +1 Cha
3	Being a kind-hearted soul, you believe that men and dwarves can help one another.	+2 Cha, +1 Dex
4	Ancient songs led your tireless legs far from home.	+1 Con, +1 Int, +1 Wis
5	You decided that the age of men had arrived, and wanted to be a part of their great deeds.	+2 Con, +1 Wis
6	You were confident that your unusual skills would help you earn your way amongst men.	+2 Dex, +1 Int
7	You wanted to confront the ancient enemies of your race.	+1 Str, +1 Con, +1 Int
8	Your hold was destroyed by goblins.	+2 Str, +1 Con

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 is fascinated by you and wishes to learn the ways of your people.	+2 Str, +1 Con
2	You overcame your fear of moving water with the fishermen.	+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	The local lord swears that his grandfather fought with your people in a nearly forgotten war.	+2 Str, +1 Cha
6	The brewmaster regularly has you sample his ales.	+2 Con, +1 Cha
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 knows your true name but is far too kind to ever use it against you.	+1 Dex, +1 Int, +1 Wis



You learned the secrets of the runes. You become a level 1 Warrior-Mage. You gain the class abilities *Weapon Specialization*, *Spell Casting*, and *Sense Magic*, and the skill *Ancient History*. The tables below will further define your class abilities.

What secrets do you know?

1d6	What did you learn best from the rune master?	Gain
1	Patience and hard work at the forge. You learned the spell Phantom Skill.	+2 Wis, a crafting skill of your choice, spell to left
2	The secrets of the past and the ways of dwarves, men, and all creatures. You learned the spell Sense Nature.	+2 Int, Skill: Ancient History, spell to left
3	Trickery and deceit, the traits of the fallen dwarves of the southern mountains. You learned the spell Veil of Sleep.	+2 Cha, Skill: Deceit, spell to left
4	Runes which will instill confidence into the hearts of your allies and friends. You learned the spell Word of Courage.	+2 Con, Skill: Command, spell to left
5	The ways of war and the defense of your own people. You learned the spell Mystical Shield.	+2 Str, Skill: Athletics, spell to left
6	The history of the forgotten tombs and cities of your people, and how to find them again. You learned the spell Bar the Way.	+2 Dex, Skill: Trapping, spell to left

1d6	Like all respectable dwarves, you bear the weapon of your fathers. What is it?	Gain
1	A battle axe bearing golden runes. Your Weapon Specialization class ability is with the Battle Axe.	+3 Str, specialization to left
2	A short but broad blade of heirloom steel. Your Weapon Specialization class ability is with the Short Sword.	+3 Con, specialization to left
3	A mighty warhammer. Your Weapon Specialization class ability is with the Hammer.	+3 Con, specialization to left
4	A craftsman's hammer of heavy iron. Your Weapon Specialization class ability is with the Hammer.	+3 Con, specialization to left
5	A huge axe, tall as you are. Your Weapon Specialization class ability is with the Great Axe.	+3 Str, specialization to left
6	A finely decorated sword of a dwarven king. Your Weapon Specialization class ability is with the Short Sword.	+3 Str, specialization to left



1d6	What was your first big hassle amongst the tall people? <i>The friend to your right was there with you.</i>	Gain
1	A group of traders took you for a lucky faerie and attempted to force you to lead them to a horde of gold. They fled when you made the lightning flash before their eyes. <i>The friend drove them off with you, and gains +1 Con.</i>	+2 Con, Spell: Flash of Brilliance
2	An evil, wandering knight hunted you to the village and planned to slay you for fame and glory, but you made him flee. <i>The friend to your right was the first to warn you that the knight was coming and was almost run down by his steed, and gains +1 Dex.</i>	+2 Dex, Spell: Searing Heat
3	You drove a crooked merchant from the village when he would have taken advantage of honest folk. <i>The friend to your right stopped the trader when he was caught stealing from the old widow, and gains +1 Wis.</i>	+2 Wis, Spell: Searing Heat
4	One winter, when a faerie creature from the hills wandered into the village with ill intent, you and your friend tricked it into swearing an oath to leave and never return. <i>The friend to your right recalled the thing's name from an old story, and gains +1 Int.</i>	+2 Int, Spell: False Friend
5	A wicked man from the western seas kidnapped one of the village children for evil purposes, but you struck him down. <i>The friend to your right fought with his body slave, and gains +1 Str.</i>	+2 Str, Spell: True Strike
6	You found a hidden cave and delved too deep, waking a spirit of ancient evil. <i>The friend to your right helped you flee after banishing the creature of darkness, and gains +1 Con.</i>	+2 Con, Spell: Abjuration

1d6	On what did you carve your first rune?	Gain
1	A mighty belt buckle of heavy iron.	+2 Str, an impressive belt buckle
2	The circlet of a long forgotten dwarf-lord of your clan.	+2 Cha, a sign of ancient kingship
3	One of the staves of the dwarven rune masters of old.	+2 Int, an authoritative staff
4	A golden knife.	+2 Str, a knife of faerie gold
5	The mail of your uncle, who fell to a goblin invasion.	+2 Con, a suit of chainmail
6	An ornate key to a lost hold.	+2 Wis, a silver key



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Dwarven Rune Caster begins with the following equipment: dagger, fine dwarven clothing, a set of rune stones, a dwarven weapon (+1 to hit and damage, type determined by table above), leather armor (+2 AC), drink and food for a week, and 4d10 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 1 Dwarven Rune Caster, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 0 for being a Dwarven Rune Caster.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- Your hit points are 10 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- 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. Don't forget your weapon specialization!

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: d10

Initiative Bonus: +0

Armor: The Rune Caster may wear any armor.

Weapon Specialization: All warriors have a favored weapon with which they are particularly skilled. Your Playbook tells you your favored weapon. Your character receives a +1 to hit and +2 to damage while wielding that weapon.

Spell Casting: The Rune Caster may cast spells like a mage, but does not have access to cantrips or rituals.

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

Dwarf: As a dwarf, you also have the Dwarven Vision, Strength of Stone, and True Name special rules, found on p.31 of *Beyond the Wall and Other Adventures*. Note that your hit dice increase from Strength of Stone is already included above.

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

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

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!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- 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!
- 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.
- Your Base Attack Bonus comes from your class. As a level 1 mage, you have a BAB of +0
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 0 for being a mage.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 2.
- Your hit points are 6 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- 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.

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

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

Your people are scarce now, most having gone far to the west, away from the troubled lands of men. Your family stayed, however, your mother acting as the queen of a small elven enclave which remained, secluded from men. You have left that enclave now, and must find your way among strange people.

You are quick and intelligent. 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



Your family trained you to be a great warrior, but also taught you the arcane arts. You become a level 1 Warrior-Mage. You gain the class abilities *Weapon Specialization*, *Spell Casting*, and *Sense Magic*, the skill *Ancient History*, and the cantrip *Glamour Weaving*. The tables below will give you your other spells and further define your class abilities. **What have learned since your training?**

1d6	You bear a blade of glistening, elven steel. Where did you get it?	Gain
1	You carry your family's ancient blade, forged in a distant age. Your Weapon Specialization class ability is with the Longsword.	+2 Con, Skill: Ancient History, specialization to left
2	You happened upon Weyland, who helps the fae as well as men, and he gave you your sword. Your Weapon Specialization class ability is with the Longsword.	+2 Dex, Skill: Stealth, specialization to left
3	You were always close to the smith of your enclave, and he crafted you a great sword. Your Weapon Specialization class ability is with the Great Sword.	+2 Str, Skill: Socialize, specialization to left
4	You bear a large sword of strange make; none of your kind know where it came from originally. Your Weapon Specialization class ability is with the Great Sword.	+2 Con, Skill: Forbidden Knowledge, specialization to left
5	You won a fine, light blade in a contest of the elven nobility. Your Weapon Specialization class ability is with the Short Sword.	+2 Dex, Skill: Athletics, specialization to left
6	You forged your own sword from a star fallen to the earth. Your Weapon Specialization class ability is with the Short Sword.	+2 Str, Skill: Smithing, specialization to left

1d6	As a student, you had access to the ancient records of high elven magic. What did you study?	Gain
1	You learned to see beyond the veil. You learned the following magics: the cantrip Second Sight and the ritual Unseen Servant.	+2 Int, +1 Dex, spells to left
2	You studied the lore of nature. You learned the following magics: the cantrip Druid's Touch and the ritual Goodberry.	+2 Con, +1 Wis, spells to left
3	Tricking the unwary interested you the most as a fickle young student. You learned the following magics: the cantrip Conjure Sound and the ritual Witch's Watchman.	+2 Int, +1 Str, spells to left
4	Uncovering that which was hidden attracted you. You learned the following magics: the cantrip Mage Light and the ritual Arcane Experiment.	+2 Int, +1 Cha, spells to left
5	You wanted to light the way against the enemies of your people. You learned the following magics: the cantrip Mage Light and the ritual Mage Armor.	+2 Con, +1 Int, spells to left
6	You learned to aid those in need. You learned the following magics: the cantrip Blessing and the ritual Goodberry.	+2 Wis, +1 Str, spells to left



1d6	When you entered the lands of men, you soon learned how dangerous they can be. What taught you this lesson? <i>The friend to your right was there with you.</i>	Gain
1	A mob of frightened travelers chased you off the road. <i>Your friend helped you in your flight, and gains +1 Dex.</i>	+2 Dex, Ritual: Sorcerer's Steed
2	A foul faerie took it upon himself to haunt you for a time. <i>The friend to your right helped you ward against this creature, and gains +1 Int.</i>	+2 Int, Ritual: Circle of Protection
3	You helped the village by receiving early warning that a wild warband was coming upon them. <i>The friend to your right struck down one of the scouts and helped you warn the village, and gains +1 Str.</i>	+2 Str, Ritual: Bind Familiar
4	An evil demon sought to drink your fae blood. <i>The friend to your right helped you learn its true name, and gains +1 Int.</i>	+2 Int, Ritual: Circle of Protection
5	When a distant king's armies came dangerously near, you hid the village from them. <i>The friend to your right led the first scouts far afield while you worked your magic, and gains +1 Int.</i>	+2 Int, Ritual: Gather Mists
6	When the harvest was poor, you searched the wilderness for sustenance. <i>The friend to your right wandered tirelessly with you, and gains +1 Con.</i>	+2 Con, Ritual: Bind Familiar

1d6	What token did your people give you when you left them?	Gain
1	A drape of the stars.	+2 Int, a cloak like the night
2	Fine footwear.	+2 Dex, supple elven boots
3	The thing you almost forgot.	+2 Cha, a length of elven rope
4	The sign of a forgotten kingdom.	+2 Cha, a thin circlet
5	The swift vengeance of your people.	+2 Dex, a fine elven bow, a quiver of arrows
6	Your mother's mourning song.	+2 Wis, a voice you will always keep with you



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Elven Highborn begins with the following equipment: a dagger, fine clothing, a beautiful elven sword (+1 to hit and damage), tooled leathers (+2 AC), elven waybread to last a week, and no money!
- 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.
- Your Base Attack Bonus comes from your class. As a level 1 Elven Highborn, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being an Elven Highborn.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 2.
- Your hit points are 8 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- 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. Don't forget your weapon specialization!

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: d8

Initiative Bonus: +1

Armor: The Elven Highborn may wear any armor.

Weapon Specialization: All warriors have a favored weapon with which they are particularly skilled. Your Playbook tells you your favored weapon. Your character receives a +1 to hit and +2 to damage while wielding that weapon.

Spell Casting: The Elven Highborn may cast cantrips and rituals like a mage, but does not have access to spells.

Sense Magic: The Elven Highborn 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.

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

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+1	14	17	15	17	16
2	2,500	+2	14	17	15	17	16
3	5,000	+3	13	16	14	14	15
4	10,000	+4	13	16	14	14	15
5	20,000	+5	11	14	12	12	13
6	40,000	+6	11	14	12	12	13
7	80,000	+7	10	13	11	11	12
8	150,000	+8	10	13	11	11	12
9	300,000	+9	8	11	9	9	10
10	450,000	+10	8	11	9	9	10

You are a remnant of one of the hidden communities of wood elves. The forests are your home, and you wander freely within them, watching communities of men, tracking destructive raiders, and protecting the wild places of the world. Now you live near a human town and have taken a liking to several of the locals.

You are adept at remaining hidden and finding your way in the wilderness. Your Dexterity and Wisdom 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 began to wander the wilderness. You become a level 1 Rogue-Mage. You gain the class abilities *Highly Skilled* and *Spell Casting*, and the skill *Survival*. The tables below will give you all your bonus skills from your class abilities.

What has happened to you since you became a wanderer?

1d6	Since you settled in the lands of men, where do you find solitude?	Gain
1	A forgotten grove of yew trees deep in the forest.	+2 Dex, Skill: Stealth
2	A faerie well in the middle of a grassy clearing.	+2 Wis, Skill: Herbalism
3	The remnants of an elven temple, now overgrown and fallen.	+2 Int, Skill: Ancient History
4	A rocky cave which you sometimes share with the creatures of the forest.	+2 Wis, Skill: Animal Ken
5	Your own veiled platform in the branches of a high oak.	+2 Str, Skill: Athletics
6	A spring of clear water tended by a gentle dryad.	+2 Cha, Skill: Stealth

1d6	What song did your people teach you underneath the limbs of the world tree?	Gain
1	You learned to speak to the trees of the forest; they bend to your fae majesty.	+3 Cha, Skill: Singing, Spell: Pass without Trace
2	As your people fell time and again in battle against foul enemies, you learned to tend them.	+3 Wis, Skill: Herbalism, Spell: Healing Touch
3	The songs of trickery and faerie glamour were passed to you.	+3 Dex, Skill: Stealth, Spell: Greater Illusion
4	Noble beasts are calmed by your song and come to your aid.	+3 Con, Skill: Singing, Spell: Wild Call
5	You are able to sing to the spirit of a wooden object and make it twist and turn against its maker.	+3 Dex, Skill: Survival, Spell: Warping Song
6	When a group of hunters needs to pass by a wild beast or goblin raiding party unseen, you sing to the mists.	+3 Wis, Skill: Hunting, Spell: Faerie Cloak



1d6	When you entered the lands of men, you soon learned how dangerous they can be. What taught you this lesson? <i>The player to your right was there with you.</i>	Gain
1	A group of raiders from the north came dangerously close to your secret home in the woods, burning and cutting as they went. <i>One of your friends led them on a chase, and gains +1 Dex.</i>	+2 Dex, Skill: Stealth, Spell: Elf Shot
2	The local innkeep took you for a monster and nearly beat you senseless before you were able to plead your case. <i>The friend to your right interceded on your behalf, shielded you from a blow, and gains +1 Con.</i>	+2 Con, Skill: Command, Spell: False Friend
3	A foul beast, twisted by the dark magic of men, was born in the forest and came to the village. You slew it with your friend. <i>The friend to your right struck the final blow, and gains +1 Str.</i>	+2 Str, Skill: Hunting, Spell: Entanglement
4	The villagers were distrustful and afraid when you came around, until you and one of your friends discovered a thief in their midst. <i>The friend to your right helped you uncover the traitor, and gains +1 Int.</i>	+2 Int, Skill: Stealth, Spell: Silence
5	When one of the villagers forgot the old ways and angered his own hearth faerie, you were able to calm the sprite and persuade it to leave the house in peace. <i>The friend to your right was the one who told you of the problem, and gains +1 Cha.</i>	+2 Cha, Skill: Command, Spell: Elf Shot
6	One of the village children went missing and it fell to you and your friend to spend long nights in the forest searching for her. <i>The friend to your right called the child's name with you, and gains +1 Con.</i>	+2 Con, Skill: Survival, Spell: Clear Eyes

1d6	What piece of faerie craft did your family leave with you?	Gain
1	A wineskin of soft leather.	+2 Con, a wineskin
2	A silver arrow covered in elven runes.	+2 Dex, a magical arrow
3	The best pup from their kennels.	+2 Con, a young faerie hound (counts as an ally)
4	A small jewel of the deepest scarlet.	+2 Cha, a faerie ruby
5	A ribbon of moonlight.	+2 Dex, a silvery ribbon that never breaks
6	Your mother's mourning song.	+2 Wis, a voice you will always keep with you



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Elven Ranger begins with the following equipment: a dagger, a dark cloak, an elven bow (+1 to hit and damage), worn leathers (+2 AC), elven waybread to last a week, and no money!
- 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.
- Your Base Attack Bonus comes from your class. As a level 1 Elven Ranger, you have a BAB of +0.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being an Elven Ranger.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 2.
- Your hit points are 8 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- 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: d8

Initiative Bonus: +2

Armor: The Elven Ranger may only wear leather armor.

Highly Skilled: Rogues receive two additional skills at first level. Your Playbook has already given you your extra skills. Rogues gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc). Instead of gaining a new skill, they may get better at one which they already have, increasing the bonus for that skill by a further +2.

Spell Casting: The Elven Ranger may cast spells like a mage, but does not have access to cantrips or rituals.

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.

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

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	13	16	12	15	14
2	2,500	+1	13	16	12	15	14
3	5,000	+1	13	16	13	15	14
4	10,000	+2	13	16	13	15	14
5	20,000	+3	12	15	11	13	12
6	40,000	+3	12	15	11	13	12
7	80,000	+4	12	15	11	13	12
8	150,000	+5	12	15	11	13	12
9	300,000	+5	11	14	9	11	10
10	450,000	+6	11	14	9	11	10

You came to the village long ago and attached yourself to a family. You have watched over them for many years, but now you and your youngest charge are ready for adventure. The player to your right is a member of this family's newest generation.

You are dextrous, quick-witted, and small of frame. Your Dexterity, Intelligence, and Charisma begin at 10, your Strength begins at 6, and all of your other ability scores begin at 8.

How did you come to the lands of men?

1d12	What was your gnomish family's trade?	Gain
1	Your ancestors cleaned house for a distant faerie queen.	+2 Con, +1 Wis, +1 Cha, Skill: Etiquette
2	Your people have long lived beneath a small hill and worked a forge there.	+2 Str, +1 Con, +1 Int, Skill: Smithing
3	Your parents made their living trading with a clan of dwarves.	+2 Cha, +1 Str, +1 Int, +1 Wis
4	Your family ran the great ovens of the faerie court.	+2 Wis, +1 Dex, +1 Cha, Skill: Cooking
5	With net and harpoon, your people fished the rivers beneath the mountain.	+2 Con, +1 Dex, +1 Wis, Skill: Fishing
6	Your family dwelt in a distant city, hiding from the men who lived there.	+2 Dex, +2 Int, +1 Wis
7	Everyone in your family has always had a favorite human.	+1 Str, +1 Con, +1 Int, +1 Wis, +1 Cha
8	Unlike other gnomes, your ancestors were mighty warriors.	+2 Str, +1 Con, +1 Dex, +1 Int
9	Your family dwell in distant lands as servants to a strange wizard.	+2 Int, +1 Str, +1 Con, +1 Wis
10	Your family has always been known for its fine handiwork.	+2 Dex, +1 Int, +1 Cha, a crafting skill
11	One of your grandparents was a go-between for humans and fae.	+3 Cha, +1 Con, +1 Dex
12	Your family made their homes in the trunks and branches of great trees.	+2 Dex, +1 Str, +1 Int, +1 Wis



1d8	How did you come to make the village your home?	Gain
1	A mighty faerie lord exiled you long ago.	+2 Con, +1 Wis
2	Legends tell of an ancient piece of fae magic in this village. You have not found it yet.	+1 Dex, +1 Con, +1 Int
3	You were struck with wanderlust, but found this place particularly homey.	+2 Cha, +1 Int
4	Stopping through, you formed a fast friendship with the grandfather of one of the village elders.	+2 Int, +1 Cha
5	When goblins destroyed your home, the village gave you a sanctuary.	+2 Str, +1 Wis
6	There was always another project to finish before you could leave.	+2 Dex, +1 Int
7	Pukka tricked you into leaving your family's home long ago.	+1 Con, +1 Int, +1 Wis
8	Your people formed a pact with the village founders before your birth.	+1 Str, +1 Wis, +1 Cha

1d8	You interact rarely with most of the villagers. The other characters became your fast friends, however. Who else became your friend?	Gain
1	The innkeep loves your company and your stories.	+2 Cha, +1 Int
2	You often trade chores with a local craftsman.	+2 Dex, +1 Wis
3	You sometimes work with a local merchant.	+1 Dex, +1 Int, +1 Cha
4	You befriended a great bear who lives in the forest near the village.	+2 Str, +1 Cha
5	The witch treats you as one of her friends.	+2 Con, +1 Wis
6	You are fascinated by the old mill, the miller, and his family.	+2 Int, +1 Str
7	Often you help one of the village elders with chores.	+1 Str, +1 Con, +1 Cha
8	Instead of making human friends, you befriended the mice about town.	+2 Wis, +1 Dex



You worked for many generations as the protector of a local family. You become a level 1 Rogue-Mage. You gain the class abilities *Sense Magic* and *Spell Casting*, and the skill *Stealth*. The tables below will tell you your spells and other abilities.

What has happened since you settled here and adopted a human family?

1d6	How did you first become attached to your human family?	Gain
1	Generations ago, you saved the family from a dark spirit that was haunting them.	+2 Int, Skill: Forbidden Secrets, Spell: Abjuration
2	The grandfather of the family saved you from a bear, and you have been waiting for the chance to return the favor.	+2 Wis, Skill: Survival, Spell: Friend's Call
3	When you first met the family, you used your faerie magic to toy with them. Later, as you grew to love them, you stayed around to help.	+2 Dex, Skill: Trapping, Spell: Masked Image
4	Many winters ago, when an angry mob came for the grandparents because of a misunderstanding, you cloaked the house in illusion.	+2 Con, Skill: Athletics, Spell: Greater Illusion
5	When their business was failing, the family began leaving gifts for any who would help.	+2 Str, Skill: a crafting skill, Spell: Night Craft
6	During the Lean Winter, this family was the only one to give you proper hospitality.	+2 Cha, Skill: Etiquette, Spell: Night Craft

1d6	What village secret do you alone keep?	Gain
1	One of the elders betrayed the village to a group of barbarian raiders long ago.	+2 Int, +1 Wis, Skill: Forbidden Secrets
2	The ghost of one of the founders haunts the inn.	+2 Cha, +1 Dex, Skill: Alertness
3	A hidden cache of cursed treasure lies at the bottom of a village well.	+2 Dex, +1 Con, Skill: Athletics
4	You know where the horn of a mighty hero of old is hidden.	+2 Wis, +1 Cha, Skill: Command
5	You have seen the old lord guarding his tomb beneath a weeping willow in the forest.	+2 Con, +1 Wis, Skill: Survival
6	A gateway to the faerie lord's court lies hidden in plain sight within the village.	+2 Int, +1 Cha, Skill: Faerie Lore



1d6	After many years of service, why are you ready to go on adventures with your friends? <i>The charge to your right helped you decide.</i>	Gain
1	You have learned that a dark and deadly faerie holds an ancient grudge against the family and is seeking revenge. <i>The charge to your right has only recently learned of this danger, and gains +1 Int.</i>	+2 Int, Skill: Faerie Lore, Spell: Hunger and Thirst
2	One of the grandparents in the family made you promise to show the world to the child and teach hard lessons. <i>The charge to your right is ready for the challenge, and gains +1 Con.</i>	+2 Con, Skill: Command, Spell: Word of Courage
3	You have become bored with housework and are ready for something more exciting. <i>The charge to your right is thrilled by this prospect, and gains +1 Cha.</i>	+2 Cha, Skill: Survival, Spell: Healing Touch
4	The Horned King almost rode you and your charge down while you were wandering through the woods. <i>The charge to your right helped you escape and knows now that if the King returns you cannot remain idle, and gains +1 Dex.</i>	+2 Dex, Skill: Stealth, Spell: Elf Shot
5	You have decided to win a great fortune for the family so that it will never fall on hard times. <i>The charge to your right is ready to seek treasure with you, and gains +1 Int.</i>	+2 Int, Skill: Alertness, Spell: Sanctuary of Peace
6	One of the family members was killed by a wicked group of bandits. <i>The charge to your right has decided that the two of you must make the world safer, and gains +1 Cha.</i>	+2 Cha, Skill: Investigation, Spell: True Strike

1d6	What is your favorite task around the house?	Gain
1	Collecting and hoarding things.	+2 Dex, a single hair from each of the villagers
2	Caring for the animals.	+2 Wis, an animal friend
3	Tending the stew pot at night.	+2 Str, an iron ladle
4	Scouring the chimney.	+2 Con, a bag of soot
5	Mending broken things.	+2 Int, a hammer and tongs
6	Comforting those with bad dreams.	+2 Cha, a storybook



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Gnomish Godparent begins with the following equipment: a pocket knife, simple clothing, cleaning supplies, a battle-tested broom, and 6d6 silvers worth of odds and ends.
- 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.
- Your Base Attack Bonus comes from your class. As a level 1 Gnomish Godparent, you have a BAB of +0
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being a Gnomish Godparent.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have, plus 1 for being a gnome.
- Your Fortune Points are 3.
- Your hit points are 8 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- 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: d8

Initiative Bonus: +2

Armor: The Gnomish Godparent may only wear leather armor.

Highly Skilled: Rogues receive two additional skills at first level. Your Playbook has already given you your extra skills. Rogues gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc). Instead of gaining a new skill, they may get better at one which they already have, increasing the bonus for that skill by a further +2.

Spell Casting: The Gnomish Godparent may cast spells like a mage, but does not have access to cantrips or rituals. Note that, as a gnome, the Godparent does have the Glamour Weaving cantrip.

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

Gnome: As a gnome, you also have the Gnomish Glamour, Hard to Catch, Small Stature, and Vulnerable to Meteoric Iron special rules, found on p.12 of *Heroes Young and Old*.

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

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

THE HALFLING OUTRIDER PLAYBOOK

Back in the halfling lands, you were one of the warriors of your people. You patrolled the borders of your homeland on your trusty pony, watching for bands of barbarians, goblins, and meddling big folk. Now you have journeyed far from home on adventures of your own.

You were the strongest and most athletic of your people. Your Constitution begins at 12, your Dexterity begins at 10, your Strength begins at 6, and all of your other ability scores begin at 8.

How did you come to the lands of men?

1d12	What did your old gaffer do?	Gain
1	Your family tilled the land and grew famous mushrooms.	+2 Wis, +1 Str, 1 Con, Skill: Farming
2	Your mother and father baked the best bread in the land.	+1 Con, +1 Int, +1 Wis, +1 Cha, Skill: Cooking
3	Your father was the mayor of a large village.	+2 Cha, +1 Str, +1 Int, +1 Wis
4	Your mother brewed the famous southern ale, and other halflings always came to visit.	+2 Dex, +1 Int, +1 Wis, Skill: Brewing
5	The fields around your family's lands are famous for the finest smoking leaf.	+2 Con, +2 Dex, +1 Cha
6	Your family has been, for generations, lords of a great halfling hall.	+2 Cha, +1 Dex, +1 Wis, Skill: Command
7	Every generation, someone in your family has an adventure.	+1 Str, +1 Dex, +1 Con, +1 Int, +1 Cha
8	Your grandfather was a bard, traveling from inn to inn singing tales.	+2 Cha, +1 Int, +1 Dex, a performance skill of your choice
9	Your mother was an apiarist, raising bees and cultivating their honey.	+2 Wis, +1 Dex, +1 Con, Skill: Animal Lore
10	Your father, your brothers, and all your cousins raise great hounds for the hunters.	+2 Str, +1 Con, +1 Wis, Skill: Animal Lore
11	You come from a family of eccentric inventors, never quite trusted by your neighbors.	+3 Int, +1 Dex, +1 Con
12	Your father kept the ferry. You come from a long line of boatmen.	+2 Con, +1 Str, +1 Int, Skill: Boating



1d8	What possessed you to leave your comfortable home?	Gain
1	You need to find your fortune.	+2 Int, +1 Str
2	You joined a band of dwarves traveling far from your home.	+2 Cha, +1 Con
3	You were cast out for doing something strange.	+1 Con, +1 Int, +1 Wis
4	You found a treasure map and couldn't resist.	+1 Str, +1 Dex, +1 Int
5	Goblins destroyed your home.	+2 Str, +1 Wis
6	Some human traders came to your village and you were overwhelmed by curiosity.	+2 Cha, +1 Dex
7	One night, you glimpsed a band of passing elves and knew you had to follow them.	+2 Wis, +1 Dex
8	Your feet simply carried you away.	+2 Con, +1 Dex

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 innkeep loves your company and your stories.	+2 Cha, +1 Int
2	The hunters taught you much human woodcraft, and learned much of yours.	+2 Dex, +1 Wis
3	You made fast friends with a local merchant.	+1 Dex, +1 Int, +1 Cha
4	Because of your size, you became the town's favorite babysitter (you prefer the term "childherd").	+2 Str, +1 Cha
5	Grandmother Weaver said you were not the first halfling she had met.	+2 Wis, +1 Dex
6	The brewmaster regularly has you sample his ales.	+2 Con, +1 Int
7	You tried to prove your worth by serving with the human militia.	+2 Str, +1 Con
8	The local humans drafted you to serve as their local judge. You've met everybody on their worst day.	+2 Wis, +1 Int



You rode far from home and left behind the life you knew. You become a level 1 Warrior-Rogue. You gain the class abilities *Weapon Specialization* and *Fortune's Favor*, and the skill *Direction Sense*. The tables below will give you all your bonus skills and further define your class abilities. **What have you and your pony been through?**

1d6	What did you learn best on the road?	Gain
1	The way past any obstacle.	+3 Str, Skill: Athletics
2	How to avoid dangerous bandits and goblins.	+3 Dex, Skill: Stealth
3	The way to wherever you were going.	+3 Wis, Skill: Direction Sense
4	An even greater bond with your steed.	+3 Dex, Skill: Riding
5	Hard riding and long roads.	+3 Con, Skill: Riding
6	How to learn and keep secrets.	+3 Cha, Skill: Gossip

1d6	What do your enemies fear most about you?	Gain
1	The keen edge of your stout blade. Your Weapon Specialization class ability is with the Short Sword.	+2 Con, specialization to left
2	A swift arrow shot from afar. Your Weapon Specialization class ability is with the Bow.	+2 Dex, specialization to left
3	A silent death and a well-placed knife in their backs. Your Weapon Specialization class ability is with the Dagger.	+2 Dex, specialization to left
4	The shrill wind in your sling. Your Weapon Specialization class ability is with the Sling.	+2 Dex, specialization to left
5	The bite of your axe. Your Weapon Specialization class ability is with the Hand Axe.	+2 Str, specialization to left
6	A quick thrust from your broad-headed spear. Your Weapon Specialization class ability is with the Spear.	+2 Con, specialization to left



1d6	What has happened to you since you have settled among these strange humans? <i>The player to your right was there with you.</i>	Gain
1	One of the village men laughed at your small size and challenged you to an archery contest. He didn't stand a chance. <i>The friend to your right took part in the contest as well and learned a thing or two, and gains +1 Dex.</i>	+2 Dex
2	The ghost of a long-forgotten murder victim began haunting the peaceful people of the village. You had to lead the spirit to its rest in the graveyard. <i>The friend to your right helped you uncover the ancient story, and gains +1 Int.</i>	+2 Int
3	In the deep of winter, mysterious wizard from distant lands tempted you to go with him on a long journey, but you decided to stay instead. <i>The friend to your right was invited as well, and gains +1 Wis.</i>	+2 Wis
4	A tribe of friendly kobolds (a rare thing indeed) saw you in the forest while you were wandering far and took you for a friend. <i>The friend to your right often ventures to their warren with you, and gains +1 Con.</i>	+2 Con
5	A wicked ruffian in the village tried to take your pony from you, but then thought better of it. <i>The friend to your right held back his thuggish friend while you struck him, and gains +1 Str.</i>	+2 Str
6	One of the elders took you for an evil faerie, come to plague the village. You and your friend had to convince him otherwise. <i>The friend to your right spoke on your behalf and convinced the people that you were a friend, and gains +1 Cha.</i>	+2 Cha

1d6	What is special about your pony?	Gain
1	Your trusty steed can communicate with you as well as any person can.	+2 Cha, a pony ally
2	Your pony can always sniff out water and a choice bit of grass.	+2 Con, a pony ally
3	Your pony has a strange understanding of the dwellings of men and halflings; he can open doors, handles stairs very well, and always knows where the landlord keeps the good stuff.	+2 Int, a pony ally
4	Your mount is a bit fae, and always knows when ghosts and spirits are around.	+2 Wis, a pony ally
5	There is no better beast of burden around; your mount can carry twice as much as any other pony or horse.	+2 Con, a pony ally
6	Your pony will always find his way home; he can only be lost in battle.	+2 Dex, a pony ally



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Halfling Outrider begins with the following equipment: dagger, your pony (counts as an ally), a very fine saddle, bags filled with food and rations, leather armor (+2 AC), a wooden shield (+1 AC), your favored weapon, and 4d6 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 1 Outrider, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being an Outrider.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 5.
- Your hit points are 10 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- 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. Don't forget your weapon specialization!

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: d10

Initiative Bonus: +2

Armor: The Halfling Outrider may wear any armor lighter than plate.

Fortune's Favor: Rogues have luck beyond that of other men. They receive five Fortune Points instead of the normal three.

Weapon Specialization: All warriors have a favored weapon with which they are particularly skilled. Your Playbook tells you your favored weapon. Your character receives a +1 to hit and +2 to damage while wielding that weapon.

Halfling: As a halfling, you also have the Halfling Spirit and Small Stature special rules, found on p.31 of *Beyond the Wall and Other Adventures*. Note that you cannot have a Strength higher than 10, even if you roll it. Being a halfling is hard.

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

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+1	14	17	15	17	16
2	2,000	+2	14	17	15	17	16
3	4,000	+3	13	16	14	14	15
4	8,000	+4	13	16	14	14	15
5	16,000	+5	11	14	12	12	13
6	32,000	+6	11	14	12	12	13
7	64,000	+7	10	13	11	11	12
8	120,000	+8	10	13	11	11	12
9	240,000	+9	8	11	9	9	10
10	360,000	+10	8	11	9	9	10

You can't quite say why, but one day you began to dream of mountains, seas, and monsters. Now you wander from town to town, never staying anywhere long. The stories of men fascinate you, and you haven't had your fill of adventure yet.

You are stealthy and charming, but lack the strength of the big folk. Your Dexterity and Constitution begin at 12, your Strength begins at 4, and all of your other ability scores begin at 8.

How did you come to the lands of men?

1d12	What did your old gaffer do?	Gain
1	Your family tilled the land and grew famous mushrooms.	+2 Wis, +1 Str, 1 Con, Skill: Farming
2	Your mother and father baked the best bread in the land.	+1 Con, +1 Int, +1 Wis, +1 Cha, Skill: Cooking
3	Your father was the mayor of a large village.	+2 Cha, +1 Str, +1 Int, +1 Wis
4	Your mother brewed the famous southern ale, and other halflings always came to visit.	+2 Dex, +1 Int, +1 Wis, Skill: Brewing
5	The fields around your family's lands are famous for the finest smoking leaf.	+2 Con, +2 Dex, +1 Cha
6	Your family has been, for generations, lords of a great halfling hall.	+2 Cha, +1 Dex, +1 Wis, Skill: Command
7	Every generation, someone in your family has an adventure.	+1 Str, +1 Dex, +1 Con, +1 Int, +1 Cha
8	Your grandfather was a bard, traveling from inn to inn singing tales.	+2 Cha, +1 Int, +1 Dex, a performance skill of your choice
9	Your mother was an apiarist, raising bees and cultivating their honey.	+2 Wis, +1 Dex, +1 Con, Skill: Animal Lore
10	Your father, your brothers, and all your cousins raise great hounds for the hunters.	+2 Str, +1 Con, +1 Wis, Skill: Animal Lore
11	You come from a family of eccentric inventors, never quite trusted by your neighbors.	+3 Int, +1 Dex, +1 Con
12	Your father kept the ferry. You come from a long line of boatmen.	+2 Con, +1 Str, +1 Int, Skill: Boating



1d8	What possessed you to leave your comfortable home?	Gain
1	You need to find your fortune.	+2 Int, +1 Str
2	You joined a band of dwarves traveling far from your home.	+2 Cha, +1 Con
3	You were cast out for doing something strange.	+1 Con, +1 Int, +1 Wis
4	You found a treasure map and couldn't resist.	+1 Str, +1 Dex, +1 Int
5	Goblins destroyed your home.	+2 Str, +1 Wis
6	Some human traders came to your village and you were overwhelmed by curiosity.	+2 Cha, +1 Dex
7	One night, you glimpsed a band of passing elves and knew you had to follow them.	+2 Wis, +1 Dex
8	Your feet simply carried you away.	+2 Con, +1 Dex

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 innkeep loves your company and your stories.	+2 Cha, +1 Int
2	The hunters taught you much human woodcraft, and learned much of yours.	+2 Dex, +1 Wis
3	You made fast friends with a local merchant.	+1 Dex, +1 Int, +1 Cha
4	Because of your size, you became the town's favorite babysitter (you prefer the term "childherd").	+2 Str, +1 Cha
5	Grandmother Weaver said you were not the first halfling she had met.	+2 Wis, +1 Dex
6	The brewmaster regularly has you sample his ales.	+2 Con, +1 Int
7	You tried to prove your worth by serving with the human militia.	+2 Str, +1 Con
8	The local humans drafted you to serve as their local judge. You've met everybody on their worst day.	+2 Wis, +1 Int



You took to the road and you never looked back. You become a level 1 Rogue. You gain the class abilities *Fortune's Favor* and *Highly Skilled*, and the skill *Stealth*. The tables below will give you all your bonus skills from your class abilities. **What have you learned on your travels?**

1d6	What did you learn in the last town you passed through?	Gain
1	The chill of winter cobblestones on your feet at night.	+3 Con, Skill: Survival
2	The ire of watchful guards.	+3 Dex, Skill: Stealth
3	The tales of all the travelers in the inn.	+3 Int, Skill: Folklore
4	The quickest way out of the pillory.	+3 Dex, Skill: Lockpicking
5	Your unusual size and talents made you the temporary star of their sports and games.	+3 Con, Skill: Athletics
6	Everyone's secrets.	+3 Cha, Skill: Gossip

1d6	Why have you been in this particular town so long?	Gain
1	The people here are the friendliest you've met.	+2 Cha, Skill: Folklore
2	The local pastries keep you in debt to the baker.	+2 Con, Skill: Flattery
3	You found a cache of old books, and, even better, old maps.	+2 Wis, Skill: Pathfinding
4	There is something in town that you really want, but haven't been able to get it yet.	+2 Int, Skill: Stealth
5	Strangely, you set up shop.	+2 Wis, a trade skill of your choice
6	You've made fast friends with a local thug.	+2 Str, Skill: Survival



1d6	Trouble seems to follow you. What happened to you in this town? <i>The player to your right was there during your troubles.</i>	Gain
1	You got caught pocketing some pastries at the fair and had to talk your way out of it. <i>The friend to your right paid off the seller, and gains +1 Cha.</i>	+2 Cha, Skill: Deceit
2	A fae lord mistook you for his plaything and you fled. <i>The friend to your right cast salt behind you to throw off the chase, and gains +1 Dex.</i>	+2 Dex, Skill: Athletics
3	A group of weary mercenaries came to town with the intent of taking whatever they liked. You rallied the villagers and stood up to them. <i>The friend to your right stood at your side as you blocked their path, and gains +1 Con.</i>	+2 Con, Skill: Command
4	A giant eagle carried you and your friend a day to the east and dropped you in the branches of a tall oak. It was hard to find your way back. <i>The friend to your right figured out why the eagle did such a strange thing, and gains +1 Con. Ask your friend what the eagle was up to.</i>	+2 Con, Skill: Pathfinding
5	Late one night you heard a strange beast snuffling through the village and sounded the alarm. <i>The friend to your right is the only other one to get a clear look at the monster, and gains +1 Wis.</i>	+2 Wis, Skill: Alertness
6	You puzzled out some old runes carved in the city square, following them to the dragon's bones buried beneath the town. <i>The friend to your right pulled you away as the bones began to stir, and gains +1 Int. Neither of you are sure what will happen next.</i>	+2 Int, Skill: Ancient History

1d6	What reminds you of home?	Gain
1	A collection of old maps.	+2 Int, somewhat accurate maps
2	The pungent smell of smoke.	+2 Cha, an unerring firestarter, your hand- carved pipe
3	A memento of a lost love.	+2 Wis, a lock of golden hair
4	Fast work in the kitchen.	+2 Str, a set of fine knives
5	A book of family recipes.	+2 Con, a cookbook
6	Sleeping in the trees on warm summer nights.	+2 Dex, a length of good halfling rope



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Halfling Vagabond begins with the following equipment: a dagger, traveler's clothing, camping supplies, knowledge of all the nearby roads, and 4d6 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 1 rogue, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being a rogue.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 5.
- Your hit points are 8 plus your Constitution bonus.
- Fill in your saving throws using the chart on the back of this booklet.
- 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: d8

Initiative Bonus: +2

Armor: Rogues may wear any armor lighter than plate.

Fortune's Favor: Rogues have luck beyond that of other men. They receive five Fortune Points instead of the normal three.

Highly Skilled: Rogues receive two additional skills at first level. Your Playbook has already given you your extra skills. Rogues gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc). Instead of gaining a new skill, they may get better at one which they already have, increasing the bonus for that skill by a further +2.

Halfling: As a halfling, you also have the Halfling Spirit and Small Stature special rules, found on p.31 of *Beyond the Wall and Other Adventures*. Note that you cannot have a Strength higher than 10, even if you roll it. Being a halfling is hard.

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.

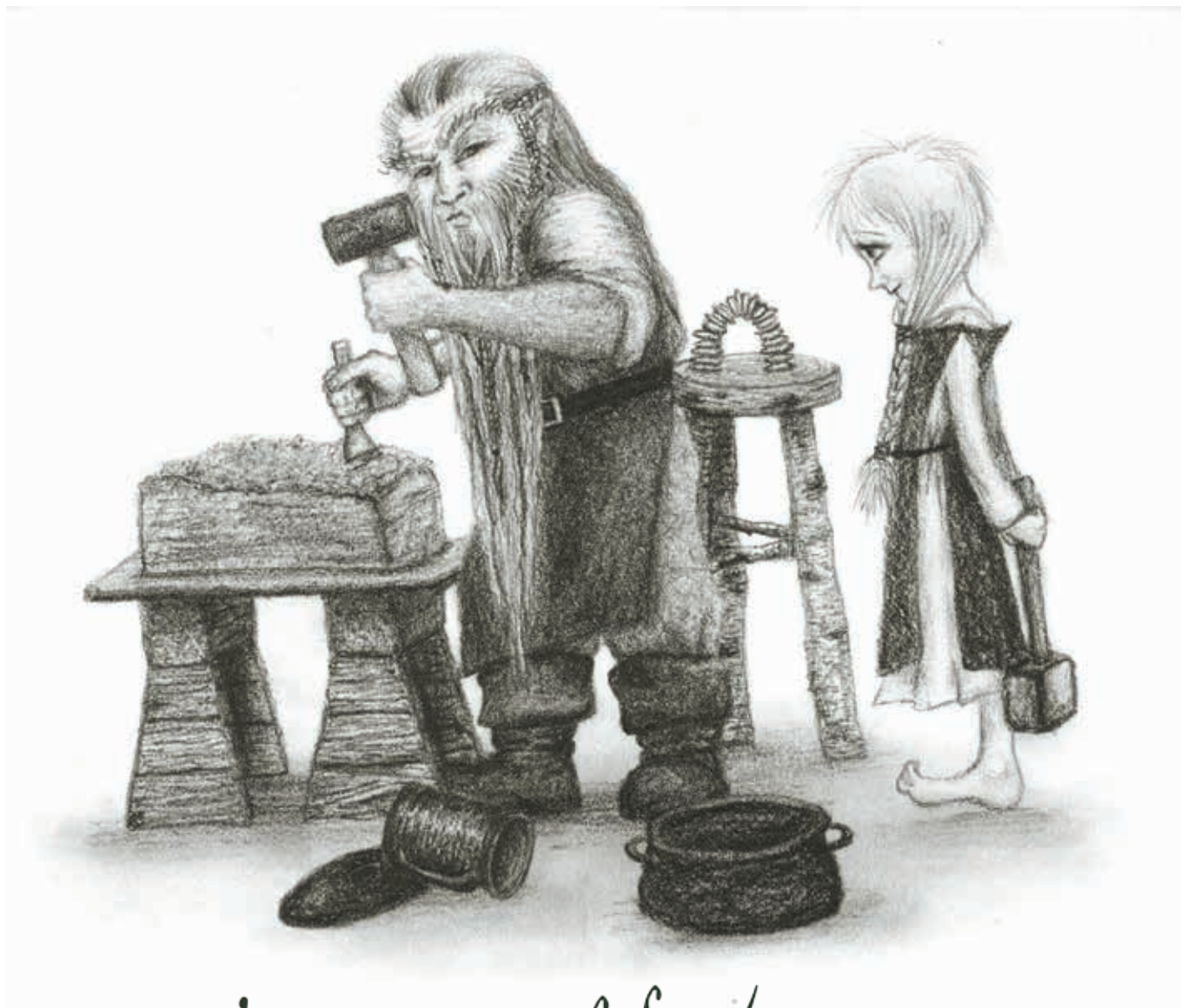
Cheat Death: A dying character may spend a Fortune Point to stabilize at 0 hit points and not continue taking damage every round.

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

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	13	16	12	15	14
2	1,500	+1	13	16	12	15	14
3	3,000	+1	13	16	13	15	14
4	6,000	+2	13	16	13	15	14
5	12,000	+3	12	15	11	13	12
6	25,000	+3	12	15	11	13	12
7	50,000	+4	12	15	11	13	12
8	100,000	+5	12	15	11	13	12
9	200,000	+5	11	14	9	11	10
10	300,000	+6	11	14	9	11	10



THE ELDERS



B EYOND THE W ALL
AND OTHER
ADVENTURES

You were a common villager like any other. One day, however, you discovered an underground complex near the village filled with ancient gold and many dangers. You made it out with your life, newfound wealth, and a fabulous story. You have an inkling that you could put together a group to go to other such places, but only the kids seem interested in your crazy ideas.

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

Everyone was a child once. How did you grow up?

1d12	What did your parents do in the village? What did you learn from them?	Gain
1	You are an orphan. Things were hard for you, but you remember all of your father's stories.	+2 Wis, +2 Con, +1 Int
2	Your father was an outcast, rightfully or not.	+2 Int, +1 Wis, +1 Con, Skill: Survival
3	Your parents were fishermen and you grew up by the river.	+2 Dex, +1 Str, +1 Wis, Skill: Fishing
4	Your family worked a small farm outside the village.	+2 Con, +1 Wis, +1 Cha, Skill: Farming
5	Your father was the local smith and taught you both hammer and bellows.	+2 Str, +1 Dex, +1 Cha, Skill: Smithing
6	You led the sheep out onto the mountain like your father before you.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	Your parents ran the local inn. You grew up meeting many travellers and hearing their tales.	+2 Cha, +1 Int, +1 Dex, +1 Wis
8	You worked the loom, cutting and twisting as the Fates.	+2 Dex, +1 Int, +1 Cha, Skill: Weaving
9	Your father or mother kept the old stories. Your head is filled with them.	+2 Int, +1 Cha, +1 Wis, Skill: Folklore
10	Your father was a watchman, stern but fair with child and stranger alike.	+2 Str, +1 Cha, +1 Con, Skill: Athletics
11	You went on journeys into the woods to gather herbs and berries.	+2 Wis, +1 Con, +1 Dex, Skill: Herbalism
12	Your father was a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex, Skill: Haggling



1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters are your closest companions. Besides this ragtag group of kids, whom else did you befriend when you settled here?	Gain
1	You have an uneasy friendship with the suspicious watchman.	+2 Str, +1 Cha
2	The fishermen have come to rely on your steady hands.	+2 Dex, +1 Wis.
3	You often go camping with the hunters.	+2 Con, +1 Int
4	One of the village elders is always eager to tell you another story.	+2 Int, +1 Dex
5	Grandfather Miller thinks you foolish but likes you nonetheless.	+2 Wis, +1 Str
6	The innkeep gives you drinks in exchange for stories.	+2 Cha, +1 Con
7	The old widow needs help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary shares your dreams of riches.	+1 Dex, +1 Con, +1 Wis



Your life changed when you stumbled upon the treasure. You become a level 2 Rogue. You gain the class abilities *Fortune's Favor* and *Highly Skilled*, and the skill *Trapping*. The tables below will further define your class abilities.

What happened to you when you entered the dungeon?

1d6	What led you to your find?	Gain
1	You stumbled on an ancient bit of writing which described a great treasure hidden somewhere near the village.	+2 Int, Skill: Ancient History
2	A stranger was visiting the inn one night, blathering about a network of haunted caves somewhere in the woods.	+2 Cha, Skill: Gossip
3	The witch put crazy ideas in your head about a hidden treasure, then left with a knowing wink. You wandered far trying to follow her hints.	+2 Con, Skill: Survival
4	A group of foolish heroes stayed at the inn one night, spoke of their quest, and then left the village. You followed them unseen.	+2 Dex, Skill: Stealth
5	You were climbing in the hills one day and caught sight of a strange opening in the rock face.	+2 Str, Skill: Athletics
6	The voices of ancient gods or spirits spoke to you in your dreams, offering you the treasures of their forgotten temples.	+2 Wis, Skill: Religious Lore

1d6	How did you survive the dangers of the dungeon?	Gain
1	You were able to make your way carefully and quietly. You escaped before the guardians of the place even knew you were there.	+2 Dex, Skill: Stealth
2	The dungeon was filled with deadly tricks, traps, and puzzles, but you found your way past each, using your wits to overcome the challenges.	+2 Int, Skill: Trapping
3	The dark places were filled with strange guardians who attacked you as soon as you entered. A strong arm and swift legs ensured you were able to make it out alive.	+2 Str, Skill: Athletics
4	Your light touch allowed you to steal the key to the dungeon's heart and pluck the final treasure from its resting place.	+2 Dex, Skill: Pickpocketing
5	The guardians of the dungeon made far more noise than they intended to, and you were able to stay one step ahead of them.	+2 Wis, Skill: Alertness
6	While deadly, the dungeon was filled with warnings written in an ancient tongue. You were able to decipher the runes and make your way through.	+2 Int, an additional language



1d6	What caused you to choose your pupil? <i>The player to your right immediately gains +1 Dex and -1 Wis, and shares this event with you.</i>	Gain
1	Somehow or another, the youth followed you to the dungeon and survived the perils with you. <i>The pupil to your right kept to the shadows avoiding the dangers but learning from your moves, and gains +1 Dex.</i>	+1 Dex, Skill: Stealth
2	When you were returning from your adventure at night, the youth caught you sneaking back into town with the treasure. <i>The pupil to your right swore to keep your secret in exchange for training, and gains +1 Wis.</i>	+1 Wis, Skill: Alertness
3	At market last autumn, a peddler almost cheated you when you were selling some of your treasure. <i>The pupil to your right spotted your mistake for you just in time, and gains +1 Cha.</i>	+1 Cha, Skill: Appraising
4	The youth saw you studying a treasure map in the inn one night and became fascinated. <i>The pupil to your right helped decipher the final clue, and gains +1 Int.</i>	+1 Int, Skill: Forbidden Secrets
5	When you emerged from the dungeon you were stunned and weak. <i>The pupil to your right found you and guided you home, and gains +1 Wis.</i>	+1 Wis, Skill: Direction Sense
6	When the barbarians came raiding from the north, you and the youth set up a false camp and convinced them an army was guarding the village. <i>The pupil to the right shouted orders in four different voices, and gains +1 Cha.</i>	+1 Cha, Skill: Deceit

1d6	What did you bring back from the dungeon?	Gain
1	Something too valuable to spend here.	+1 Wis, a pile of platinum coins
2	Something you don't know how to use.	+1 Int, a magic wand
3	The treasure of an ancient king.	+1 Dex, an iron crown
4	Great wealth.	+1 Con, 3d20 + 60 silvers
5	The weapon of a monstrous faerie.	+1 Str, a strange dagger
6	The eye of a forgotten god's statue.	+1 Cha, a stony eye



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Dungeon Delver begins with the following equipment: dagger, shovel, peasant's clothing, your chosen weapon, leathers, a length of rope, thieves' tools, and 30 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 2 rogue, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being a Rogue.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 5.
- To start, your hit points are 8 plus your Constitution bonus. Add 1d8 + Con bonus for your second level.
- Fill in your saving throws using the chart on the back of this booklet.
- 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: d8

Initiative Bonus: +2

Armor: Rogues may wear any armor lighter than plate.

Fortune's Favor: Rogues have luck beyond that of other men. They receive five Fortune Points instead of the normal three.

Highly Skilled: Rogues receive two additional skills at first level. Your Playbook has already given you your extra skills. Rogues gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc). Instead of gaining a new skill, they may get better at one which they already have, increasing the bonus for that skill by a further +2.

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

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	13	16	12	15	14
2	1,500	+1	13	16	12	15	14
3	3,000	+1	13	16	13	15	14
4	6,000	+2	13	16	13	15	14
5	12,000	+3	12	15	11	13	12
6	25,000	+3	12	15	11	13	12
7	50,000	+4	12	15	11	13	12
8	100,000	+5	12	15	11	13	12
9	200,000	+5	11	14	9	11	10
10	300,000	+6	11	14	9	11	10

From the distant home of your people you have come to the lands of men, peddling your wares as you go and living a life of freedom. For some reason, you picked this village to settle in. You don't even like it. To make matters worse, there are these damned kids who won't leave you alone, and they have so, so much to learn.

You are tough, wise, and deft, but sometimes have difficulty holding your tongue. Your Dexterity, Constitution, and Wisdom begin at 10, your Charisma begins at 6, and all of your other ability scores begin at 8.

How did you come to the lands of men?

1d12	What is the history of your clan?	Gain
1	They made great warriors in the goblin wars.	+2 Str, +1 Dex, +1 Con, +1 Wis
2	One of your forefathers slew a ferocious wyrm which had long troubled your people.	+2 Int, +1 Str, +1 Dex, Skill: Boasting
3	Your clan made its home in the rolling foothills, farming the land and providing for those of their kind who lived in the caves below them.	+1 Dex, +1 Con, +1 Wis, +1 Cha, Skill: Farming
4	The beards of your people grow long and silky, a source of great pride.	+3 Cha, +1 Str, +1 Wis
5	For long ages your clan has forged the finest weapons.	+2 Dex, +2 Int, Skill: Weaponsmithing
6	They were the ruling clan of a mighty hold.	+2 Cha, +1 Con, +1 Int, +1 Wis
7	They are chanters and storytellers who keep the old songs.	+2 Cha, +2 Int, +1 Wis
8	They have always worked the deepest mines, mining the richest veins of precious metals and gems.	+2 Str, +2 Con, Skill: Mining
9	The ale made in your clan's holding is the greatest of all dwarven drink.	+2 Wis, +1 Int, +1 Cha, Skill: Brewing
10	Your forefathers had to leave one of the great dwarven kingdoms ages ago and found their own home in unwelcoming lands.	+2 Con, +1 Str, +1 Int, +1 Cha
11	Your people have always lived near the lands of men, trading with them and sharing stories.	+2 Cha, +1 Dex, +1 Con, +1 Wis
12	Your clan possesses the greatest greed of all dwarven peoples. Your eyes burn with it.	+1 Str, +1 Dex, +1 Con, +1 Int, +1 Wis



1d8	What drove you from the lands of your people?	Gain
1	You broke a sacred oath and must now live in shame elsewhere.	+2 Wis, +1 Con
2	Simple curiosity led you far from home.	+2 Int, +1 Cha
3	Being a kind-hearted soul, you believe that men and dwarves can help one another.	+2 Cha, +1 Dex
4	Ancient songs led your tireless legs far from home.	+1 Con, +1 Int, +1 Wis
5	You decided that the age of men had arrived, and wanted to be a part of their great deeds.	+2 Con, +1 Wis
6	You were confident that your unusual skills would help you earn your way amongst men.	+2 Dex, +1 Int
7	You wanted to confront the ancient enemies of your race.	+1 Str, +1 Con, +1 Int
8	Your hold was destroyed by goblins.	+2 Str, +1 Con

1d8	When you left your own people, you found it difficult to live with humans. These kids became your fast friends, however. Who else became your friend?	Gain
1	The blacksmith is fascinated by you and wishes to learn the ways of your people.	+2 Str, +1 Con
2	You overcame your fear of moving water with the fishermen.	+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	The local lord swears that his grandfather fought with your people in a nearly forgotten war.	+2 Str, +1 Cha
6	The brewmaster regularly has you sample his ales.	+2 Con, +1 Cha
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 knows your true name but is far too kind to ever use it against you.	+1 Dex, +1 Int, +1 Wis



You traveled the lands of men and then settled in the village. You become a level 2 Warrior-Rogue. You gain the class abilities *Knacks* and *Highly Skilled*, and one crafting skill of your choice. The tables below will further define your class abilities. **What do you have to teach these human kids?**

1d6	What trick did you pick up in your younger days?	Gain
1	How to find, build, and collapse hidden passages.	+2 Int, Skill: Architecture
2	How to name your price and never back down in a deal.	+2 Cha, Skill: Haggling
3	How to make the most ridiculous threats sound frightening despite your stature.	+2 Str, Skill: Intimidation
4	How to avoid the notice of trolls, men, and beasts alike.	+2 Dex, Skill: Stealth
5	How to watch your own back and those of your companions beneath the mountains.	+2 Con, Skill: Alertness
6	How to find your way deep in the mountains while traveling the inhabited and the forgotten caverns of your people.	+2 Wis, Skill: Mining

1d6	Which of your old stories is your favorite?	Gain
1	The one about the the time you stopped a treasonous traitor in your own clan.	+2 Wis, Knack: Fleet, Skill: Investigation
2	The one about the time you knew the drink was poisoned and you drank it anyway.	+2 Con, Knack: Resilience, Skill: Herbalism
3	The one about the monster's claw that got stuck in your shield.	+2 Con, Knack: Defensive Fighter, Skill: Monster Lore
4	The one about when you saved your clan single-handedly from a dire threat in the high mountains.	+2 Str, Knack: Great Strike, Skill: Athletics
5	The one about the time you turned the tables on the brigands.	+2 Str, Knack: Defensive Fighter, Skill: Intimidation
6	The one about stealing the faerie queen's heart.	+2 Cha, Knack: Resilience, Skill: Charm



1d6	What caused you to choose your pupil? <i>The player to your right immediately gains +1 Con and -1 Cha, and shares this event with you.</i>	Gain
1	When you came to the village, a band of goblins followed you. You felt obligated to take care of the problem. <i>The pupil to your right volunteered to go with you, saw battle for the first time, and gains +1 Str.</i>	+1 Str, Skill: Survival
2	When travelers came to the last festival, the strangers mocked you selling wares at your stall and tried to chase you from your new home. <i>The pupil to your right shamed them to silence, and gains +1 Cha.</i>	+1 Cha, a crafting skill of your choice (or improve the one you already have)
3	When you were feeling a bit lonely (but would never admit it), the youth came to learn a bit of your craft, deeply and correctly impressed with your dwarven skills. <i>The pupil to your right was a natural study, and gains +1 Dex.</i>	+1 Dex, a crafting skill of your choice (or improve the one you already have)
4	When the mill collapsed, dropping its great stone into the stream, you constructed a pulley to set things right. <i>The pupil to your right helped design the rigging, and gains +1 Int.</i>	+1 Int, Skill: Engineering
5	During a particularly harsh winter, a band of wicked wolves attacked the village. <i>The pupil to your right stood with you, striking down one of the beasts, and gains +1 Str.</i>	+1 Str, Skill: Athletics
6	When a fire started in the village at night last summer, you were the first to notice and smell the smoke. <i>The pupil to your right helped you raise the alarm, and gains +1 Wis.</i>	+1 Wis, Skill: Alertness

1d6	What is the most useful thing in your pack?	Gain
1	Your favorite cooking pot.	+1 Con, an iron pot
2	A needle and thread.	+1 Dex, mending supplies
3	A knife that never seems to dull.	+1 Str, a fine knife
4	The lamp from your childhood home.	+1 Wis, a lantern
5	Dwarven fire-starting tools.	+1 Int, flint and tinder
6	The warmest blanket around.	+1 Cha, a woolen blanket



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Dwarven Mentor begins with the following equipment: dagger, ordinary clothing, the tools for your craft, a small cart, your chosen weapon, leathers (+2 AC), a shield (+1 AC), and 4d10 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 2 warrior-rogue, you have a BAB of +2.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a warrior-rogue.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- To start, your hit points are 10 plus your Constitution bonus. Add 1d10 + Con bonus for your second level.
- Fill in your saving throws using the chart on the back of this booklet.
- 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: d10

Initiative Bonus: +1

Armor: The Dwarven Mentor may wear any armor.

Knacks: Over the course of their careers, warriors pick up several tricks which make them even more formidable opponents. Your Playbook gives you your first Knack. See p.10 of *Beyond the Wall and Other Adventures* for rules for the different Knacks and for gaining new ones.

Highly Skilled: Rogues receive two additional skills at first level. Your Playbook has already given you your extra skills. Rogues gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc).

Dwarf: As a dwarf, you also have the Dwarven Vision, Strength of Stone, and True Name special rules, found on p.31 of *Beyond the Wall and Other Adventures*. Note that your hit dice increase from Strength of Stone is already included above.

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

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+1	13	16	12	15	14
2	2,000	+2	13	16	12	15	14
3	4,000	+3	13	16	13	15	14
4	8,000	+4	13	16	13	15	14
5	16,000	+5	12	15	11	13	12
6	32,000	+6	12	15	11	13	12
7	64,000	+7	12	15	11	13	12
8	120,000	+8	12	15	11	13	12
9	240,000	+9	11	14	9	11	10
10	360,000	+10	11	14	9	11	10

You learned the secrets of the cosmos from a secretive order of powerful magicians. Members of your order are few and scattered, but lay upon themselves the task of defending the world from darkness and teaching truth to the willing. Who better for you to teach than a group of young and foolish would-be adventurers?

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

Everyone was a child once. How did you grow up?

1d12	What did your parents do in the village? What did you learn from them?	Gain
1	You are an orphan. Things were hard for you.	+2 Wis, +2 Con, +1 Int
2	Your father was an outcast, rightfully or not.	+2 Int, +1 Wis, +1 Con, Skill: Survival
3	Your parents were fishermen and you grew up by the river.	+2 Dex, +1 Str, +1 Wis, Skill: Fishing
4	Your family worked a small farm outside the village.	+2 Con, +1 Wis, +1 Cha, Skill: Farming
5	Your father was the local smith and taught you both hammer and bellows.	+2 Str, +1 Dex, +1 Cha, Skill: Smithing
6	You led the sheep out onto the mountain like your father before you.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	Your parents ran the local inn. You grew up meeting many travellers and hearing their tales.	+2 Cha, +1 Int, +1 Dex, +1 Wis
8	You worked the loom, cutting and twisting as the Fates.	+2 Dex, +1 Int, +1 Cha, Skill: Weaving
9	Your father or mother kept the old stories. Your head is filled with them.	+2 Int, +1 Cha, +1 Wis, Skill: Folklore
10	Your father was a watchman, stern but fair with child and stranger alike.	+2 Str, +1 Cha, +1 Con, Skill: Athletics
11	You went on journeys into the woods to gather herbs and berries.	+2 Wis, +1 Con, +1 Dex, Skill: Herbalism
12	Your father was a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex, Skill: Haggling



1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters are your closest companions. Besides this ragtag group of kids, whom else did you befriend when you settled here?	Gain
1	The watchman trusts your advice.	+2 Str, +1 Cha
2	The fishermen take you with them sometimes.	+2 Dex, +1 Wis.
3	You often go camping with the hunters.	+2 Con, +1 Int
4	One of the elders remembers your wanderings and enjoys your long talks.	+2 Int, +1 Dex
5	Grandmother Weaver respects your wisdom and honors you.	+2 Wis, +1 Str
6	The innkeep gives you drinks in exchange for stories.	+2 Cha, +1 Con
7	The old widow needs help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary likes to share stories with you.	+1 Dex, +1 Con, +1 Wis



You learned the secrets of magic and joined the order. You become a level 2 Mage. You gain the class abilities *Sense Magic* and *Spell Casting*, the skill *Forbidden Secrets*, the cantrip *Mage Light*, and the rituals *Wizard's Mark* and *Order's Communion*. The tables below will tell you your other spells. **You traveled far and learned much.**

1d6	What first drew the order's attention to you?	Gain
1	You once traveled alone deep into the wilds and eluded the twisted guardians of the dark heart of the forest.	+2 Wis, Skill: Alertness
2	In distant lands you led a group of untrained men into battle against a goblin king.	+2 Cha, Skill: Command
3	On the winter solstice you faced down a band of dark fae intent on destruction.	+2 Str, Skill: Faerie Lore
4	You plucked spring's first flower which was guarded by a mighty giant.	+2 Dex, Skill: Herbalism
5	In massive libraries to the south you learned much that is now forgotten.	+2 Int, Skill: Forbidden Secrets
6	You have traveled far into the east and returned to the lands of your people with strange tales.	+2 Con, Skill: Survival

1d6	What sort of magic are you known for within the order?	Gain
1	Your power keeps your enemies far and your friends close. You know the following magics: the spell Wind Ward, the ritual Witch's Watchman, and the cantrip Blessing.	+2 Wis spells to left
2	You stand before all foes and know their tricks. You know the following magics: the spell Brave the Flames, the ritual Circle of Protection, and the cantrip Second Sight.	+2 Int spells to left
3	With power and wisdom you protect your companions and help them face the darkest of foes. You know the following magics: the spell From the Brink, the ritual Goodberry, and the cantrip Blessing.	+2 Wis spells to left
4	Your mighty voice allows you to stand in the heat of battle and speak with power above the din of your enemies. You know the following magics: the spell the Howling, the ritual Mage Armor, and the cantrip Conjure Sound.	+2 Int spells to left
5	A great traveler, you deceive your foes and bring hope to the weary. You know the following magics: the spell Inspiration, the ritual Bind Familiar, and the cantrip Glamour Weaving.	+2 Int spells to left
6	Some call you storm crow, but others say that you aid the wise against the powers of the wicked. You know the following magics: the spell Bar the Way, the ritual Staff of Might, and the cantrip Hexing.	+2 Wis spells to left



1d6	What caused you to choose your pupil? <i>The player to your right immediately gains +1 Wis and -1 Str, and shares this event with you.</i>	Gain
1	A shadow from the ancient dark came to the village one night, but the youth stood before it unafraid. <i>The pupil to your right helped you send the creature back, and gains +1 Con.</i>	+1 Con Spell: Magic Missile
2	Wicked men came to town and began demanding valuables. <i>Realizing that many foes do not deserve death, the pupil to your right helped you dispose of the criminals another way, and gains +1 Cha.</i>	+1 Cha Spell: Veil of Sleep
3	When another child was being a bully, the youth spoke with authority about fair play and companionship. <i>With your help, the pupil to your right restored order, and gains +1 Wis.</i>	+1 Wis Spell: Commanding Word
4	When a family member fell ill with a strange disease, the youth stood watch over the sick one with firm heart. Impressed, you came to the family's aid. <i>The pupil to your right helped you in your ministrations, and gains +1 Wis.</i>	+1 Wis Spell: Healing Touch
5	Last autumn a sickness twisted the forest and caused the trees to move with a malign will and intelligence. <i>The pupil to your right volunteered to help you cleanse the dark magic, and gains +1 Int.</i>	+1 Int Spell: Burning Hands
6	A violent and dangerous mercenary wintered in the village last year and killed a farmer. The youth bravely accused the murderer and, with your aid, drove him from the village. <i>The pupil to your right learned to make the difficult decision, and gains +1 Int.</i>	+1 Int, Spell: Terrifying Presence

1d6	What treasure did you bring back from your travels?	Gain
1	A silver pendant bearing arcane signs and names.	+1 Con, a protective amulet
2	The blade of a foreign and fallen potentate.	+1 Str, a kingly sword
3	The confidence of the other members of your order.	+1 Cha, Spell: Whispering Wind
4	A cloak woven by the sea maids.	+1 Dex, a grey mantle
5	A charm from one of the spirits of the wind.	+1 Int, Ritual: Call Storm
6	Fruit from the World Tree.	+1 Wis, Ritual: Feast's Blessing



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Initiated Magician begins with the following equipment: dagger, well-worn robes, an impressive and possibly magical staff, the components for your rituals, and 4d6 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 2 mage, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 0 for being a mage.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- To start, your hit points are 6 plus your Constitution bonus. Add 1d6 + Con bonus for your second level.
- Fill in your saving throws using the chart on the back of this booklet.
- 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: Being naturally sensitive to the world of magic, Mages may determine if a person, place, or thing is magical. Doing so requires concentration and a few minutes, so mages cannot tell if something is magical simply by being in its presence, and people tend to notice if a mage is staring at them intently and ignoring his food during a meal. The GM may rule that, when in the presence of particularly intense sorcery, the mage notices such immediately.

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

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

Your family fell from grace and lost its lands and fortune. Now you stay in another great house at the pleasure of the local lord, a situation of some embarrassment to you. Still, there are many young people about, and how better to teach them than to have them help you reclaim your family's lost honor?

You have a strong arm and a noble bearing. Your Strength and Charisma begin at 10, and all of your other ability scores begin at 8.

Everyone was a child once. How did you grow up?

1d12	How did your noble family earn its name?	Gain
1	Base betrayal. Your family is respected but not trusted.	+2 Wis, +1 Int, 1 Cha, Skill: Subterfuge
2	Strength of arms. No standard flies victoriously over more battlefields than yours.	+2 Str, +1 Dex, +1 Wis, Skill: Command
3	Wealth. Your family's coffers are the fullest in all the land.	+1 Int, +1 Con, +1 Cha, +1 Wis, Skill: Finance
4	Knowledge. Your family deals in secrets and lore.	+2 Int, +1 Con, +1 Wis, Skill: Forbidden Secrets
5	Good harvests or well-bred beasts.	+2 Con, +2 Wis, Skill: Animal Ken
6	Beauty. Your ladies are the fairest and your lords the most handsome.	+2 Cha, +1 Dex, +1 Con, +1 Str
7	Honor and duty. All trust your family's name.	+2 Wis, +1 Con, +1 Str, +1 Cha
8	Defending the land from invaders.	+2 Str, +2 Con, +1 Wis
9	Standing against a wicked would-be usurper.	+2 Con, +1 Str, +1 Int, +1 Wis
10	Producing the finest knights.	+2 Dex, +1 Str, +1 Cha, Skill: Riding
11	Tending the finest gardens and brewing the most helpful concoctions.	+2 Int, +1 Wis, +1 Con, Skill: Herbalism
12	Having one of the oldest names in the land and staying out of affairs that don't concern them.	+1 Str, +1 Dex, +1 Int, +1 Wis, +1 Cha



1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters are your closest companions. Besides this ragtag group of kids, who else near the noble estate is your friend?	Gain
1	You share stories and fellowship with the master of the hounds.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis.
3	You wander about the estate, and sometimes even further with a peddler you befriended.	+2 Con, +1 Int
4	You play chess with the family's seneschal.	+2 Int, +1 Dex
5	You learned the secret patterns of castle life by the side of the cook.	+2 Wis, +1 Str
6	You frequently discuss matters of state with the lady of the house.	+2 Cha, +1 Con
7	To keep your mind off your troubles, you do many jobs with all the castle folk.	+1 Str, +1 Int, +1 Cha
8	The grizzled captain of the guard has taken a liking to you.	+1 Dex, +1 Con, +1 Wis



Your family fell, but you stand firm. You become a level 2 Warrior-Rogue. You gain the class abilities *Fortune's Favor* and *Weapon Specialization*, and the skill *Etiquette*. The tables below will further define your class abilities.

What happened to your house, and what will you do now?

1d6	Where is the rest of your fallen house?	Gain
1	You are the last of your line. Where there is life there is hope.	+2 Con, Skill: Stealth
2	While several of your siblings and cousins still live, they are scattered far and wide.	+2 Cha, Skill: Command
3	Your siblings live here, in this noble house, with you now.	+2 Cha, Skill: Etiquette
4	They disappeared when your house fell, but rumors of their survival persist.	+2 Dex, Skill: Investigation
5	The rest of your family fled to another, distant land. You alone remain here.	+2 Str, Skill: Athletics
6	Your weak and old grandfather is here with you; he fills your head with stories of leading men into battle and fighting bravely.	+2 Str, Skill: Command

1d6	What was your family's plan for you before their fall?	Gain
1	You were to tend the craftworks and grow the industry of your lands. Your Weapon Specialization class ability is with the Battle Axe.	+2 Str, specialization to left
2	You were to manage the forests and lead the hunts. Your Weapon Specialization class ability is with the Bow.	+2 Dex, specialization to left
3	You were to expand their reach over the sea, either by conquest or by trade. Your Weapon Specialization class ability is with the Longsword.	+2 Con, specialization to left
4	You were to manage the peasant levies and look after the common folk. Your Weapon Specialization class ability is with the Halberd.	+2 Wis, specialization to left
5	You were to oversee the treasury and manage affairs of business. Your Weapon Specialization class ability is with the Longsword.	+2 Int, specialization to left
6	You were to negotiate treaties and manage relationships with other houses. Your Weapon Specialization class ability is with the Longsword.	+2 Cha, specialization to left



1d6	What caused you to choose your pupil? <i>The player to your right immediately gains +1 Cha and -1 Dex, and shares this event with you.</i>	Gain
1	The youth was fascinated by stories of your fallen house, and the two of you would talk of the nobility for hours. <i>The pupil to your right learned the ways of the courtier by your side and gains +1 Cha.</i>	+1 Cha
2	When the youth needed weapons training, you volunteered. <i>The pupil to your right learned the way of the sword at your side and gains +1 Str.</i>	+1 Str
3	The youth came to you for help with a scheme. Impressed, you agreed to help. <i>The pupil to your right saw the plan through, and gains +1 Int.</i>	+1 Int
4	Riding with the youth reminds you of your own younger days on your family's estate. <i>The pupil to your right enjoys these rides, and gains +1 Con.</i>	+1 Con
5	Last winter, foes of your family sent an assassin against you. <i>The pupil to your right helped you slip away, and gains +1 Dex.</i>	+1 Dex
6	When the youth was born, you swore a great oath of protection. <i>The pupil to your right has always known and been close to you, and gains +1 Con.</i>	+1 Con

1d6	What is the key to reclaiming your fortune?	Gain
1	Your weapon is a powerful and ancient symbol of state.	+1 Str, an ornate weapon
2	A map of great wealth in distant lands.	+1 Wis, a foreign map
3	You have developed a great resistance to one particular poison.	+1 Con, a vial of poison
4	You will do good deeds, but always under your family's sign.	+1 Cha, a great banner
5	You carry magical arms.	+1 Dex, a magical weapon
6	A handwritten book of secrets about the noble families in the land.	+1 Int, a small book



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Landless Noble begins with the following equipment: dagger, your favored weapon, chainmail (+4 AC), the signet ring of your house, a token from home, 2d6+12 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 2 warrior-rogue, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being a warrior-rogue.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 5.
- To start, your hit points are 8 plus your Constitution bonus. Add 1d8 + Con bonus for your second level.
- Fill in your saving throws using the chart on the back of this booklet.
- 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. Don't forget your weapon specialization!

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: d8

Initiative Bonus: +2

Armor: The Landless Noble may wear any armor.

Fortune's Favor: Rogues have luck beyond that of other men. They receive five Fortune Points instead of the normal three.

Weapon Specialization: All warriors have a favored weapon with which they are particularly skilled. Your Playbook tells you your favored weapon. Your character receives a +1 to hit and +2 to damage while wielding that weapon.

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

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	13	16	12	15	14
2	2,000	+1	13	16	12	15	14
3	4,000	+1	13	16	13	15	14
4	8,000	+2	13	16	13	15	14
5	16,000	+3	12	15	11	13	12
6	32,000	+3	12	15	11	13	12
7	64,000	+4	12	15	11	13	12
8	120,000	+5	12	15	11	13	12
9	240,000	+5	11	14	9	11	10
10	360,000	+6	11	14	9	11	10

In your youth you were the sixth child of a noble house. With nothing much to do, you took to education and learned everything your tutors could teach, then read more and more and more, until you were one of the most learned people in the land. Now you teach others, and these kids need your wisdom.

You are brilliant. Your Intelligence begins at 12, and all of your other ability scores begin at 8.

What was your childhood like?

1d12	How did your noble family earn its name?	Gain
1	Base betrayal. Your family is respected but not trusted.	+2 Wis, +1 Int, 1 Cha, Skill: Subterfuge
2	Strength of arms. No standard flies victoriously over more battlefields than yours.	+2 Str, +1 Dex, +1 Wis, Skill: Command
3	Wealth. Your family's coffers are the fullest in all the land.	+1 Int, +1 Con, +1 Cha, +1 Wis, Skill: Finance
4	Knowledge. Your family deals in secrets and lore.	+2 Int, +1 Con, +1 Wis, Skill: Forbidden Secrets
5	Good harvests or well-bred beasts.	+2 Con, +2 Wis, Skill: Animal Ken
6	Beauty. Your ladies are the fairest and your lords the most handsome.	+2 Cha, +1 Dex, +1 Con, +1 Str
7	Honor and duty. All trust your family's name.	+2 Wis, +1 Con, +1 Str, +1 Cha
8	Defending the land from invaders.	+2 Str, +2 Con, +1 Wis
9	Standing against a wicked would-be usurper.	+2 Con, +1 Str, +1 Int, +1 Wis
10	Producing the finest knights.	+2 Dex, +1 Str, +1 Cha, Skill: Riding
11	Tending the finest gardens and brewing the most helpful concoctions.	+2 Int, +1 Wis, +1 Con, Skill: Herbalism
12	Having one of the oldest names in the land and staying out of affairs that don't concern them.	+1 Str, +1 Dex, +1 Int, +1 Wis, +1 Cha



1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters are your closest companions. Besides this ragtag group of kids, who else near the noble estate is your friend?	Gain
1	You give the blacksmith a lot of advice; sometimes he appreciates it.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis.
3	You wander about the estate, and sometimes even further with a peddler you befriended.	+2 Con, +1 Int
4	You play chess with the family's seneschal.	+2 Int, +1 Dex
5	You learned the secret patterns of castle life by the side of the cook.	+2 Wis, +1 Str
6	You frequently discuss matters of state with the lady of the house.	+2 Cha, +1 Con
7	Despite your age you relish doing chores around the castle.	+1 Str, +1 Int, +1 Cha
8	The grizzled captain of the guard has taken a liking to you.	+1 Dex, +1 Con, +1 Wis



You became an eminent scholar. You become a level 2 Rogue. You gain the class abilities *Fortune's Favor* and *Highly Skilled*, and the skill *Ancient History*. The tables below will give you all your bonus skills from your class abilities.

You learned much from books and scholars.

1d6	Which book was your first love?	Gain
1	A record of the ages, detailing all of the peoples which have dwelt in your lands.	+1 Con, +1 Int, Skill: Ancient History
2	A great history of the famous battles fought by your people.	+1 Int, +1 Wis, Skill: Strategy
3	A record of your family's lands, its fruits, and its needs.	+1 Wis, +1 Cha, Skill: Estate Management
4	A beautifully illuminated manuscript decorated by a famous scribe from ages past.	+1 Dex, +1 Int, Skill: Illustration
5	A history of the various cults and secret societies throughout the land.	+1 Str, +1 Int, Skill: Forbidden Secrets
6	A book of maps both old and new, of your own land and those far away.	+1 Dex, +1 Wis, Skill: Cartography

1d6	Which subject excites you the most?	Gain
1	The ancient secret of the keystone arch took your understanding of building to new heights.	+2 Int, Skill: Engineering
2	The rise and fall of great houses excites you less than their care and feeding.	+2 Wis, Skill: Estate Management
3	While you spend more time in your books than on the battlefield you still have a strong arm, and feats of war impress you most.	+2 Str, Skill: Strategy
4	Nothing excites you more than reading about ancient civilizations and visiting their ruins.	+2 Con, Skill: Ancient History
5	You devote much of your time to the study and practice of perfection.	+2 Dex, a crafting skill of your choice
6	You have combined your love of study with your love of fellowship and good cheer in your quest for the perfect drink.	+2 Cha, Skill: Brewing



1d6	What caused you to choose your pupil? <i>The player to your right immediately gains +1 Int and -1 Con, and shares this event with you.</i>	Gain
1	You stumbled upon the youth in your secret chambers, trying to read one of your books. You were angry but impressed. <i>The pupil to your right begged to be taught, and gains +1 Cha.</i>	+1 Cha, Skill: Investigation
2	The poor youth was being swindled in the market. <i>After many lessons the pupil to your right learned mathematics so this would not happen again, and gains +1 Int.</i>	+1 Int, Skill: Mathematics
3	The pupil brought you a book of strange magic which neither of you fully understands and traded it to you in exchange for reading lessons. <i>The pupil to your right learned which books to read and which to put down, and gains +1 Wis.</i>	+1 Wis, Skill: Magic Lore
4	One day, when returning from your travels, you were beset by robbers. Thankfully you were not caught alone. <i>The pupil to your right came to your aid, and gains +1 Str.</i>	+1 Str, Skill: Athletics
5	The youth came to you one day and told you about the discovery of a hidden chamber underground, filled with scrolls. You went, of course. <i>The pupil to your right learned from you to be careful in such places, and gains +1 Dex.</i>	+1 Dex, Skill: Stealth
6	Last winter you needed an assistant to stay up many nights with you measuring the phases of the moon. <i>The pupil to your right volunteered and stayed his watch, and gains +1 Con.</i>	+1 Con, Skill: Astrology

1d6	What artifact do you keep in your possession?	Gain
1	The top to the standard of a great civilization.	+1 Con, a golden eagle
2	The writings of an ancient poet.	+1 Cha, a scroll
3	An idol once worshipped by a forgotten people.	+1 Wis, a small statue
4	The sign of a lost noble house.	+1 Dex, a signet ring
5	The tip of an ancient warlord's spear.	+1 Str, a spearhead
6	A beautifully painted ceramic lamp.	+1 Int, an oil lamp



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- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Learned Tutor begins with the following equipment: dagger, scholar's robes, four books, a chest with its lock and key, parchment and quills, and 2d6+12 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 2 rogue, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being a rogue.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 5.
- To start, your hit points are 8 plus your Constitution bonus. Add 1d8 + Con bonus for your second level.
- Fill in your saving throws using the chart on the back of this booklet.
- 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: d8

Initiative Bonus: +2

Armor: Rogues may wear any armor lighter than plate.

Fortune's Favor: Rogues have luck beyond that of other men. They receive five Fortune Points instead of the normal three.

Highly Skilled: Rogues receive two additional skills at first level. Your Playbook has already given you your extra skills. Rogues gain an additional skill every odd numbered level thereafter (3rd, 5th, 7th, etc). Instead of gaining a new skill, they may get better at one which they already have, increasing the bonus for that skill by a further +2.

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.

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

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	13	16	12	15	14
2	1,500	+1	13	16	12	15	14
3	3,000	+1	13	16	13	15	14
4	6,000	+2	13	16	13	15	14
5	12,000	+3	12	15	11	13	12
6	25,000	+3	12	15	11	13	12
7	50,000	+4	12	15	11	13	12
8	100,000	+5	12	15	11	13	12
9	200,000	+5	11	14	9	11	10
10	300,000	+6	11	14	9	11	10

You spent your youth learning the art of magic, but have since settled down in the village. Now events have caused you to befriend a group of youths who live near your home. You know many things about the world that they do not, but they may be the key to solving lingering problems from your past.

You are a wise scholar. Your Intelligence and Wisdom begin at 10, and all of your other ability scores begin at 8.

Everyone was a child once. How did you grow up?

1d12	What did your parents do in the village? What did you learn from them?	Gain
1	You are an orphan. Things were hard for you.	+2 Wis, +2 Con, +1 Int
2	Your father was an outcast, rightfully or not.	+2 Int, +1 Wis, +1 Con, Skill: Survival
3	Your parents were fishermen and you grew up by the river.	+2 Dex, +1 Str, +1 Wis, Skill: Fishing
4	Your family worked a small farm outside the village.	+2 Con, +1 Wis, +1 Cha, Skill: Farming
5	Your father was the local smith and taught you both hammer and bellows.	+2 Str, +1 Dex, +1 Cha, Skill: Smithing
6	You led the sheep out onto the mountain like your father before you.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	Your parents ran the local inn. You grew up meeting many travellers and hearing their tales.	+2 Cha, +1 Int, +1 Dex, +1 Wis
8	You worked the loom, cutting and twisting as the Fates.	+2 Dex, +1 Int, +1 Cha, Skill: Weaving
9	Your father or mother kept the old stories. Your head is filled with them.	+2 Int, +1 Cha, +1 Wis, Skill: Folklore
10	Your father was a watchman, stern but fair with child and stranger alike.	+2 Str, +1 Cha, +1 Con, Skill: Athletics
11	You went on journeys into the woods to gather herbs and berries.	+2 Wis, +1 Con, +1 Dex, Skill: Herbalism
12	Your father was a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex, Skill: Haggling



1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters are your closest companions. Besides this ragtag group of kids, whom else did you befriend when you settled here?	Gain
1	The watchman trusts your advice.	+2 Str, +1 Cha
2	The fishermen take you with them sometimes.	+2 Dex, +1 Wis.
3	You often go camping with the hunters.	+2 Con, +1 Int
4	One of the elders remembers your wanderings and enjoys your long talks.	+2 Int, +1 Dex
5	Grandmother Weaver respects your wisdom and honors you.	+2 Wis, +1 Str
6	The innkeep gives you drinks in exchange for stories.	+2 Cha, +1 Con
7	The old widow needs help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary likes to share stories with you.	+1 Dex, +1 Con, +1 Wis

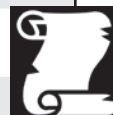


You learned the art of magic and settled in the village. You become a level 2 Mage. You gain the class abilities *Sense Magic* and *Spell Casting*, the skill *Folklore*, the cantrip *Mage Light*, and the rituals *Last Call* and *Wizard's Home*.

The tables below will tell you your other spells. **What has your life as a recluse wizard been like?**

1d6	What sort of magic do you practice?	Gain
1	You practice magic of truth, clarity, and light. You know the following magics: the spell Clear Eyes, the ritual Arcane Experiment, and the cantrip Second Sight.	+2 Int spells to left
2	You know the dark arts of necromancy and spirit binding. You know the following magics: the spell Reanimation, the ritual Unseen Servant, and the cantrip Second Sight.	+2 Int spells to left
3	You are a great illusionist. You know the following magics: the spell Greater Illusion, the ritual Unseen Servant, and the cantrip Glamour Weaving.	+2 Int spells to left
4	You know the magic of growing things and green gardens. You know the following magics: the spell Entanglement, the ritual Good Berry, and the cantrip Druid's Touch.	+2 Wis spells to left
5	Most of your art is devoted to protecting your magical house. You know the following magics: the spell Bar the Way, the ritual Witch's Watchman, and the cantrip Glamour Weaving.	+2 Int spells to left
6	You speak words of power and people are compelled to listen. You know the following magics: the spell Commanding Word, the ritual Staff of Might, and the cantrip Hexing.	+2 Wis spells to left

1d6	What is your relationship with the witch in this village?	Gain
1	She considers you a close friend and ally.	+2 Wis, Skill: Herbalism
2	While she knows you have a good heart, she disapproves of your strange magic.	+2 Int, Skill: Forbidden Secrets
3	You and the witch are friends but also rivals.	+2 Wis, Skill: Folklore
4	The witch keeps her distance from you and rarely speaks in your presence.	+2 Int, Skill: Forbidden Secrets
5	The witch appreciates you and likes your help, but wishes you would get out of the house more often.	+2 Int, Skill: Ancient History
6	She appreciates your sharp mind and likes to debate philosophy with you.	+2 Int, Skill: Logic



1d6	What caused you to choose your pupil? <i>The pupil to your right immediately gains +1 Int and -1 Cha, and shares this event with you.</i>	Gain
1	A large band of thieves with whom you had dealings before came to steal from you. <i>The pupil to your right spotted them when they entered the village and warned you, and gains +1 Wis.</i>	+1 Wis Spell: Shared Vision
2	When your garden became overgrown and unruly, the youth showed up and started beating back the weeds, unasked. <i>The pupil to your right discovered unknown talents and always returned to help, and gains +1 Str.</i>	+1 Str Spell: Phantom Skill
3	A band of mercenaries were in town at the market, looking for you. <i>The pupil to your right helped you avoid them and sneak back to your secret home, and gains +1 Dex.</i>	+1 Dex Spell: Veil of Sleep
4	A mighty barbarian warrior from the north swore long ago to see your end. <i>When this villain came to town but could not harm you, the pupil to your right struck him from behind and helped you dump the unconscious warrior in the wilderness, and gains +1 Wis.</i>	+1 Wis Spell: Sanctuary of Peace
5	A powerful demon who hunts you came to town, seeking vengeance for past wrongs. <i>The pupil to your right was unafraid of the spirit and barred its way with iron, and gains +1 Int.</i>	+1 Int Spell: Abjuration
6	One of your former master's rivals is now a mighty lich. This lich sent a band of skeletal warriors against the village. <i>The pupil to your right assembled the villagers in a safe space while you prepared your magic, and gains +1 Cha.</i>	+1 Int, Spell: Evade the Dead

1d6	What special place do you have in or around your house?	Gain
1	A hidden and very well protected basement.	+1 Con, a cellar
2	An attic which houses a family of intelligent bats.	+1 Cha, an attic
3	A small ring of standing stones which you have been erecting for years.	+1 Str, a ring of stones
4	A fully stocked workshop on the south end of the home.	+1 Dex, a workshop
5	A well-stocked and scholarly library.	+1 Int, a library
6	A garden filled with wondrous fruits and herbs.	+1 Wis, a garden



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Recluse Wizard begins with the following equipment: a dagger, comfortable robes and ordinary clothes, your own strange house on the outskirts of the village, some impending visitors from your past, the components for your rituals, and 4d6 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 2 mage, you have a BAB of +1.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 0 for being a mage.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- To start, your hit points are 6 plus your Constitution bonus. Add 1d6 + Con bonus for your second level.
- Fill in your saving throws using the chart on the back of this booklet.
- 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: Being naturally sensitive to the world of magic, Mages may determine if a person, place, or thing is magical. Doing so requires concentration and a few minutes, so mages cannot tell if something is magical simply by being in its presence, and people tend to notice if a mage is staring at them intently and ignoring his food during a meal. The GM may rule that, when in the presence of particularly intense sorcery, the mage notices such immediately.

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

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

You've had your fill of war. When you were a younger man, you went campaigning far from home, fighting for lords and generals. Now you have settled in the village, ready for a quieter life. There are these kids around though, and someone has to teach them to look after themselves.

You are hardy and quick-witted. Your Constitution and Intelligence begin at 10, and all of your other ability scores begin at 8.

Everyone was a child once. How did you grow up?

1d12	What did your parents do in the village? What did you learn from them?	Gain
1	You are an orphan. Things were hard for you, but you remember all of your father's stories.	+2 Wis, +2 Con, +1 Int
2	Your father was an outcast, rightfully or not.	+2 Int, +1 Wis, +1 Con, Skill: Survival
3	Your parents were fishermen and you grew up by the river.	+2 Dex, +1 Str, +1 Wis, Skill: Fishing
4	Your family worked a small farm outside the village.	+2 Con, +1 Wis, +1 Cha, Skill: Farming
5	Your father was the local smith and taught you both hammer and bellows.	+2 Str, +1 Dex, +1 Cha, Skill: Smithing
6	You led the sheep out onto the mountain like your father before you.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	Your parents ran the local inn. You grew up meeting many travellers and hearing their tales.	+2 Cha, +1 Int, +1 Dex, +1 Wis
8	You worked the loom, cutting and twisting as the Fates.	+2 Dex, +1 Int, +1 Cha, Skill: Weaving
9	Your father or mother kept the old stories. Your head is filled with them.	+2 Int, +1 Cha, +1 Wis, Skill: Folklore
10	Your father was a watchman, stern but fair with child and stranger alike.	+2 Str, +1 Cha, +1 Con, Skill: Athletics
11	You went on journeys into the woods to gather herbs and berries.	+2 Wis, +1 Con, +1 Dex, Skill: Herbalism
12	Your father was a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex, Skill: Haggling



1d8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters are your closest companions. Besides this ragtag group of kids, whom else did you befriend when you settled here?	Gain
1	The watchman enjoys hearing your advice.	+2 Str, +1 Cha
2	The fishermen take you with them sometimes.	+2 Dex, +1 Wis.
3	You often go camping with the hunters.	+2 Con, +1 Int
4	One of the elders was once your comrade in arms. You are still close.	+2 Int, +1 Dex
5	Grandmother Weaver respects your past and honors you as a hero.	+2 Wis, +1 Str
6	The innkeep gives you drinks in exchange for stories.	+2 Cha, +1 Con
7	The old widow needs help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary likes to share war stories with you.	+1 Dex, +1 Con, +1 Wis



You went on many campaigns before settling in the village. You become a level 2 Warrior. You gain the class abilities *Weapon Specialization* and *Knacks*, and the skill *Tactics*. The tables below will further define your class abilities.

What happened to you when you went off to war?

1d6	What happened in your first battle?	Gain
1	Your sharp eyes and ears spotted an ambush while on the march.	+2 Wis, Skill: Alertness
2	When your immediate commander fell, you took charge.	+2 Cha, Skill: Command
3	You were scared before the battle, but then fought like one possessed when the armies clashed.	+2 Str, Skill: Intimidation
4	Your commander selected you to join a raid on the enemy's supply lines.	+2 Dex, Skill: Stealth
5	To your own surprise, you blurted out some wonderful advice to the commanders before the battle.	+2 Int, Skill: Tactics
6	You and your comrades endured a long, hard march in distant lands before joining battle with your enemies.	+2 Con, Skill: Survival

1d6	What happened in your last battle?	Gain
1	With the armies arrayed against one another, the opposing commanders came to terms; you learned that there is another way in this world. Your Weapon Specialization class ability is with the Spear.	+2 Cha, specialization to left
2	When you traveled deep into your enemy's territory as part of a raiding party, you saw first-hand the horrors that war brings to a populace and decided to change your life. Your Weapon Specialization class ability is with the Battle Axe.	+2 Con, specialization to left
3	You slew the enemy champion in single combat. Your Weapon Specialization class ability is with the Great Axe.	+2 Str, specialization to left
4	When you realized that your commander was wicked, you deserted; some say this was a dishonorable act, but you hold that your honor led you to this action. Your Weapon Specialization class ability is with the Longsword.	+2 Str, specialization to left
5	You alone survived a mighty charge from the enemy when your battle brothers fell around you. Your Weapon Specialization class ability is with the Spear.	+2 Con, specialization to left
6	Your column of archers turned a charge of enemy cavalry, winning the day. Your Weapon Specialization class ability is with the Long Bow.	+2 Dex, specialization to left



1d6	What caused you to choose your pupil? <i>The player to your right immediately gains +1 Str and -1 Int, and shares this event with you.</i>	Gain
1	Shortly after you settled in the village, you saw the youth getting bullied and decided to help. <i>After learning a thing or two, the pupil to your right stood up to the bully, and gains +1 Con.</i>	+1 Con, Knack: Resilience
2	The youth was beset by a wicked faerie on the edge of the village one evening and you helped drive off the intruder. <i>With your help the pupil to your right survived unscathed, and gains +1 Dex.</i>	+1 Dex, Knack: Defensive Fighter
3	Several years ago, at the autumn festival, there was a wrestling contest and the youth decided to enter. You took pity on the child and agreed to help with training. <i>The pupil to your right may have lost but still learned a lot, and gains +1 Str.</i>	+1 Str, Knack: Defensive Fighter
4	Last winter, when a wicked tradesman and his thugs moved into town, they began intimidating and robbing some of the villagers. The youth wanted to do something about it and you agreed to help. <i>The pupil to your right protected the old widow from one of the thugs, and gains +1 Str.</i>	+1 Str, Knack: Great Strike
5	The youth had to make a delivery to another village two days' journey away. Worried about potential dangers on the road, you volunteered to be a traveling companion. <i>The pupil to your right was hanging to your every word for the trip, and gains +1 Wis.</i>	+1 Wis, Knack: Resilience
6	When a band of barbarians began raiding near the village, the children had to learn about war too early. You taught this youth in particular the ways of war. <i>The pupil to your right stood at your side as the villagers defeated the band of barbarians, and gains +1 Con.</i>	+1 Con, Knack: Defensive Fighter

1d6	What memento of your old campaigns do you carry with you?	Gain
1	The dream of the company.	+1 Cha, an old treasure map
2	Your commander's favor.	+1 Int, a rare medal
3	A token of a fallen comrade.	+1 Con, a carven image
4	The surrendered arms of a vanquished foe.	+1 Dex, a foreign weapon
5	The title of champion.	+1 Str, a decorated dagger
6	Your company's marching songs.	+1 Con, a great horn



FILL OUT YOUR SHEET!

- Record your name, class, and level.
- Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
- Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Retired Veteran begins with the following equipment: dagger, peasant's clothing, an old military tabard, your chosen weapon, leathers (+2 AC), a shield (+1 AC), and 4d6 silvers.
- Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
- Your Base Attack Bonus comes from your class. As a level 2 Warrior, you have a BAB of +2.
- Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a Warrior.
- Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
- Your Fortune Points are 3.
- To start, your hit points are 10 plus your Constitution bonus. Add 1d10 + Con bonus for your second level.
- Fill in your saving throws using the chart on the back of this booklet.
- 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. Don't forget your weapon specialization!

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: d10

Initiative Bonus: +1

Armor: Warriors may wear any armor.

Weapon Specialization: All warriors have a favored weapon with which they are particularly skilled. Your Playbook tells you your favored weapon. Your character receives a +1 to hit and +2 to damage while wielding that weapon.

Knacks: Over the course of their careers, warriors pick up several tricks which make them even more formidable opponents. Your Playbook gives you your first Knack. See p.10 of *Beyond the Wall and Other Adventures* for rules for the different Knacks and for gaining new ones.

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

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+1	14	17	15	17	16
2	2,000	+2	14	17	15	17	16
3	4,000	+3	13	16	14	14	15
4	8,000	+4	13	16	14	14	15
5	16,000	+5	11	14	12	12	13
6	32,000	+6	11	14	12	12	13
7	64,000	+7	10	13	11	11	12
8	120,000	+8	10	13	11	11	12
9	240,000	+9	8	11	9	9	10
10	360,000	+10	8	11	9	9	10

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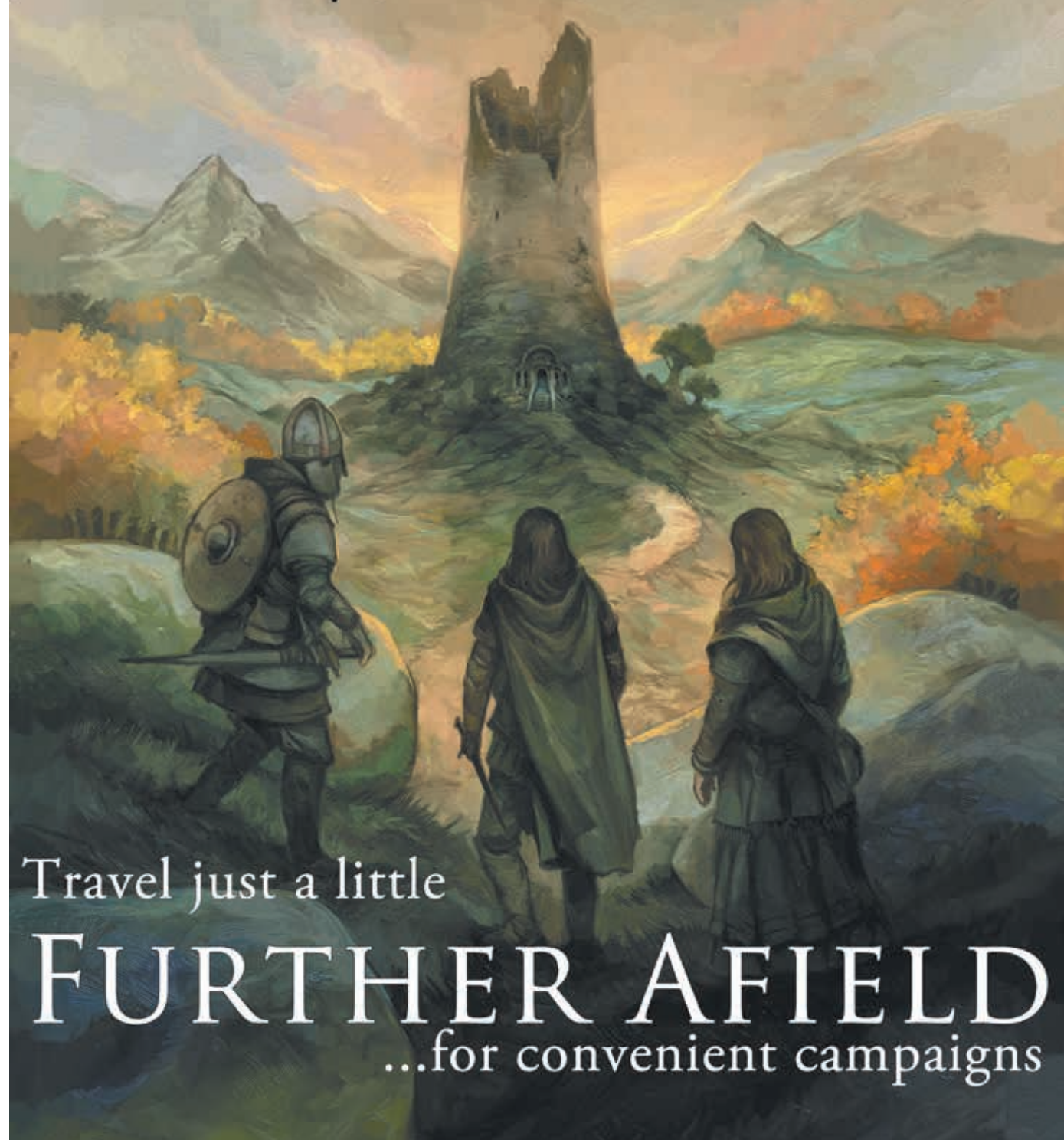
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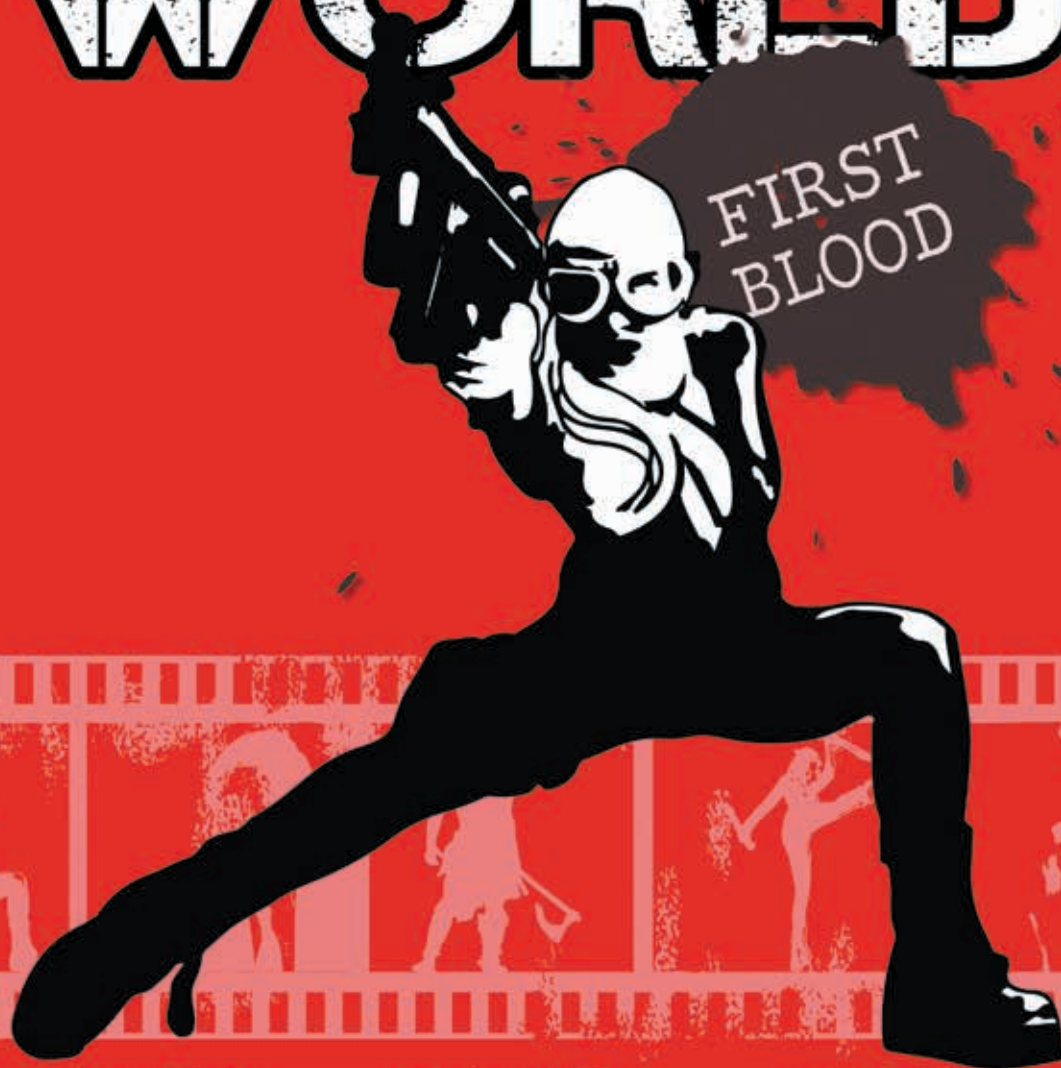


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