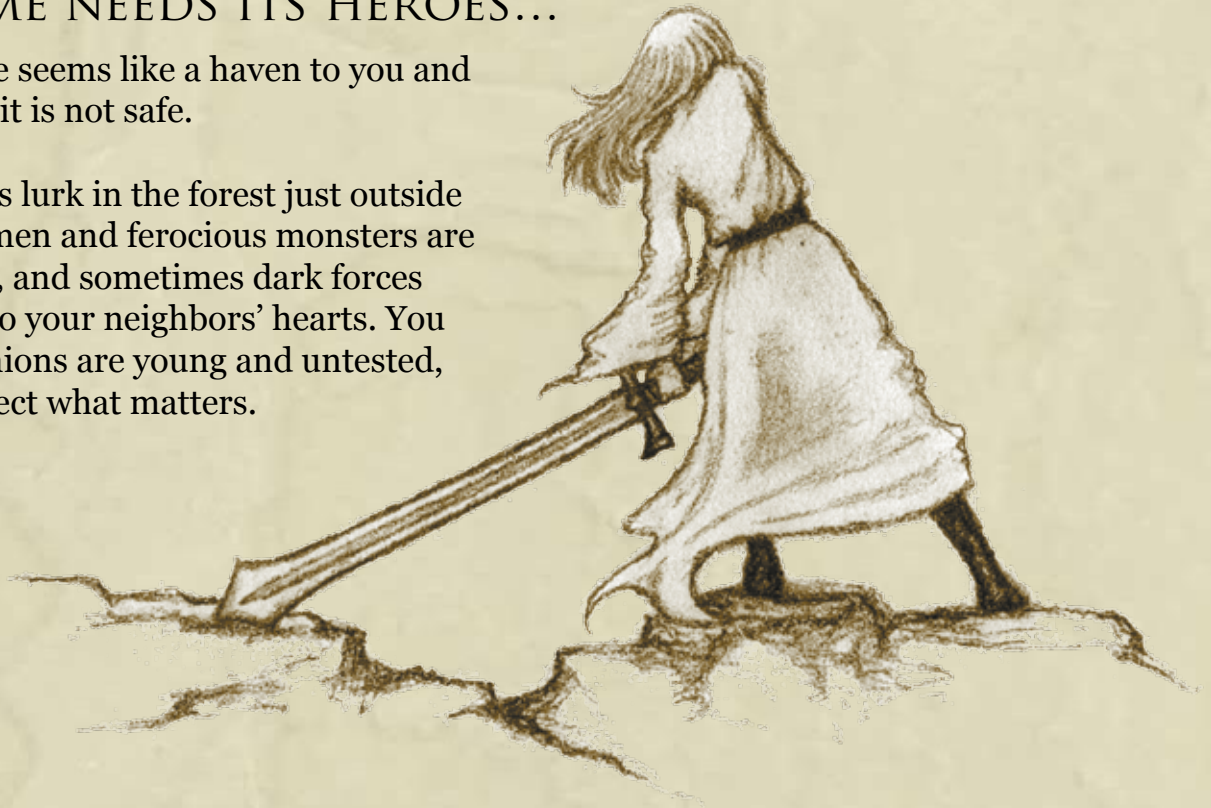# Beyond the Wall
AND OTHER ADVENTURES

Every home needs its heroes...

Your small village seems like a haven to you and your friends, but it is not safe.

Dangerous faeries lurk in the forest just outside of town, wicked men and ferocious monsters are a constant threat, and sometimes dark forces find their way into your neighbors' hearts. You and your companions are young and untested, but ready to protect what matters.

Come with us beyond the wall...

Lots of times, we want to play a roleplaying game but just don't have the time for all the prep work involved. No more. *Beyond the Wall and Other Adventures* is a kit to make a gang of childhood friends and send them off on their first big adventure, just like in the novels we loved growing up. Now we have this simple fantasy roleplaying game that gives a group of players all the tools they need to play an exciting adventure in a single evening, no homework, no fuss.

- Inspired by the works of Ursula K. LeGuin, Susan Cooper, and Lloyd Alexander.
- Character Playbooks and Scenario Packs for play in a single evening with no prep.
- Player driven village design for fleshing out the characters' home.
- Six Character Playbooks, including the Village Hero and the Witch's Prentice.
- Two Scenario Packs: the Angered Fae and the Hidden Cult.

AN ADVENTUROUS PASTIME BY FLATLAND GAMES

FLATLAND GAMES, INC.

Beyond the Wall and Other Adventures

FLATLAND GAMES, INC.

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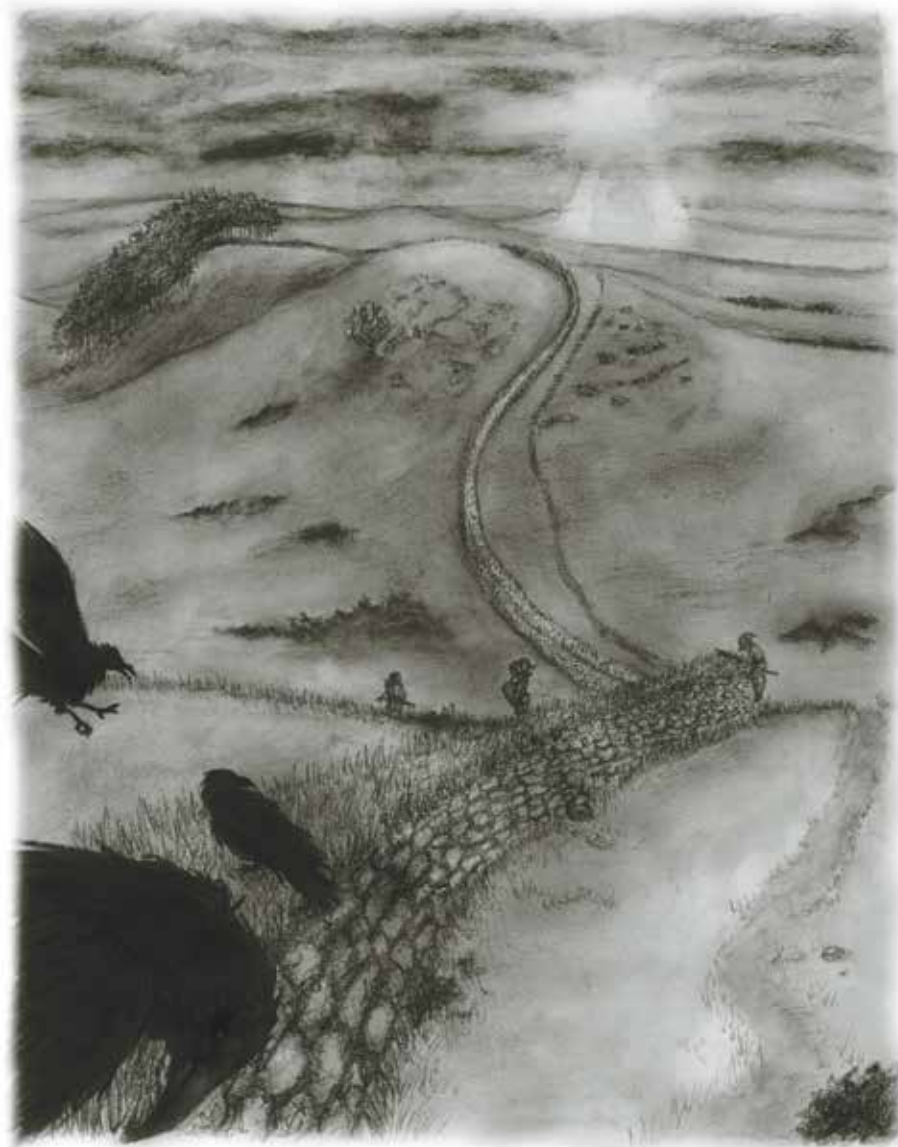
Containing rules for making characters and playing games of

Beyond the Wall
the
Wall
AND OTHER ADVENTURES

INTRODUCTION

Welcome to *Beyond the Wall and Other Adventures*. This is a simple set of rules similar to older versions of the world's most popular fantasy roleplaying game. The game is designed to be easy to learn and fast to use at the table. There are many such games available. *Beyond the Wall* is different for two reasons:

1) Flavor - *Beyond the Wall* can model most kinds of fantasy stories, but is particularly well-suited for the brand of fantasy literature exemplified by Ursula K. LeGuin's first three *Earthsea* novels and Lloyd Alexander's *Chronicles of Prydain*. These are stories of low fantasy about young heroes finding their way in dangerous situations.

2) Out-of-the Box Play - While the core rules of *Beyond the Wall* are similar to those of the numerous other games based on the world's most popular fantasy roleplaying game, it does offer something that the others do not: tools to play the game almost immediately and with little prep. Using special Character Playbooks and Scenario Packs, a group of players with a single gamemaster should be able to play the game with absolutely zero prep in about three to five hours, from making characters to tasting a glorious success or a bitter defeat.

The game still works perfectly well for traditional play-styles, but we made it as a vehicle for quick, on-the-fly play, as we often found ourselves wanting to be able to sit down and play a roleplaying game without all the fuss that is normally involved. *Beyond the Wall* is made up of the following sections:

Core Rules - This section gives you all the rules you need to make characters and play the game.

How to Play - This section tells you how to sit down and play an entire game of *Beyond the Wall* in a single evening, from making characters to the end of an adventure.

Spells and Magic - This section contains lists of cantrips, spells, and rituals for mages, as well as some examples of magical items.

Bestiary - This section has a selection of monsters for use during play, as well as sections on making your own monsters.

We also have several Character Playbooks available to help you create a group of young adventurers with a shared backstory, as well as Scenario Packs, which help the GM set up an evening's game. The 'How to Play' section describes in detail how to use Playbooks and Scenario Packs.

BASIC TERMINOLOGY

The Beyond the Wall *core rules assume that players are familiar with the basics of playing roleplaying games. We use the following commonly accepted terms throughout the rules: a gamemaster, or GM, is the player running the adventure, a player character, or PC, is a character controlled by one of the players at the table, a non-player character, or NPC, is any other character or monster controlled by the gamemaster.*

What the Numbers Mean

Characters and monsters in *Beyond the Wall* are defined by the following statistics.

Class

The player characters in *Beyond the Wall* are remarkable. We divide our heroes into three classes. Warriors are the best at fighting, rogues are particularly skilled and lucky individuals, and mages wield the power of magic. For the most part, only the PCs have a class, though some particularly important NPCs may as well.

Level

A character's general level of competence in her class is reflected in her level. 1st level characters are already a cut above ordinary folks, who have no class and no level at all. These beginning heroes are naturally adept swordsmen, young thieves, or apprentice wizards. Characters of 5th level are great warriors, skilled leaders, or competent sorcerers. Characters of 10th level are the mightiest warriors in the land, preternaturally silent woodsmen, or masters of the arcane arts.

Ability Scores

Characters' ability scores represent their capabilities in different areas. A player might test his character's ability score when trying to accomplish a task. Additionally, each score gives a bonus or penalty to certain things, based on the score. Use the following table to determine your character's ability score modifiers:

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

Strength

You might test Strength when a character is trying to lift a large statue, break down a door, or shove an enemy over a cliff. A particularly high or low Strength will modify rolls to hit and damage rolls in melee combat.

Your Strength modifier is added to rolls to hit in hand-to-hand combat and to all damage rolls in hand-to-hand combat.

Dexterity

You might test Dexterity when trying to sneak through the woods or juggle in a tavern. A particularly high or low Dexterity will modify a character's Armor class and rolls to hit with ranged weapons.

Your Dexterity modifier is added to rolls to hit with ranged weapons and to a character's armor class.

Constitution

You might test Constitution when trying to run long distances in pursuit of the enemy or to stay awake for a whole night on watch. A particularly high or low Constitution will modify a character's hit points.

Your Constitution bonus is added to your hit points every time you go up a level.

Intelligence

You might test Intelligence to solve a difficult riddle, decipher a confusing bit of text, or figure out how a strange mechanism works.

Your Intelligence bonus is added to the number of languages that your character knows. Normally, a character knows only a single language. All characters are assumed to know at least one language, even if they have an Intelligence penalty.

Wisdom

You might test Wisdom to discover the motivations of someone who is trying to deceive you, to determine

whether water is clean enough to drink, or to find your way in the wilderness when you are lost.

A character's Wisdom modifier is added to all saving throws to resist magic which attempts to charm, frighten, or control his mind.

Charisma

You might test Charisma to impress the king's steward, charm the innkeep's daughter, or talk your way past the guards at the city wall.

A character's Charisma modifier is added to the number of allies that may follow him. Normally, a character may have up to four allies.

Alignment

A character's alignment describes his general views toward the world and other people. More than that, Law and Chaos are primal forces which are constantly at work in the universe, and a character's alignment may indicate that he is a servant of one of these powers, unwittingly or not.

Law

Disorder is a threat to all peace and safety. Lawful characters and creatures oppose such disorder and believe that stability is best. They often value rules and hierarchy, though they are not above ignoring either if the ultimate goal is a situation which supports order. They prefer to know their place in a group and prefer for the others in that group to know theirs too.

Characters with the alignment of Law are not necessarily good or kind individuals. A hero who seeks to provide for her whole village and protect the lands, making them peaceful for all, is a lawful character. But so is a tyrant who punishes crimes overly harshly and stifles all celebrations and merriment in his lands so that things remain forever quiet and orderly.

Chaos

Stability is stagnation. Chaotic characters and creatures would rather die than stagnate, and many would rather see the world burn than become a stale bastion of order and law. They value freedom and personal choice, and resent others placing them under a rigid set of rules and regulations.

> ### Using your ability scores
>
> *Most of the time, if you want to accomplish a great deed in game, you check one of these ability scores. For example, Gareth, the inn-keep's son, is trying to break in a barred door so that he can stop a ritual of dark magic before it is too late. This is a Strength check. Normally, Gareth needs to roll equal to or under his Strength score (13 in this case) on a d20 to succeed at a Strength check. However, the Gamemaster says that this door is particularly heavy, and so Gareth has a -2 penalty, meaning he must roll 11 or lower on a d20.*
>
> *For the full rules on tests and ability score checks, see 'Rolling the Dice' on p.17.*

Chaotic characters are not necessarily evil, wicked, or selfish individuals, though many are. A brave warrior who wanders the land, righting wrongs which bother him and ignoring those in which he has no interest, is a chaotic character, but so is a wicked thief with no respect for others' property, taking what he wants from other folk.

Neutrality

Most people and creatures are interested in neither the struggle of cosmic forces nor intense philosophies of life, and, therefore, are neither lawful nor chaotic. We say that these characters are neutral. They may believe in order as it relates to the laws and customs of their own town but despise the strong arm of the sheriff which punishes petty acts. In other words, they act like most of us.

Alternatively, some characters and creatures have a vested interest in maintaining a balance between the powers of Law and Chaos. Such rare individuals turn Neutrality into a philosophy of its own and seek to always bring a balance of the two.

A simple farmer who makes his decisions on a case-by-case basis, caring nothing for where those actions fall in a grand cosmology, is an example of a neutral character, as is a wanderer seeking to stop both the worst ravages of chaos and the most stifling acts of law.

Initiative

A character's initiative score determines the order in which he acts in combat. A character's base Initiative is equal to his level. This is further modified by his Dexterity bonus and his class. Rogues receive +2 to their Initiative score and Warriors receive +1. Mages have no bonus to Initiative.

Base Attack Bonus

This characteristic is derived from a character's class and level. It shows how good a fighter he is. You add this number to every roll to hit an enemy in combat. Strength and Dexterity modify this number for melee and ranged combat respectively.

Armor class

As with hit points, armor class, or AC, is an abstract representation of how difficult a character is to damage physically. All normal humans have an AC of 10, which is further modified by wearing protective armor (see the equipment section below). This increase in armor class represents the character being able to shrug off blows absorbed by his armor. Additionally, very quick and agile characters are good at avoiding being hit in the first place, thus increasing their armor class. This is represented by adding a character's Dexterity bonus to his AC.

Hit Points

Hit points are an abstract measurement of how tough the character is, as well as how good at resisting and avoiding harm in combat. At every level, a character gains a number of hit points by rolling the die type indicated by his class' hit dice. For instance, a Rogue has a hit die of d8, and so a character with the Rogue class rolls 1d8 and gains that many hit points every level. This number is modified by a character's Constitution bonus every time it is rolled. Additionally, all PCs gain the maximum number of hit points possible for a roll on their hit dice at first level; the above mentioned rogue would begin at first level with a full 8 hit points plus any extra hit points from his Constitution bonus.

When a character loses hit points, he comes closer and closer to being taken out of a fight. Note that, no matter how low his hit points go, he is never seriously wounded while he still has some. All damage taken before reaching zero hit points represents narrow escapes, minor cuts and bruises, and painful, but not debilitating, wounds.

Once a character reaches zero hit points, however, he is out of the fight, either unconscious or nearly so. It is at this point that we can call a character seriously wounded, perhaps with a grave sword wound or a nasty blow to the head. He's not dead yet, but he is in serious trouble and desperately needs the help of his companions.

Attacking an enemy

You may remember Gareth, the innkeep's son. Bursting into the room, he is confronted by a wicked thug. Gareth wants to knock him aside with his club.

First, Gareth must determine if he can act before the thug, or if the thug will get a chance to attack him first. Gareth's initiative score is 5 because he is a 2nd level rogue with a +1 Dexterity bonus. The thug has a measly initiative rating of 1, so Gareth goes first.

As a 2nd level rogue, Gareth has a base attack bonus of +1, and his Strength of 13 gives him a further +1 to hit in melee combat. So, when Gareth swings his club, his player adds +2 to his 1d20 roll to hit.

The thug has an armor class of 10. Gareth rolls an 8 and adds his +2 bonus for a total of 10, just hitting his foe.

Now, he rolls his club's damage of 1d6, adding +1 for his high Strength score, and gets a total of 4. The thug takes 4 hit points of damage and drops to the ground.

For the full rules on combat, see 'The Clash of Arms' on p.22.

Saving Throws

Saving throws represent a character's ability to resist or avoid certain special actions against him, such as a dragon's breath weapon or a detrimental spell. What exactly happens when a character makes a saving throw is dependent upon the particular circumstances of the roll and the narration desires of the gamemaster and

players. A successful saving throw made against the aforementioned dragon's breath may represent the character diving out of the way just in the knick of time and avoiding the worst of the flames, while one made against a mind control spell may represent the character's powerful willpower warding off the attack.

Characters' saving throws, which are based on their class, get better as they gain levels. Each class description lists the saving throws for all levels.

There are five saving throws.

Poison
This saving throw is used when a character might become poisoned. It is also used to resist other effects, such as paralyzation, which would attack a character's physical fortitude.

Breath Weapon
Players roll this saving throw when their characters are targeted by a powerful breath weapon or blast from a monster. It is also used to represent other circumstances where quick movement can help the character avoid a damaging effect.

Polymorph
This saving throw is used when a character is targeted by certain powerful effects which attempt to change his body wholesale, such as turning him into a pig, or changing him to a stone statue.

Spell
This saving throw is used to resist the cantrips, spells, and rituals cast by hostile mages or monsters.

Magic Item
Certain magical items produce spell-like effects, and this saving throw is used to resist such attacks.

Fortune Points
Heroes are exceptional individuals, partially represented by their Fortune Points. These can be spent to give a character rerolls, help friends out of a tight spot, or even to cheat death. See 'The Role of Fortune' on p.21 for the rules on Fortune Points. Only player characters have Fortune Points.

NPC Statistics
Monsters have a much simpler set of statistics than player characters. Monsters do not have ability scores. They have alignment as normal. Instead of level, monsters have 'hit dice,' a number which tells you how many dice to roll to determine their hit points and acts as a rough gauge for how strong they are.

A monster's base attack bonus measures its martial ability and strength and is given in the monster's description; if converting monsters from another source, simply give them an attack bonus equal to their hit dice. Their initiative score is also equal to their hit dice.

Monsters use the same saving throw tables as warriors, with their hit dice counting as their level, unless otherwise noted in their descriptions. Monsters often have leathery or scaly hides, making them naturally quite tough, and so their armor class is given in their descriptions in the *Bestiary*.

Human NPCs can be treated much the same. They do not need full ability scores and so forth as the player characters do. For an idea of what average humans are like, check their entry in the *Bestiary*.
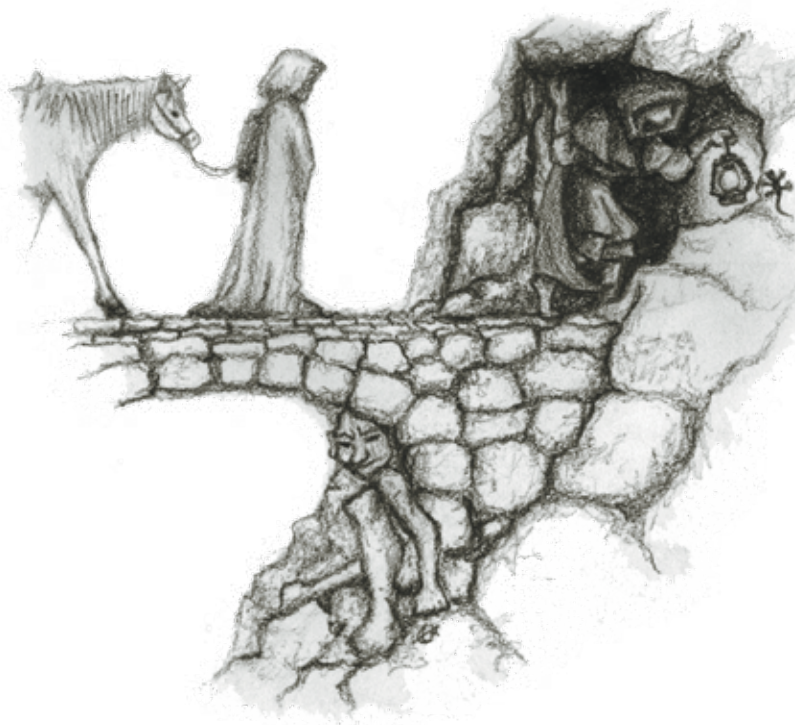
Making a Character

Beyond the Wall is designed to be played with the help of Character Playbooks for creating your character and beginning an adventure. Nonetheless, here we present simple and quick rules for making a character without such tools.

Assign Ability Scores

Roll 4d6, ignoring the lowest die roll. Sum the remaining three numbers. Repeat this five times, recording the answers, and you will have six numbers between three and eighteen. Assign these numbers to the six abilities as you like.

Pick a Class and Alignment

There are three character classes, described on pages 10-12. Pick whichever you would like to play. Record the information about that class and make any decisions described in the class description. Choose an Alignment for your character. Whichever sounds fun to you and fits your character is fine, and you can always choose Neutral if you aren't sure.

Pick Skills

Give your character two skills. These are areas of expertise which will give him bonuses on rolls. Examples include: Athletics, Cooking, Forgotten Lore, Stealth, Tracking. Having a skill gives your character a +2 to ability scores when making checks. If you like, take the same skill twice to get a +4 instead.

Languages

Most characters begin the game speaking one language, but those with high Intelligence scores may know more. If it is important to the game, go ahead and choose which languages the character knows now. Which languages are available will vary depending on the setting, so the group should talk about which ones exist in their game.

Equipment

A starting character begins with simple clothing and all of the basic equipment necessary to use his skills, if the player wants. A character who knows how to pick locks is assumed to have a set of lockpicks, a seamstress has needles and some thread, and a fisherman has some hooks and bait. A blacksmith may well have his smithing hammer, but he does not necessarily begin the game with a workshop and forge of his own.

Whichever skills you have, be sure to write down what equipment comes with them. If you don't tell the group that you have lockpicks, it's no fair having them magically appear in the middle of a game!

All characters also start with adventurer's equipment: a few feet of rope, flint and tinder, a water flask, a whetstone, and some other stuff; basically, what your character needs to survive in the wilderness. Anything out of the ordinary should be agreed upon ahead of time and written down.

Finally, a starting character receives 4d6 silvers to purchase additional equipment, such as weapons and armor.

The Warrior

Many brave adventurers win their fortune and protect their homes by strength of arms. Warriors are men and women who, by natural ability or specialized training, excel at martial combat. They make for hardy travelers and stalwart companions, be they brave knights, sharp-eyed archers, or feral barbarians.

Warriors are the best of all the classes at fighting, and they are tough as nails. They get the best hit points and can wear any armor. If you want to strike down your foes, stand your ground bravely against the tides of your enemies, and be the greatest swordsman or archer in the land, this is the class for you.

Hit Dice: d10
Initiative Bonus: +1
Armor: Warriors may wear any armor.

Class Abilities

Weapon Specialization - All warriors have a favored weapon with which they are particularly skilled. Pick one weapon at first level. Your character receives a +1 to hit and +2 to damage while wielding that weapon. A warrior begins the game with this weapon for free.

Knacks - Over the course of their careers, warriors pick up several tricks which make them even more formidable opponents. Pick one of the following Knacks at first level, then another at 3rd, 6th, and 9th levels. Knacks may be chosen more than once, in which case their bonuses stack.

Defensive Fighter: +1 AC
Fleet: +1 Initiative
Great Strike: +1 damage with all weapons
Resilience: +1 to all saving throws
Weapon Specialist: gain Weapon Specialization with another weapon

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 ROGUE

There are those who lack great skill at arms or knowledge of arcane arts, but who nonetheless bring valuable skills to a party of heroes. These rogues are blessed individuals with a wide range of talents. They may be clever thieves, brave woodsmen, or savvy travellers. Of all the classes, rogues can easily represent almost any character idea, provided the character has a range of skills.

Rogues have far more skills than any other class and a much larger pool of Fortune Points. They can fight, but not quite as well as a warrior, have respectable hit points, and have impressive saving throws. If you always want to have a helpful trick up your sleeve or if you want to be a jack-of-all-trades, handy in and out of a fight, then pick this class.

Hit Dice: d8
Initiative Bonus: +2
Armor: Rogues may wear any armor lighter than plate.

CLASS ABILITIES

Fortune's Favor - Rogues have luck beyond that of other men. They receive five Fortune Points instead of the normal three. This means that they will always be able to help their comrades, have more opportunities to reroll unfortunate dice, and be more likely to survive falling beneath 0 hit points.

Highly Skilled - Rogues receive two additional skills at first level. They 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.

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 MAGE

Few have the mental ability or fortitude to master the art of magic. Doing so takes considerable study and diligence, and it is dangerous and often unpredictable. Mages are characters who have chosen this difficult path, whether they be academic students of the arcane, fae-touched hermits, or wise holy men.

Mages are the only characters who can cast magical spells, and so have access to a wide range of abilities that the other classes do not. They can fight, but not as well as the other classes, they have the lowest hit points, and they may not wear armor, making them the most fragile class. If you wish to wield arcane powers unavailable to any other character and do not mind being limited in other areas, choose a mage.

Hit Dice: d6
Initiative Bonus: +0
Armor: Mages may not wear any armor.

CLASS ABILITIES

Spell Casting - Mages may harness the power of magic in three different ways: cantrips, spells, and rituals. A mage begins his career knowing two cantrips, two spells, and a single ritual. For a full description, see the Sorcerous Arts section below.

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.

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

Coin and Its Uses

Most people who use money use silver coins. Coppers are used for small, everyday purchases, and 10 coppers equal 1 silver. Rich people occasionally carry gold, and a gold piece is worth 10 silvers. The average villager uses only small coins or none at all, bartering for what he needs. The prices below are only approximations and should vary according to place and time.

Weapons

Any character can use any weapon on the list below and be relatively proficient with it. Weapons are grouped by the die type they use for damage, and all weapons with a given damage type cost roughly the same amount of money.

D4	dagger, sling, club, wooden practice sword	4 coppers
D6	spear, staff, mace, bow, short sword, hand axe	8 silvers
D8	longsword, battle axe, longbow	16 silvers
D10	great sword, great axe, lance, halberd	32 silvers

Great swords, great axes, and halberds require both hands to use and so may not be used with a shield or, more importantly, a lantern. They can also be troublesome in tight spaces.

Bows and longbows require arrows, which cost 1 silver for 20, which is also about how many can fit in a quiver. Bows have an effective firing range of about 50 yards, while longbows can shoot effectively up to 200 yards away. A bowman may fire up to twice as far, but with a -2 penalty to hit for the extreme range. A sling can fire as a bow, but the ammunition for it is free, provided the slinger has a chance to grab an appropriate rock.

Armor

Certain classes are restricted in terms of what armor they can wear. Check your class description. Only warriors may wear any armor they can afford. Certain kinds of armor give penalties to any rolls made to sneak around or remain silent; chain mail gives a -3 penalty, chain and plate a -6, and a full suit of plate mail -9.

+2 AC	leathers	5 silvers
+4 AC	chain mail	75 silvers
+6 AC	chain and breast plate	800 silvers
+8 AC	full suit of plate	3,000 silvers
+1 AC	simple shield	1 silver
+2 AC	reinforced shield	10 silvers

The armor class bonus from shields 'stacks' with that provided by other armor. Shields only protect their bearer from frontal attacks, so a goblin knife to the back will bypass this bonus.

Food and Shelter

Everyone has to eat, even young heroes. The following are rough costs for typical meals and lodgings which come up during the course of gameplay. As always, the town and neighborhood will dictate the actual costs of these items.

lodging in the stables, a filling meal, a round of drinks, a day's rations	2 coppers
lodging in the common room, a bottle of wine, a day's iron rations	5 coppers
a private room at a nice inn, a sumptuous meal, a bottle of fine drink	1 silver

Light Sources

Adventurers frequently find themselves traipsing about in the night or crawling into dark and secret places, and are therefore often in need of light. Torches and candles do for most circumstances, although a lantern is even better. Torches and lanterns illuminate about 40 feet, candles only about five. A candle or torch will burn for an hour or so, while a pint of oil will keep a lantern going for almost four hours.

10 candles or 3 torches	1 copper
a hooded lantern	7 silvers
a pint of oil for the lantern	1 copper

Livestock and Transport

It is often useful to have beasts of burden for traveling and hauling. These are very expensive, as few in the village would be willing to part with them.

a mule or an ox	20 silvers
a horse and tack	75 silvers
a warhorse	several gold
a week's feed	3 coppers
a cart	15 silvers
a coach or carriage	500 silvers
a small boat	40 silvers
a typical bridge or gate toll	1 copper
passage across a wide river	4 coppers

Odds and Ends

The following is a list of things adventurers often find useful in their quests. Some are hard to find, such as mirrors, and seeking a seller may become an adventure in and of itself.

a day's unskilled labor	2 coppers
a belt and pouch, fishing gear	5 coppers
50 feet of rope, a set of clothes	1 silver
a casket, an inaccurate map	3 silvers
a large sack, a shovel	5 silvers
parchment, quill, and ink	10 silvers
a drum or flute, fine clothing	16 silvers
lodestone, a finely embroidered cloak	20 silvers
20 feet of chain, a mirror	25 silvers
thieves' tools	28 silvers
a large, reinforced chest	32 silvers
average jewelry, a tent	40 silvers
a book	50 silvers
furnishing for a room, fine jewelry	10 gold
a workshop or small business	200 gold

Hirelings and Allies

Sometimes, a group of heroes will need some help. When this happens, coin is a wonderful persuader. With a convincing leader, even a halfling might leave his home for a share of the dragon's gold. Hirelings are skilled or unskilled laborers, warriors, and craftsman who work for the PCs; allies are significant NPCs attached to individual player characters, like sidekicks and familiars.

Hirelings

Anybody can buy mercenaries or hirelings to aid him if he has the coin. An ordinary NPC with no particular skills costs about 2 coppers a day to employ, and will expect his meals to be provided. A trained soldier with his own equipment would cost about 5 coppers. A specialist, such as a scribe or skilled blacksmith, costs 1 silver per day's labor or more. These latter types are unlikely to become adventuring companions, though they often sell their services to adventurers. NPCs with levels and classes like the player characters are extremely rare. They almost never hire themselves out in this way, but may well become allies, as described below.

The availability and cost of hirelings varies greatly from location to location. Most villages can spare only a few men for an adventurous expedition before they look like ghost towns, and the chances of these men having their own weapons and equipment are slim. Likewise, most villages only have a few specialized craftsmen. Large cities, on the other hand, have many specialists and men available for hire. Ultimately, we leave the availability and expenses involved up to the gamemaster, but provide the following table for your convenience.

Occupation	Daily Cost	Monthly Cost
porter	2 coppers	6 silvers
animal handler	3 coppers	9 silvers
armed soldier	5 coppers	15 silvers
smith/craftsman	1 silver	30 silvers
herbalist	2 silvers	60 silvers
scribe	3 silvers	90 silvers
learned sage	10 silvers	300 silvers

It is usually unimportant to have ability scores or statistics for hirelings. If the gamemaster needs or desires them, you can roll for them or just assign them as you like. If you need to know a hireling's statistics but don't want to go through the trouble, assume that they have a score of 10 in all ability scores except for the one most closely tied to their area of expertise, in which they have a score of 13. If you would like to give them a little color, consider a 7 in one ability score.

Trained hirelings will have an appropriate skill or two as well. Highly skilled hirelings, such as learned sages, will have their skill or skills 'twice,' meaning they gain a +4 to those rolls instead of the usual +2 as described in the 'Skills' section on p.18. It is perfectly reasonable to assume that a hireling is using a skill to help one of the PCs make her own roll; in fact, many people hire a skilled craftsman for just such a reason. See the full rules for helping with skills below on p.19.

If hirelings stick around for a while, the gamemaster may find it advantageous to check every week or month to see how loyal they remain to their employers. If you wish to do so, make a Charisma check using the employer's score and assign bonuses or penalties depending on how the character has treated her hirelings. See the full rules for ability score checks below on p.17.

Allies

Allies are rather different from hirelings. They are NPC adventurers, or adventurers-to-be, whom you have convinced to follow you into danger. They are not lackeys, but are themselves after a share of the treasure and glory to be had. They are friends, companions, and fellow adventurers. They may or may not have levels and classes, but are always valued compatriots.

A knight's squire is probably an ally, but his men-at-arms are hirelings. The squire will almost certainly have a name and personality all his own. A mage's familiar is also an ally, as is a fae woodsman's trusted animal companion.

While traveling with a PC, allies will expect funds to support them, and will require a share of any treasures found. Their loyalty is not just bought, but also earned; an ally who feels betrayed may turn upon the PC at the most inopportune time.

Gaining an ally requires special circumstances determined by the gamemaster and players. A simple hireling might become a loyal ally after his trust has been earned, or an NPC who particularly admires the PC may - after some convincing - decide to join him on his quests. Some rare allies are of an altogether different sort, such as the aforementioned intelligent animal companions, faerie tricksters, and guardian spirits. In general, allies are gained during the course of playing the game, and only after a significant event. For instance, when a character is knighted, he might gain a squire. If a hero performs a great deed for a small village, one of the local youths with great potential might follow the character into harm's way.

Allies should be no more powerful than the PC to whom they are attached. It would be appropriate for a 5th level hero to have a 1st level warrior ally who leads a small band of mercenaries, but not a mighty hero of 8th level with his own agenda.

As a rule of thumb, assume that allies are at least two levels lower than the player characters, if they have levels at all.

Normally, a character may have no more than four allies, but Charisma modifiers affect this number.

In some cases, former hirelings might become allies. Over the course of several games, the group may find that a trusted retainer is now more appropriate as an ally. In these cases, such a character might even gain a class and become a level 1 NPC.

During play, we usually find it best for the gamemaster and player in question to share the responsibility of 'controlling' the ally. If an ally stays around, it may become useful to have a character sheet for him, in which case the group should consider referring to the 'Bestiary' section or designing a new character. If you are designing a human ally like a player character, it is probably best to use the method described on p.9. Alternatively, if the ally has already developed a personality, strengths, and weaknesses, the gamemaster or group might simply want to assign ability scores and skills to the ally without going through the fuss of making a character.

It is also worth noting that allies can make excellent replacement PCs should a character meet an unfortunate end, and the blow dealt by losing a character may be lessened if there is a beloved ally waiting in the wings with his own story to tell.

Rolling the Dice

Outside of combat, players will make two sorts of tests with the dice: an ability score check or a saving throw. Characters make saving throws to avoid unwanted effects from their adversaries or the environment. They make ability score checks when they want to accomplish something important in the game.

Ability Score Checks

Making ability score checks is simple. 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. This means that you have a 50/50 chance of succeeding if you have a 10 in the relevant ability.

Example: Baston has followed a giant fish upriver to a waterfall; to follow its remarkable leap, he must climb the cliff by the waterfall. Will he make it? He rolls a d20 against his Strength as the spray from the waterfall washes away the dust of the road...

An unmodified roll of 1 is always a success, while a 20 is always a failure.

Obviously, some things which you might try will be harder than others. Making an unmodified ability score check represents your character attempting a moderately difficult task while in a stressful situation. Examples of moderately difficult checks would be climbing a tree while enemies are chasing you, sneaking through the streets of a city at night, or trying to read old runes on a temple wall in flickering torchlight.

If your character is attempting to do something particularly difficult, the gamemaster might give a penalty to your ability score before you roll. Maybe the tree you are trying to climb is very high with few handholds, or the runes you are trying to read are in a particularly difficult and rare dialect. In the case of hard tasks, we recommend a -2 to the relevant ability score before rolling.

Example: Having climbed the cliff, Baston sees a giant eagle carrying off his prey. Can he climb a tree quickly enough to spot where the eagle is taking the fish? He'll roll a d20 against two less than his Dexterity, as he's climbing a fir tree in a great hurry...

For a really difficult task we recommend a -5 to the relevant ability score before rolling. This might be appropriate for climbing a stone wall at night, trying to pick a masterwork lock, or breaking open a heavy wooden chest. Some tasks are truly the feats of legend, but the gamemaster still might judge them possible and give a character a chance to succeed with a -10 (or even higher) to the ability score. Such a large penalty might be appropriate for tracking a savvy group of woodsmen

in their home territory, discerning the motivations of an ancient dragon, or convincing the king to give you command of one of his armies.

Likewise, characters occasionally attempt things which are much easier than a standard task. In general, we recommend not rolling for such things at all; if your character wants to tie a rope to a tree so that the party can keep their boat near the shore of a river, just assume that the character succeeds. If orcs are firing arrows at him while he is doing it, however, a test is definitely in order. Only roll the dice when it is dramatic and appropriate, or when the character's action will result in a change in the story.

If a character is attempting an easy task and it is important enough to roll for, the gamemaster should give the character a +2 or higher to the relevant ability score before rolling just as he would give a penalty for particularly difficult tasks.

Whatever the difficulty of the roll, tell everyone (especially the GM) how far over or under you were. This will help everyone get a good picture of how things are going, and it will help all of you narrate the results.

Typical Bonuses and Penalties

Easy task: +2, climbing a rope ladder under pressure, carrying an unconscious barmaid from a burning inn, reading a dusty parchment

Normal task: +0, picking a lock, climbing a tall tree, hunting in a verdant forest

Hard task: -2, picking a rusted lock, sneaking across a creaking floor, recalling an obscure bit of knowledge

Very Difficult task: -5, deciphering a forgotten manuscript, swimming in storm-tossed seas, charming an angry king

Almost Impossible task: -10, climbing a smooth wall, jumping safely from the back of a flying dragon, prospecting for mithril

Contested Rolls

If two or more characters are striving against each other, such as in an arm wrestling contest or a duel of wits, have each make the appropriate roll. Whoever succeeds by the most is successful by that very margin. If all parties fail, it doesn't matter who failed the worst; nothing is accomplished.
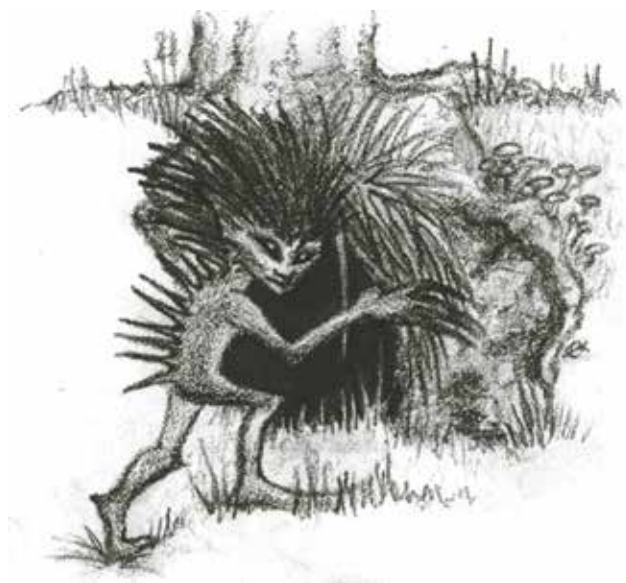
Skills

In addition to ability scores, most characters have one or more skills. If a character has an appropriate skill when making an ability check, modify the ability score by +2 before making the roll. Some characters might be extremely skilled in an area and so have a +4 to their ability score when making checks with a skill. Each level of a skill grants +2 to appropriate ability score tests.

Often skills can be helpful for a wide range of tests. For instance, a character with a skill in boating might get a bonus to his Intelligence check in order to repair a boat or a bonus to his Dexterity check in order to keep one afloat in a swift-moving river. It might even give him a bonus to his Charisma check to impress the riverfolk with his deep knowledge of the ways of the water.

Players and gamemasters are encouraged to create whatever skills they feel a particular character should have and to look to one another for approval. Remember, the skill represents an area of expertise for a character, giving a bonus on an ordinary ability score check; in most cases a character doesn't need a skill at all.

For instance, a character with a high Dexterity score is already going to be quite good at sneaking around and hiding in shadows, and does not necessarily need a skill like Stealth. Having a skill represents special training or practice which makes the character even better at that skill and able to help others when they need assistance. There is no definitive list of skills available to characters. Instead, characters should receive whatever skills are appropriate to their areas of specialization.

There is certain to be overlap between certain skills. For instance, some characters might have an Ancient History skill, others a Folklore skill, and yet others a

Forbidden Knowledge skill. There are certainly some cases in which any of those skills might be applicable to remember a fact or story, but they also each have their own niche.

For examples of appropriate skills, see the Character Playbooks.

What can I try to do?
In general, any character can attempt any task. Having a relevant skill simply gives a bonus to the check. Sometimes, however, the gamemaster may deem a particularly specialized task impossible unless a character has an appropriate skill. For example, anyone can try to climb a rocky outcropping or sneak into a camp at night, but it requires special knowledge even to begin to pick a lock or recall an obscure fact from ancient history.

In these instances, a character without an appropriate skill automatically fails the check.

Help!
Characters often want to lend a helping hand to their friends. If a character has an applicable skill, he can help his friend with a task, giving the normal skill bonus (usually +2, but sometimes +4 or more as described above).

So, what is the downside to helping someone? Not much. Working together is a good thing, and frequently necessary to the survival of a band of adventurers in dangerous territory. However, a character must be present and able to help to give this bonus (obviously), and will often share in the negative results of failing such a roll.

Example: Baston and Ariadne have followed the eagle's path to a strange ring of stones set on a far-away hilltop. Their investigations are interrupted by a covey of long-limbed rock creatures. Rather than defend himself, Baston uses his Athletics skill to help Ariadne climb one of the stones to safety, giving her +2 to her Strength check.

A character without an applicable skill is usually unable to help her friends in any meaningful way; she simply doesn't know how to lend aid in the circumstances. However, see the rules for Fortune Points below for more information.

Group Activities
Often, the whole group will want to make a roll to accomplish a single task. This is natural, as the characters are all friends and share common goals. However, it is usually best in these circumstances to have a single player make the roll, perhaps with the help of another character.

In most cases it will be clear who the main actor is in a situation. If the party is going to spend the evening in the inn making a feast for the whole common room to celebrate their latest success, pick the cook in charge and have him make the roll.

Sometimes, on the other hand, the question is not who is in charge, but who is most likely to cause the group to

fail. In such circumstances, we like to use Luke Crane's "slowest and loudest" guideline, which he describes in the *Adventure Burner* supplement to his *Burning Wheel* game. Using this rule, when characters are all attempting a group task such as sneaking into a castle or running from a monster, the character with the lowest ability score should make the check. This is a good time for friends to help.

This guideline serves several purposes. In addition to getting rid of unnecessary rolling and encouraging an atmosphere of camaraderie, it helps the characters in difficult situations. If a large party is running from a pack of wolves and they each roll the dice, odds are one of them will fail, even if they are all expert runners.

Example: After returning to the village and telling their friend Gareth about the rock creatures, Baston and Ariadne decide to lead him back to the creatures' home. The whole group wants to sneak into the beasts' lair. Baston has the lowest Dexterity score, so makes the test, but Gareth uses his Stealth skill to help by pointing out where he should step in order to make as little noise as possible.

Perception and Searching

At many tables, one of the most common reasons for rolling the dice is to determine whether characters notice something important, whether a hidden attacker or simply a small object or clue. If a character is actively searching for something, the player should make an Intelligence check. Do this when characters are searching the inn for clues or hunting through an old wizard's laboratory for something in particular.

On the other hand, if the gamemaster wants to see if the character passively notices something without actively seeking, the player should make a Wisdom check. Use this when the characters are about to walk into an ambush or when a stranger is trying to sneak out of the inn.

At some tables, it is normal procedure for the GM to make passive perception rolls in secret, as the players often know something is amiss when asked to roll the dice. At others, this is considered bad form, and players

can become upset if they do not have the chance to use their Fortune Points to affect the roll. We leave it to you to decide what is best for your own group.

Charisma and Reactions

Players often want to roll their Charisma to convince an NPC to aid them, bluff their way past wary guards, haggle over price with a merchant, and other such actions. In addition to these types of rolls, the gamemaster may want to check a character's Charisma to see how NPCs are likely to react to the characters; the result of the roll tells the GM how inclined the NPCs are to be friendly to the characters, or if they are distrustful of them.

If the PCs have a character who regularly acts as their spokesman and speaks to strangers, use that character's Charisma for the reaction test.

Reaction rolls are not just for other humans whom the characters might meet. The GM can just as well use a reaction roll to determine how a group of strange goblins might react to the characters upon first meeting them, or to check whether a dragon is willing to engage in a game rather than incinerate intruders immediately.

There is no need to roll for reaction every time the PCs meet people. In fact, some gamemasters prefer never to check for reactions in this way. The GM should only use this tool whenever she feels the need.

Some typical modifiers to reactions rolls are presented below.

meeting a stranger after saving his village	+6
giving a feast in someone's honor; presenting an exquisite gift	+4
having an upstanding reputation as helpful, or even a hero; dressing extremely well	+2
armed in the presence of strangers; having a reputation as a brawler or troublemaker	-2
attempting to parlay with known enemies; trespassing, armed, without announcing yourself	-4
caught in another's home uninvited	-6

If the reaction roll is successful, the NPCs will treat the character or characters in a friendly manner, and will be happy to trade goods and stories. Potential enemies will be willing to talk.

If the roll is successful by a wide margin (5 points or more), the NPCs will likely offer hospitality, or be willing to talk about personal matters. Potential enemies are likely to cease being hostile, if not become trustful.

If the reaction roll is failed, the NPCs will speak to the character, but will be distrustful and want to end the conversation as quickly as possible; merchants will still sell goods, but will not be willing to haggle, and may cut the deal short. A situation with potential enemies is likely to become hostile.

If the roll is unsuccessful by a wide margin (5 points or more), the NPCs will attempt to leave the PCs' presence; a business owner may ask the characters to leave, strangers will walk away, and potential enemies will attack immediately.

When do I roll Charisma?

Different groups vary wildly in terms of how often they like to roll the dice for social interactions. Some players like to roll any time they speak to an NPC to determine how the interaction goes, while others prefer not to roll at all, and simply to speak in character at all times and have the gamemaster determine how the conversation progresses. Many groups are, of course, somewhere in the middle, and prefer to make Charisma checks, but only when a player is attempting to coerce or bluff an NPC in an unusual manner. There is no right way to play.

In any case, it is important to remember that Charisma checks are not mind control. Rolling the dice to rouse villagers to help defend their homes is great; rolling the dice to see if they are willing to give the PCs their homes and all their possessions is another thing. There is no die roll penalty large enough to convince a stranger to kill himself, so don't roll at all.

Saving Throws

Saving throws work a bit differently than ability score checks. In order to make a saving throw, roll a d20. If the result is equal to the saving throw number or higher, the roll was a success. An unmodified roll of 20 is always a success, while a 1 is always a failure.

The gamemaster is the one who calls for saving throws for the characters. Characters do not choose to make saving throws in most circumstances.

The Role of Fortune

Characters in *Beyond the Wall and Other Adventures* are heroes and exceptional individuals. This notion is represented in the rules by the fact that the player characters, and only the player characters, have Fortune Points. By spending these points, characters are able to cheat death and accomplish tasks where ordinary individuals would fail.

Most characters have three Fortune Points, though rogues have five.

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: Once a character reaches 0 hit points, he is considered to be dying and loses one additional hit point per round until reaching death. A character in such dire straits may spend a Fortune Point to stabilize at 0 hit points and not continue taking damage. Characters who do so are safe from death (though still in a bad place!) for 24 hours, after which they will continue to lose hit points again if they have not received any effective medical attention.

The Clash of Arms

Combat proceeds in a series of rounds until one side has prevailed. Here is a quick run-through of a combat round. Each section is addressed in more detail after this summary.

First, figure out if anyone is caught by surprise, perhaps by an ambush or a stealthy opponent. Anyone who is surprised will not be able to take any action on the first round.

On a given round of combat, all characters involved, PC or NPC, take turns. Start with the character with the highest initiative and work your way down from there. In case of a tie, a player character goes first. When player characters are tied, they go in the order the players are sitting. When everyone has taken a turn, that is called a round.

When your turn comes around, you can do one thing. It is okay to talk while you are doing it. Your action will be resolved before the next person's begins. Since each round is just long enough for a quick exchange of sword-blows, or the loosing of an arrow, any action that takes more than about 10 seconds will need to be spread out over several rounds.

You don't always have to attack someone when in combat; you might want instead to cast a spell, help a comrade, climb a tree, or run for your life. In fact, you will frequently find yourself doing things other than just striking at the enemy. If there's any question of your success, you will need to make a roll.

Actions are resolved with a d20 roll. First, check for any appropriate bonuses or penalties. Your GM will let you know of environmental modifiers such as a high wind on a narrow bridge, or the darkness of the Goblin King's Tomb. Your character sheet will inform you of others, such as your attribute bonuses or skills. Next, find your target. For martial actions you will try

to roll above your target's Armor class. For most other actions, you will need to roll below your relevant ability score. Now, roll! Let the GM know how much you made it (or missed it) by, and then you will find out the result.

Initiative Order

In a given round of combat, characters and their opponents operate in order of their relevant Initiative scores.

Because a character's Initiative is static and recorded on his character sheet, the players may find it beneficial to sit in Initiative order at the table so that the gamemaster can simply go around the group clockwise as the characters act, inserting the actions of all the monsters and NPCs as their initiative scores come up.

Attacking an Enemy

Most of the time, characters will wish to attack an enemy in combat. In order to do so, a player rolls a d20 and adds his attack bonus. This is a character's base attack bonus (based on his class and level - see class descriptions above) plus any relevant modifiers from high ability scores, weapon specialization, or magical items.

Just as with ability score checks, the difficulty of an attack may give bonuses or penalties to your roll. The GM might give a bonus or penalty because of higher ground, detrimental weather conditions, or poor light sources.

After totalling the to hit roll, any modifiers, and the attack bonus, simply compare it to the enemy's Armor class. If the number equals that Armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

An unmodified roll to-hit of 20 is always a success, regardless of an opponent's AC or other considerations. A roll of 1 is, likewise, always a failure.

Damage

Assuming a successful attack, a character or monster inflicts damage equal to their damage roll using the dice of its weapon or natural attack, lowering the opponent's hit points by that amount. See the weapon charts on p.13 or the individual monster descriptions for more details.

Characters who have reached 0 hit points need help immediately. They will continue to lose hit points at the rate of 1 per round unless they receive medical attention. Should a character's hit points reach -10 he is dead.

Healing and Recovery

Over the course of an adventure, characters often find themselves battered, wounded, and, worse, out of precious Fortune Points.

Characters recover 1 hit point every night that they receive a full night's rest. This means not taking a watch, but instead sleeping selfishly through the night. Being tended to by a character with an appropriate skill can increase this recovery to 2 hit points per night. Full bed-rest means that the character recovers an additional hit point during the day, but few adventurers have that luxury.

A character who is at 0 hit points or lower needs immediate medical attention and is in serious danger of dying. Remember that such characters continue to lose 1 hit point per round and are dead if they reach -10 hit points. Another character may make a Wisdom check (helped by a skill such as Healing or Herbalism if available) to patch up the dying character. If successful, the character stabilizes and will no longer lose further hit points every round, though he is still badly in need of rest and healing.

Fortune Points are a different matter. Characters are only able to recover their Fortune Points between adventures and begin each new adventure with their full allotment of Fortune Points.

TRUE NAMES

Many creatures, such as spirits, demons, and dwarves, have common names, which they will give out freely, and true names, which they keep secret. Demonic true names are often nearly unpronounceable to humans and appear as gibberish when written, though mortals may still memorize them with some difficulty. Spirits usually have true names in ancient, forgotten tongues, and the true names of dwarves sound like metal on stone. A dragon's true name is a word of such power that most fear to utter it aloud.

Humans and many other creatures do not have true names. However, it is possible for them to gain them in naming ceremonies, often when they come of age, thereafter using a common nickname when among all but their dearest friends. Some human cultures practice this regularly. It is up to a player to decide if his character has received a true name or not.

A creature's true name can be used against it. Knowing someone's true name gives a character great power against him.

By calling out the name, a character gains +5 to all actions taken against the creature, including attacking it.

Uttering the name also gives a character a +5 bonus to all saving throws against the bearer's powers and spells.

Sharing your true name can also have a benefit. *If a character calls out a friend's true name while using the helping rules, the character receives an additional +1 to the roll (usually for a total bonus of +3).*

Furthermore, if a character is magically healing another and calls his true name, the recipient receives an additional hit point.

Note that in all cases a character must call the true name aloud in order to receive any benefit. This means that it is usually only done in complete privacy, or when in great need.

Commanding Spirits

Mages who possess the 'Second Sight' cantrip have special power over demons and spirits. If such a character knows a spirit's true name, she may attempt to command it to perform a specific task for her. To do so, she must make a successful Charisma check; she does receive the normal +5 bonus for knowing her target's true name. However, should the mage fail in her Charisma check, the spirit is free of her power, and she may never attempt to command it in this way again. For this reason, most mages are wary of trucking too often with spirits, as they can be very, very dangerous and vengeful when free of a mage's power.

Learning True Names

Kept ever secret, true names are difficult to learn. Discovering an adversary's true name will therefore make for a bit of an adventure in and of itself. Such a hunt will usually involve trying to find a source of information, such as a forgotten library, or an old hermit. Once found, the characters will usually have to accomplish a particular task in order to get the knowledge they seek.

A character's knowledge skills and background will give the player a cue to go to a person or place to ask for the name. The initial step is usually an Intelligence or Wisdom check to determine where to seek the true name.

•If your character is an academic, her lore will point her to a library, or perhaps a particular scroll, with the desired name. The reformed bully, however, might know a magic user who could be asked, while a young knight might seek the advisor to a noble lord.

•The characters should then have to travel to the person or object to be queried. This can make for a good, short adventure, or for part of a longer one. There will surely be several challenges for the characters on their journey.

•Once there, it is up to the player to figure out just how to get the information. Perhaps they must cajole, threaten, or buy the information from the person, or perhaps they must decipher musty scrolls in an ancient monastery.

True Names for All?

The group may decide that all characters have true names, not just supernatural creatures. If this is the case, then all of the player characters, as well as everyone they know in the village and beyond, have true names which can be used against them. Keep your name secret, save in the direst need and with those whom you trust.

Characters with true names most likely received them in some sort of naming ritual when they came of age, thereafter using a common nickname when among all but their dearest friends. Alternatively, your character might have never been given his true name; he still has one, it is just so secret that even he does not know it. Learning your own true name can make for a great adventure.

Experience and Levels

All player characters in *Beyond the Wall and Other Adventures* have a class and a level within that class. They gain higher levels in their classes by accumulating experience points. Each of the class descriptions has a chart showing how much experience it takes a character of that class to achieve the next level. As characters gain levels they become more powerful and competent.

Characters gain experience points by facing and overcoming various challenges over the course of an adventure. The most obvious way of gaining experience is from defeating enemies in combat, but characters often improve the most by accomplishing goals and completing adventures.

Every monster listed in the bestiary has an experience value, which characters gain should they overcome that monster. Note that characters do not necessarily have to kill a monster in order to overcome it; in fact, it is often more prudent for the characters to defeat their adversaries in other ways, such as by convincing a rampaging dragon to fly away to greener pastures, making friends with a previously hostile goblin king, or banishing a destructive demon back to the Realms of Chaos.

Characters also gain experience points by finishing stories and accomplishing their goals. Solving a mystery, saving a village from a marauding monster, or gaining possession of a magical artifact which they were hunting should give all participating characters 500 experience points. Accomplishing greater tasks, such as saving a dukedom or defeating a great nemesis should be worth 1000 experience points, and even greater accomplishments, such as saving an entire kingdom from certain destruction, should be worth 2000 experience points or more.

Gamemasters are also encouraged to award extra experience for clever ideas which help the characters along, or for particularly impressive roleplaying. Such occurrences are worth 50-100 experience points at a time.

Once a character has accumulated enough experience points to reach the next level, the character 'levels' up, gaining any appropriate bonuses as described in her class description.

Over the course of a longer campaign, groups may find it appropriate to award other advantages for leveling up. For instance, we often like to allow everyone to gain a simple +1 to two different ability scores every five levels or so, or occasionally to award a character a new skill when it makes sense for her to have learned something new and exciting.

The Sorcerous Arts

In *Beyond the Wall*, a mage may work magic in three different ways. The rules for all three are presented below. The "Spells and Magic" section contains lists of cantrips, spells, and rituals, as well as some examples of magic items.

All spells and rituals (though not cantrips) have the following characteristics:

Range: This tells how far the mage can cast a spell. A range of *Self* means that the magic only works on the caster. *Touch* is self-explanatory. *Near* spells only affect targets within the immediate presence of the caster (perhaps 50 yards in an open field, or in the same room if indoors). Spells with the range of *Far* can affect things at even greater distances; the spell description will say just how far. Some few spells have a range of '*the Cosmos*,' meaning that they affect things from outside of our own plane of existence, such as creatures within the realm of Chaos, or the deepest parts of the world of Faerie.

Duration: This tells you how long a spell lasts, either in terms of rounds or, for longer lasting magic, in terms of hours, days, or other real measurements of time.

Save: Magic which affects people directly often allows the target to make a saving throw to resist the spell. This entry tells you whether the target gets a save or not. Unless otherwise noted, the target should make a saving throw versus spell.

Cantrips do not have all of these characteristics, as they are always assumed to have a range of Near, special durations explained in their text, and they always allow their targtets to make a saving throw. Their entries, therefore, do not list a range, duration, or save.

Additionally, cantrips and rituals require ability score checks, and so each listing tells you whether the cantrip or ritual in question checks Intelligence or Wisdom.

Cantrips

Cantrips are simultaneously the weakest, most flexible, and most dangerous type of magic. Each cantrip covers a wide range of related minor effects which are possible. A mage casts these lesser magicks "on the fly," making up the particulars of the casting on the spot.

Mechanically, the mage makes either an Intelligence or Wisdom test (each cantrip's description says which). Success means that the cantrip works more or less as desired. When a mage fails a cantrip roll, one of two things can happen at the player's discretion: either the mage finds himself robbed of his magical energy until she has rested, or the magic spins out of control.

If the player chooses to run out of magical energy, then the mage has exhausted himself and is unable to use magic of any sort until he has had a full night's sleep. Additionally, any spells or rituals which the mage had cast earlier and which are still in effect immediately stop (barring, of course, spells with a duration of Permanent).

If the player decides to have his cantrip miscast, then the magic has gone horribly wrong. This is dangerous, because now the GM may decide what happens with the magic. In all instances, the spell should have a deleterious effect on the character or his friends; perhaps a light spell darkens an area just when the party needs some light, or a hex meant for an enemy affects the mage himself instead.

In general, cantrips produce only minor effects. They cannot damage a target, they only work at 'Near' range, and they do not produce any permanent effect. The description of a particular cantrip covers roughly what it can do. If the gamemaster determines that a mage is stretching the abilities of a given cantrip, he may assign a penalty to the check.

Some cantrips allow a caster to impose penalties to die rolls on opponents, such as by cursing or hexing them.

However, the magic of cantrips is too weak to give any opponent a penalty worse than -2 to a die roll.

Cantrips are the earliest form of magic that most mages learn, and they tend to find it extremely difficult to learn other types as they progress in their careers. Each mage begins knowing two cantrips and may only learn more after significant study and practice as determined by the gamemaster.

The description for the Mage Light cantrip follows, as well as an example of its use:

Mage Light   (Intelligence)

This cantrip produces a moderate amount of magical light. This light may appear from a physical object in the possession of the caster, such as the tip of his staff or an amulet, or as a simple ball of floating light. The cantrip produces enough light to illuminate an area of about 30 yards; the light is dim, but just strong enough to read by.

A mage may attempt to produce more light at a penalty to his casting roll; attempting to summon the light of several torches into a room gives a -3 penalty, while the equivalent to full daylight would call for a -5 penalty. Producing several globes of colored light that move about on their own would call for similar penalties, as would trying to cast the cantrip in such a way as to produce the light in a particular spot at a distance from the caster (for instance, before the eyes of an enemy, in order to distract him).

Lights produced with this cantrip last as long as the caster is able to concentrate on them. Being struck in combat or failing the roll for another cantrip will make this spell end immediately.

Example: Cassandra, a young witch, is walking through the woods at night when she hears men approaching. She quickly ducks behind a tree and sees that they are armed and apparently hostile. She wants to distract them by summoning a small ball of floating light, far off in the woods, away from her.

Normally, to cast the Mage Light cantrip, Cassandra must make an ordinary Intelligence test, but the gamemaster assigns a -3 penalty to her Intelligence

as she is attempting to summon the light at a specific distance, far away from her.

Spells

The simplest and most reliable sort of magic comes in the form of spells, codified effects taught to mages by their masters or studied from books. Each spell works in a particular way every time it is cast. They tend to be more powerful than cantrips and weaker than rituals, though they are safer and more dependable than either. A mage may cast a number of spells per day equal to his level. After that, he is considered to be exhausted and may cast no more, though he may still attempt to cast cantrips or rituals.

Mages spend a long time learning spells and recording them for their own use. In order to learn a new spell, a mage must spend a full week studying it from a book or a mentor and then make an Intelligence test. If the test is successful, the mage now knows that spell and may cast it as normal. If the test fails then the mage must wait to attempt to learn it again until he has gained another level.

The description of the False Friend spell follows, as an example:

False Friend

Range: Near
Duration: 1 day/level
Save: yes

Magic is an alluring force. If the target of this spell fails his saving throw, he believes that the caster is his trusted ally and bosom buddy. While he will not commit suicide for the caster, he will go to great lengths to please him, acting in all ways as a trusted ally and friend of the caster. If the target is being threatened by the mage or the mage's allies, he will receive a +5 to his saving throw. If cast in combat, the spell simply will not work at all, as the target's sense of self-preservation will override any power the magic might have over him.

Rituals

For the greatest of sorceries, a mage must spend a great deal of time studying and bending the forces of the universe to his will. Rituals are the most powerful form of magic detailed in *Beyond the Wall*, and also the most time consuming.

Every ritual has a level associated with it, and a mage must be of that level or higher in order to attempt to cast it. For instance, a level 3 ritual is simply beyond the abilities of a mage of level 1 or 2, and he cannot attempt it at all.

Casting a ritual requires a number of hours equal to the level of the ritual, as well as special ingredients detailed in the ritual's description. The mage requires complete concentration during this time, and things may go disastrously wrong if he is interrupted.

Should the mage spend the time and special ingredients necessary to cast the ritual, he must then make an Intelligence or Wisdom check (each ritual's description says which). If the test is successful, the ritual works as described. Should the test fail, the general effects of the ritual take place, but with some sort of twist. The gamemaster decides just what goes wrong. A ritual to summon a great cloud of fog may produce a mist of an unnatural color, covering an area greater than intended, while a ritual to send a whispered message over great distances may send garbled words from realms beyond our own instead.

Learning new rituals is a difficult and time-consuming process. Mages usually find new rituals recorded in arcane tomes or on delicate scrolls, though they can also learn them from other mages who are willing to teach their secrets. To attempt to learn a new ritual, a mage must be of an appropriate level to learn the spell, and must spend a week in study per level of the ritual. After this time, a mage must make an Intelligence test. If the test is successful, the mage now knows the ritual and may cast it whenever he is able. If the test is a failure, the mage may only try to learn the spell again after gaining a level.

Mages may attempt to cast rituals which they do not know if they have an appropriate source, such as a book or scroll detailing the ritual. This is quite dangerous, however, and the test at the end of the ritual suffers a -10 penalty. Remember that the ritual still happens if this test fails, but will be accompanied by unintended consequences. This means that the mage is still incredibly likely to make something happen, but very unlikely to control that something. Many foolish apprentices get themselves into a great deal of trouble doing this.

GATHER MISTS   (Intelligence)

Range: Near
Duration: 1 hour/level
Save: no

This ritual allows a mage to summon a dense, billowing fog over a nearby area. The mist obscures all vision into the area and within it; those trapped in the mists can barely see anything. Normal weather does not affect this witch fog, though a very strong wind from a great storm might blow it away.

A mage wanting to cast this ritual must chant in the tongue of the wind and perform elaborate gestures for the hour it takes to cast it, and must burn incense while doing so. At the culmination of the ritual, he must swallow the tail feather of a bird of prey as he speaks the last words.

CHOOSING SPELLS

As stated before, all mages begin with two cantrips, two spells, and one ritual. All other spells must be learned during play as described in the rules for cantrips, spells, and rituals.

The gamemaster and the player of the mage character should work together to determine the starting spells for the character. If you wish, you can easily randomize the beginning spells by rolling dice, or you may select a set of cantrips, spells, and a ritual that all make sense together.

For instance, a nature wizard might begin with the cantrips Beast Ken and Druid's Touch, the spells Entanglement and Pass without Trace, and the helpful ritual Goodberry. A young court sorcerer, however, may begin with the cantrips Glamour Weaving and Mage Light, the spells False Friend and Greater Illusion, and the ritual Unseen Servant.

Alternatively, it might be fun to have the player and gamemaster take turns choosing spells for the character one at a time, building a story of the mage's apprenticeship as you go. Each cantrip, ritual, or spell could represent a particular phase of the mage's training, and so help to create an interesting backstory for the character.

Appendix: Optional Rules

This section contains several optional rules that you may want to use in your games. Most of these are things which have appeared in several other versions of the world's most popular fantasy roleplaying game, and so players will be familiar with them in principle and may be very excited about a multiclass or nonhuman character. Working these rules into your game should be very straightforward.

Simplified Saving Throws

Some players may prefer a smaller set of broad saving throws for their characters and monsters. If so, use the following three saves instead of the normal five. Any time a monster description, trap, environmental hazard, or spell calls for a saving throw, the game-master should choose which of the three applies in that circumstance. Usually, this is a fairly clear decision. Descriptions of each of these three simplified saving throws follow.

Fortitude

Roll this saving throw when your character is attempting to withstand damage or a hazard which threatens to transform him or twist his body.

Reflex

This saving throw represents a character's ability to dodge incoming attacks, traps, or environmental hazards.

Will

Roll this saving throw to resist mental control or magical effects, whether from magical items or the spells of a mage.

Each of the three classes has one 'good' saving throw and two 'poor' saving throws, representing their natural defenses and abilities. Warriors have good Fortitude saves, Rogues have good Reflex saves, and Mages have good Will saves. All three classes advance their saving throws at the same rate as they gain levels. Use the following chart for all classes.

Level	Good Save	Poor Save
1	15	16
2	15	16
3	13	15
4	13	15
5	11	14
6	11	14
7	9	13
8	9	13
9	7	12
10	7	12

Fantastic Creatures

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.

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.

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.

Multiclass Characters

For some players, the basic three classes just will not do. If a player is dying to make a warrior who also knows magic, or a rogue with greater fighting abilities, or any other combination of two of the three classes, use these guidelines to design a custom, hybrid class for the character in question.

This section does not contain hard and fast rules, and gives only an approximated play balance, so the whole group will have to eyeball any custom classes and be sure that they seem right.

First, choose two classes. The multiclass character will have some abilities from each of these classes. The character uses the experience chart of whichever of the classes requires more experience to reach level two. Then, go through the following checklist of class features, choosing as you go which class the character will favor for each category. The trick is to alternate roughly between choosing the more favorable choice for some categories and the less favorable choice for others as you go. For instance, a Warrior/Mage might

have the Base Attack Bonus or hit dice of a warrior, but the armor restrictions or poor Initiative bonus of a mage.

Base Attack Bonus - Choose to follow the progression of either of the two classes. One will be obviously better than the other.

Hit Dice - Choose the hit dice of either of the two classes. Alternatively, average the two together; we find that d8 is a good size hit dice for just about any multiclass character.

Saving Throws - Choose the saving throw progression of either of the two classes. There is often not an obviously better or worse choice for this category, so pick one that seems right to you.

Armor - Choose either of the two allowed armor lists. Alternatively, choose to be allowed some, but not all, of the armor on the more favorable list. For instance, a Warrior/Mage might only be able to wear leather or chain armor.

Initiative - Choose the base initiative bonus of either of the two classes. Alternatively, average the Initiative bonus of the two classes together. An Initiative bonus of +1 is a fine choice for most multiclass characters.

After designing the basics of the class, choose which of the special abilities the multiclass character will have access to from each of the two classes. As above, try to take roughly half of the abilities from each class. Alternatively, it may be fine with your group if you heavily favor the special abilities of one of the given classes over the other. However, we usually find it best if a multiclass character avoids ever having all of the special abilities of any one class.

Warriors have access to weapon specialization and knacks. These two abilities, on top of their high base attack bonus and hit dice, make them the best fighters of all the classes. For most multiclass warriors, you will choose one or the other of these abilities. If you choose to give your character access to knacks but not weapon specialization, the character cannot then later take the Knack: Weapon Specialization. That would be exceedingly silly.

Rogues have access to a great number of skills, which is their primary advantage over other characters. They also have extra Fortune Points, which is often a bigger help than it seems at first. Most multiclass rogues will choose one of these abilities or the other.

Mages are the most complicated class to work with. They have the ability to sense magic and to cast three different kinds of magic. Most multiclass mages will do fine with having either the ability to cast cantrips and rituals but not spells, or the ability to cast spells but not cantrips or rituals. There is a lot of room to play around with these combinations though, so make sure everyone in the group agrees it's a fair deal.

After you have made all of these choices, you should have a complete custom class. As an example of a multiclass character, take a look at our Elven Highborn, a classic hybrid of a warrior and a mage, as well as a good example of a character from one of the above fantastic creatures.

The Elven Highborn

The Elven Highborn is a young fae noble who finds himself in the lands of men. The class is a hybrid of the warrior and mage classes. This character can cast cantrips and rituals like a mage, but is also a skilled fighter.

Hit Dice: d8
Initiative Bonus: +1
Armor: The Elven Highborn may wear any armor lighter than plate.

Special Abilities

Weapon Specialization - Elven Highborn have a favored weapon with which they are particularly skilled. Pick one weapon at first level. Your character receives a +1 to hit and +2 to damage while wielding that weapon. The Elven Highborn begins the game with this weapon for free.

Spell Casting - The Elven Highborn learned magic in the ancient style of the high elves, and may cast cantrips and rituals, but may not cast spells. They learn their magic in the same way as other mages.

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

Lords of the Fae - As a lord of the faerie courts, the Elven Highborn gains 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. The Elven Highborn has only two Fortune Points instead of the usual three.

| 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

How to Play

Containing rules for using Playbooks and Scenario Packs for

Beyond the Wall and other Adventures

INTRODUCTION

One of the main goals of *Beyond the Wall and Other Adventures* is to provide groups the tools they need to play a game, from character creation to either victory or defeat, in a single evening, with little to no prep work on anyone's part.

We love a good, long-running campaign as much as anybody, but we have often found, as we have gotten older, that it is hard to schedule a frequent and consistent meeting time, and many people do not seem to have the free time to prepare between sessions. Moreover, we strongly believe that it is beneficial for there to be a way to pick up a fantasy roleplaying game for the first time and play it more or less right away, straight out of the box. New and old gamers should have available to them an option for playing a quick and fun game with little fuss.
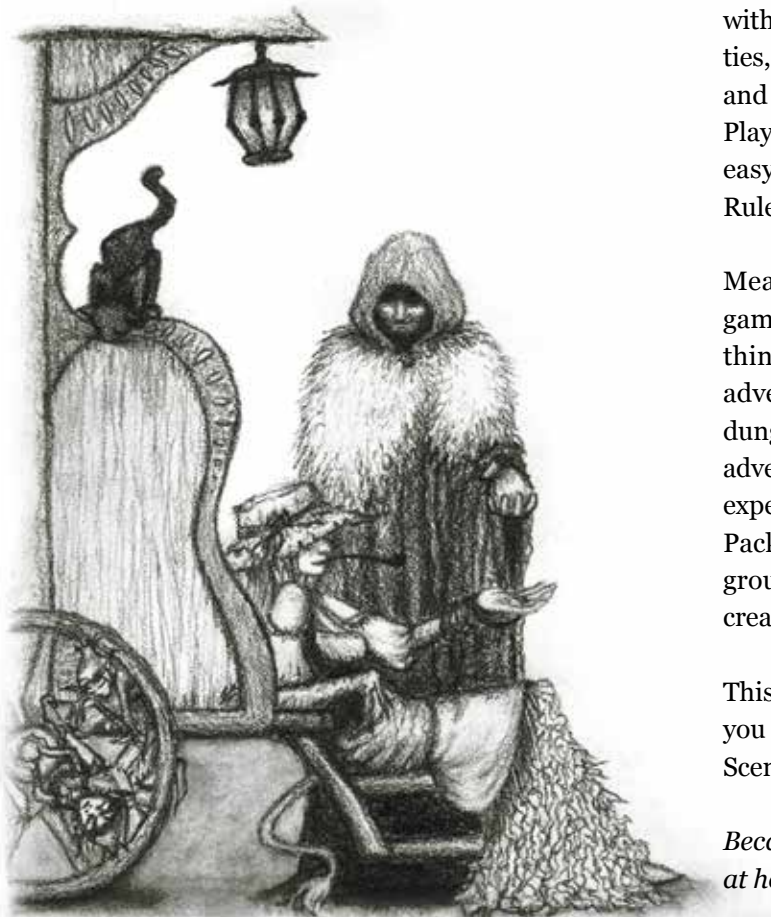
This basic version of the game comes with six different Character Playbooks and two Scenario Packs. New Character Playbooks and Scenario Packs can be found at www.flatlandgames.com. We also encourage you to make your own and share them with friends. If you come up with one you particularly like, let us know!

The 'Core Rules' section gives standard rules for creating simple characters, but we recommend using our Character Playbooks instead. With a set of these Playbooks, the players can, in an hour or less, create a group of interesting characters from the same village, with a shared background, who are ready for adventure.

It is important to remember that the characters you will make with these Character Playbooks will already come with all of their ability scores, skills, class special abilities, and everything else, including starting equipment and some extra coin to spend. If you use a Character Playbook, you should completely ignore the quick and easy rules for making characters found in the 'Core Rules' section.

Meanwhile, we also provide Scenario Packs for the gamemaster to use. These booklets give a GM everything necessary to provide a satisfying off-the-cuff adventure: monsters, motives, npcs, and even short dungeons. Such Scenario Packs differ from traditional adventure modules in that they provide a different play experience every time, and the events of the Scenario Pack are directly tied to the characters' shared backgrounds and their lives in the village which you will create together.

This section gives you all the information and advice you need to play using these Character Playbooks and Scenario Packs.

Because the first adventure is the best, and it begins at home.

Getting Ready to Play

The first thing the group should do, after finding some comfortable seats and grabbing some dice and pencils, is design their characters together. Each player should choose a Character Playbook that looks interesting to him and let the other players know what he has.

The gamemaster, meanwhile, should be preparing to take notes in her Scenario Pack. She will also have her hands full keeping up with the players' ideas and helping shape a background narrative for the group.

What do the players do?

Childhood

The first three tables in each playbook deal with a character's time as a small child. The characters should take turns rolling on the tables one at a time. Their characters were all friends, and this is their first chance to figure out how they might have known each other growing up. Do not worry if two or more characters get the same results on some of these tables; in fact, that's great. Do two characters have parents who were merchants? If so, does this mean that they are siblings? It's a great hook to have two characters with a tight bond. On the other hand, maybe their parents were rival merchants in town, but they became fast friends nonetheless. That makes for a good story too.

The important thing to remember is to slow down and elaborate on your results as you go. It's no fun just rolling dice, one after the other, and making notes, so talk and collaborate. The results on the tables only give you a bare bones description of background events, and it is up to the players to weave a story out of it all. You do not need anything too elaborate here (the best stories come up in play anyway), but you can certainly start learning a lot about your characters.

Class Training

The next four tables in each playbook let you know how your character became a warrior, rogue, or mage. These tables are different for all the Character Playbooks, so

you shouldn't have any repeat actions showing up here. Again, all the players should take turns making their rolls and let the other players know what happened to their characters growing up.

You can learn a lot about your village as you make these rolls. Did your character train with an old mercenary in town? Is that mercenary still around? Do the other characters spend time with him too? (Remember: if you live in a small village and there are two similar descriptions, they probably refer to the same person.)

The third table in this section is special, as it involves not just your own character, but also the character belonging to the player on your right. You'll learn about something that the two of you did together from this table, and the result will affect both of your characters. These things happening in your past should seem quite natural, as you are close friends in a small place, so you were bound to be together for some important events.

The last table is also a little different; it gives you a special item of some sort. That item might be some extra money, a minor magic item, an odd trinket, or even a house in the village. You might not even know the value of these items yet, but your GM is very clever, and she is already scheming.

Important Rule for Players!

While you are rolling on the various tables for your character, you may get a particular result that you absolutely hate, or you may just see a result that you missed that you really love. Once during character creation, you may ignore the result of a roll and pick anything you like from that particular table. No fair going back and doing this later! Just do it when it feels like you need to so that you can make your character conform to your vision.

The Other Bits

You're almost done with your character now. Total up your Ability Scores and jot them down on your character sheet, as well as any other information you need from your playbook, like your saving throws. You should also pick an Alignment now. You can check the rulebook for more on the three Alignments, but if you are really unsure, just pick Neutral. You also probably have some money to spend, so you can pick a couple items that you really want and give your gamemaster some time to plan things.

You also will need to record your class abilities. Most of these will have been taken care of when you were rolling on the charts in your Playbook. For instance, rogues will have already generated their extra skills, mages their various spells, and warriors their weapon specialization. However, a rogue's special 'Fortune's Favor' ability, and a mage's 'Sense Magic' ability should be recorded now.

Also, if the group thinks it is important, you can pick the languages that your character knows. Everyone speaks a common language which they share, but characters with high Intelligence scores can know more.

What does the GM do?

Make Notes

The things your players are rolling on their playbooks' charts and their embellishments as they chat around the table are gold for you. Your GM Scenario Pack has lots of places for you to write down important people, places, and things that come up during this part of character creation.

In particular, most of the Scenario Packs have a table or two with blank spots for things that come up while the players are making their characters. You will need to fill those in now, as the players are chatting and rolling, so that you can figure out the results of that table when the time comes. Any time something from their tables or their own brainstorming grabs your interest, make a note of it in your Scenario Pack on these tables.

Guide the Players

It's important to look at how much time you have to play and guide the players through the character creation process so that they will still have time to get into the adventure on the same night. The dungeon is waiting, and they do not want to miss it. We find that if you have about four hours to play, you should spend around an hour on all the pregame stuff and then two to three on the adventure itself.

Alternatively, perhaps your players are being tight-lipped or having trouble coming up with ideas to embellish their characters. That is a great chance for you to step in and prompt them with leading questions like, "John, I notice your dad was a smith, and that Jill trained with the smith. I take it that's the same guy? Did you help at the forge too, or were you too busy learning from the witch?"

Roll on Your Tables

You have tables in your Scenario Pack too, and they will help you come up with the background for tonight's adventure. While the players are making their rolls, you should make yours too. Do not miss out on any juicy bits from their discussion though, as you can always take a minute to make your rolls while they are filling in their sheets or picking equipment.

As you fill in information in your Scenario Pack and see the results of your table, you should begin to get a vague idea of what is going on. Just as with the players, you will only have basic descriptions of things in your Scenario Pack. It is up to you to weave it all together.

Many of the Scenario Packs provide short "dungeons" for the climax of the adventure. If so, go ahead and roll on these tables as well so that you aren't stumped when you get there.

What do we all do?

Recent Events

By now, the players should all have characters with a history together and the gamemaster should have an idea from her Scenario Pack of what's been going on recently near the village. All we need now is an impetus for those characters to get out the door and on their adventure.

Each Scenario Pack has a table called 'Recent Events.' Each player, in turn, should roll a die and see what happened to his character some time within the last couple of weeks or so. The character belonging to the player on his left was there with him for his recent event, and has a chance to help him out. This means that every character will have been involved in two events, and they should be weird and intriguing enough to get the players ready to get into the action right away once play starts.

Each result on the Recent Events tables gives the player an option of acting on the event and, thereby, making a roll. This is a good chance for the players to test out the rules and learn how to make tests. Do not forget, the player to the left was there with you for the event, so he can help out if he has a relevant skill or a Fortune Point. Be careful though, as any Fortune Points spent during this part of the process will be unavailable to the character when play begins.

The GM should do her best to make the results of these rolls meaningful. If the characters succeed on an interesting check during their recent event, let them start right off with a clue as to what is going on or information about whom they need to watch. Don't give everything away, but it's okay to let them know some things now; it only makes it easier for them to start the game right away.

A given Recent Event can only happen once. This means that if a player rolls the same event as one that has already happened, he will need to go to the end of the table and find the special events. The first unused special event happens instead of what he originally rolled.

Some Scenario Packs have different types of Recent Events, such as a single group event that all of the characters take part in and which immediately jump starts the adventure.

Take a Breather

You are ready to start the game now, so take a couple minutes to grab a drink and let the GM finish making notes. You should have plenty of time left for the adventure ahead of you.

The Gamemaster's Most Important Job

The gamemaster is going into this game with a fair amount of information overload; a lot of things are coming from a lot of directions. Cool. You've got a lot to play with that way. Your job is to figure out how to relate the best bits of the player characters' backgrounds that they are getting from their Playbooks with what you're getting from your Scenario Pack. This requires finesse and creativity, but we find that most people get the hang of it.

Remember, these Gamemaster Scenario Packs are not traditional adventure modules: they don't give you a pre-made game session, ready to go. The whole point is for you to make up your own adventure scenario and play it in a single evening, so have fun and roll with the punches. If you need a minute to figure out how two or three things go together, just tell the players that you need to think, come up with something that seems fun, and go with it.

BUILDING THE VILLAGE

As an optional way to add some depth to the game and make things easier on the gamemaster, the group can use the Character Playbooks to build a map of the village while the players are making their characters. Use the worksheet provided at the back of this book and available for download at www.flatlandgames.com to draw your village map.

You will notice that the map already has a place for the inn, located at the center of town. In fantasy literature, the local inn or tavern is frequently a site of adventure and fellowship and serves as a central location for life in the village, so we consider it a given that this location is important to the game. It also gives a nice visual in the center of the map.

Likewise, you'll also notice that there is a box to one side with spaces for important people in the village. Feel free to go ahead and list the inkeep if you think he will be important.

The players and gamemaster will now take turns adding locations and important NPCs to the map. Any time players see the symbol to the left beside one of the tables in their Character Playbooks or the Scenario Pack, they may then add a location of interest to the map. This location may or may not be directly related to the result that they just rolled on the table itself. The player should feel free to use the result as inspiration or just to make up something that interests him.

Example: Jillian just rolled a result telling her that her new Village Hero character excelled at various games while she was growing up. Jillian may decide to add a practice field for the levy on the outskirts of the village where her character frequently won sporting events, which would certainly fit with her roll. However, she could just as well decide instead to add Grandfather Oak, an ancient and rune-carved tree under which her character often sits by herself or gathers with her friends to tell stories.

Players and the gamemaster also get to invent other characters in the village. When players see the symbol to the left beside one of the tables in their Character Playbooks or Scenario Pack, they instead add an important NPC to the list on the side of the village map. As with the map locations, this NPC may or may not have anything to do with the results of their most recent roll.

By the end of character creation, you should have a rough map of the village with some interesting locations and people to use during the game. These people and places are good candidates for placement on the tables in the gamemaster's Scenario Pack, too. The map that you end up with will not, of course, describe every NPC in the village, or have every building or location, but that's okay. The players can point to it during play and get a rough idea of where they are at any given time, and the gamemaster and players can add to it as the game goes on if they find themselves returning to a spot which is not drawn there yet.
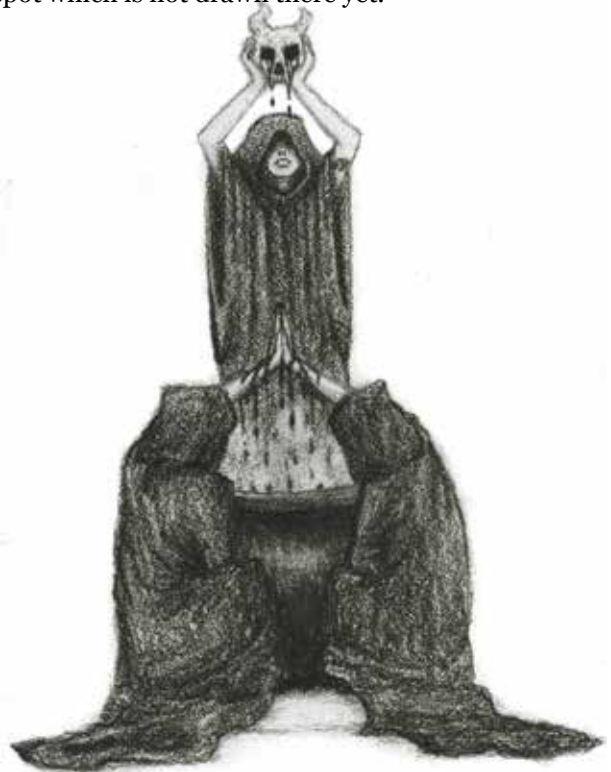
RUNNING THE GAME

Now it is time to get to the adventure itself. The gamemaster should have everything necessary to get the players hooked and interested. The Recent Events tables in the Scenario Pack probably already have the characters ready to save their friends and their home. Here are some tips to help the GM while running the session.

KEEP THINGS MOVING

When things start getting slow, ramp up the drama. Ideally, your players will be driving the story forward from the beginning of play; after all, they've had a lot of odd recent events, and this is their own home that is in danger. However, sometimes things drag, or the characters find themselves lost without a clue as to what to do.

When this happens, throw something new at the players. The cliche example is a sudden attack. That certainly works, but so might a stranger with a special, unforeseen clue, or a musty tome found in the ancient temple at the edge of town.

The secret here is this: most players want to roll dice, and they want their rolls to matter. You achieve this by picking interesting obstacles and clues that play to the information on the character sheets: ability scores, skills, family, and personal history.

MAKE IT PERSONAL

The Character Playbooks and the GM Scenario Pack already help you tie the events of the adventure directly to the characters' lives, friends, and families. If you feel that they need another hook, keep it up!

The villages and other settings portrayed in *Beyond the Wall* are generally rather small places, and everyone knows everyone else. If you need someone to be revealed as a masquerading faerie, look first to the characters' friends from their playbooks. If someone from town needs to stumble upon the dragon's cave, have it be one of the characters' fishing buddies. Take advantage of the lists of names in the Scenario Pack to make every NPC unique and a little more of a person to your players.

It's worth watching that you do not only have terrible things happen to a character's personal acquaintances. When things get slow for the young village hero, it is fine to have her father kidnapped by wicked goblins from the silver mine, but if this happens with every one of her relations, she might start wishing she did not have any at all. A character's family and friends can also be great sources of hints and information, and they can help the characters when they need it most.

SPECIAL ITEMS

Many of the Character Playbooks give some truly odd items to a starting character: a branch from the Dark Heart of the Wood, an engraved ring, etc. These trinkets may be useful or not, but they are a great source of hooks for the gamemaster.

Often, in the source fiction from which Beyond the Wall *draws inspiration, heroes find that they have held something special all along which is useful to them. You might find it useful to have one or more of these trinkets be minor magical items which are important in the adventure.*

For instance, perhaps the branch which the woodsman pulled from a twisting hawthorn in the forest is actually a charm against the fae, and will hold them at bay for several rounds in a dangerous combat. Or maybe the nobleman's daughter has been holding on to an ancient standard which has the power to rally the men of the village to her side in the most dire moment of an attack from the north.

This works best if you plan it at the start of the game and give the players hints, but don't be afraid to pull it out at the end if the players get in a serious bind and it's needed.

Avoid Illusionism

Illusionism is a term used to describe a particular problem with seat-of-the-pants GMing in roleplaying games. Illusionism happens when a gamemaster makes sure that every choice the characters make is the right choice (or vice versa). For instance, the characters enter a small cave and come to a junction. One way leads to the end of their quest, the other to something else. The GM waits for the characters to say which way they are going, and then immediately places the end of the quest in that direction.

This is certainly not the worst thing in the world, but it can make some players feel that their choices do not matter at all, and they would be right. If the evil wizard will be down the right hand path if I choose it, but down the left if I choose that way instead, then why did I choose at all? Why didn't the gamemaster just make a single hallway taking me straight to the destination he had in mind?

You can avoid Illusionism fairly easily, even while running things on the fly. If there are two ways to go, simply decide which way leads to the evil wizard, even if you only make that decision five minutes (or five seconds) beforehand.

Let the players fail, because those failures will make their successes all the sweeter. It is okay if they stumble off the track, or reach a wrong conclusion. And if they succeed a little too quickly and easily, let them! Sometimes they deserve it.

Tone

At its heart, *Beyond the Wall* is a game about young heroes who find themselves in over their heads and have to grow as a result of their experiences. Their world is often gritty and dark, but it is never grim. The characters have a chance to save their homes, their friends, and their families, but their success is not guaranteed.

Remember that those homes, friends, and families must be worth saving for the story to have meaning. If every NPC in the village is a duplicitous scoundrel who lies and cheats the characters, then they won't have much reason to want to stay there and protect everyone. That is not to say that there aren't any such scoundrels

in the village; there almost certainly are. But it is okay to have one character's father live through his troubles and another's boyfriend be genuine and helpful. Make home seem dangerous during the session, but make it seem like it could be the safe haven the characters want it to be.

Compared to some games, our characters start out relatively competent, but certainly not immune to danger. A 1st level warrior with a couple of high ability scores can hew down goblins rather easily, but a well placed sword blow or two will still bring him to his knees. The players and the GM should remember these limitations and not take undue risks. It is probably worth facing the axes of the invading northmen if it involves protecting the endangered father or the genuine boyfriend, but characters would do well not to go looking for trouble when it does not serve their ends.

Magic is mysterious and dangerous. Unless you want them, there are no 'mage's guilds' or 'magic shops.' A mage PC is likely to be the only wielder of magic in the village beyond the witch, whose powers are often subtle and earthy. If a character openly casts a flashy spell, such as Burning Hands or Conjure Darkness, it will likely be a thing told about in stories for a long time in the village.

There is an unseen world which lurks just beneath the mundane. Spirits and demons of Chaos abound, and there are creatures in the woods that mothers describe to their children in tall tales. For the most part our characters are just encountering the supernatural as the game begins. Their Character Playbooks have probably provided them with hints of this world, for the PCs are unusual people who might have already had a brush with the supernatural.

The lands outside the village are dangerous, but they are also also beautiful and enchanting. The faeries in the woods can kill a man, or take him captive for an age, but they also give the greatest of gifts, sing the sweetest of songs, and have a beauty unknown to mortals. After saving their own village from the dangers of the gamemaster's Scenario Pack, the characters should have a sense of this beauty and danger, and they should have a reason to continue their stories, go beyond the wall, and seek a world of adventure.

SPELLS AND MAGIC

Containing cantrips, spells, rituals, and magic items for

BEYOND THE WALL
AND OTHER ADVENTURES

INTRODUCTION

This section contains all of the information you need to use magical items, cantrips, spells, and rituals in your game of *Beyond the Wall and Other Adventures*. At the beginning of each section, the rules for using each type of magic are repeated for clarity. While this document contains no new rules for the casting of magic, many rules from the 'Core Rules' section are reproduced here for ease of use.

The lists of spells that follow are by no means definitive, but rather contain the most common types of magic encountered in the game.

Gamemasters and players should feel free to design other spells and rituals for use in their own games of *Beyond the Wall*, or to adapt some of their favorites from other games. If there is a question as to whether a new spell or ritual is too powerful or too weak, we find it best simply to ask the rest of the group for an opinion on the matter.

There are no rules in this document for making magical items beyond some simple potions which may be created by magical rituals. Gamemasters and players are encouraged to find a fun and interesting way to create their own magical items if doing so suits them.

All spells and rituals (though not cantrips) have the following characteristics:

Range: This tells how far the mage can cast a spell. A range of *Self* means that the magic only works on the caster. *Touch* is self-explanatory. *Near* spells only affect targets within the immediate presence of the caster (perhaps 50 yards in an open field, or in the same room if indoors). Spells with the range of *Far* can affect things at even greater distances; the spell description will say just how far. Some few spells have a range of '*the Cosmos*,' meaning that they affect things from outside of our own plane of existence, such as creatures within the realm of Chaos, or the deepest parts of the world of Faerie.

Duration: This tells you how long a spell lasts, either in terms of rounds or, for longer lasting magic, in terms of hours, days, or other real measurements of time.

Save: Magic which affects people directly often allows the target to make a saving throw to resist the spell. This entry tells you whether the target gets a save or not. Unless otherwise noted, the target should make a saving throw versus spell.

Cantrips do not have all of these characteristics, as they are always assumed to have a range of Near, special durations explained in their text, and they always allow their targtets to make a saving throw. Their entries, therefore, do not list a range, duration, or save.

Additionally, cantrips and rituals require ability score checks, and so each listing tells you whether the cantrip or ritual in question checks Intelligence or Wisdom.

A MAGE'S SPELLBOOK

We assume that our characters have committed any spells, cantrips, and rituals which they know to memory, and so have no use for carrying around a spell book containing that information.

However, a wizard must have learned spells somewhere, and that often means that these spells were written down and studied initially. Players of mage characters may elect to carry with them a written book of spells and rituals which they know. Characters may also find other such books in the course of their adventures, offering them opportunities to learn new spells.

If a player chooses to have a mage character carry a book of spells, there is no immediate benefit for doing so, but it may give the character extra bargaining power with other NPC wizards who might wish to trade arcane knowledge.

CANTRIPS

To cast a cantrip, the mage makes either an Intelligence or Wisdom test (each cantrip's description says which). Success means that the cantrip works more or less as desired. When a mage fails a cantrip roll, one of two things can happen at the player's discretion: either the mage finds himself robbed of his magical energy, or the magic spins out of control.

If the player chooses to run out of magical energy, then the mage has exhausted himself and is unable to use magic of any sort until he has had a full night's sleep. Additionally, any spells or rituals which the mage had cast earlier and which are still in effect immediately stop (barring, of course, spells with a duration of Permanent).

If the player decides to have his cantrip miscast, then the magic has gone horribly wrong. This is dangerous, because now the GM may decide what happens with the magic. In all instances, the spell should have a deleterious effect on the character or his friends; perhaps a light spell darkens an area just when the party needs some light, or a hex meant for an enemy affects the mage himself instead.

In general, cantrips produce only minor effects. They cannot damage a target, they only work at 'Near' range, and they do not produce any permanent effect. The description of a particular cantrip covers roughly what it can do. The gamemaster may determine that a mage is stretching the abilities of a given cantrip and so assign a penalty to the check.

Some cantrips allow a caster to impose penalties to die rolls on opponents, such as by cursing or hexing them. Cantrips are too weak to give any opponent a penalty worse than -2 to a roll.

BEAST KEN   (Wisdom)
A mage with this cantrip speaks the language of the beasts, and may even attempt to call them to him, as the wolf howls to its pack. The caster may speak to any non-magical beast. Casting this cantrip also predisposes most animals to speak to the caster where they otherwise might have fled or attacked.

A mage may attempt to speak to multiple types of animals at once, incurring a -3 for each additional type. Convincing animals to take action would also call for a -3 penalty if the caster is attempting to convince the beasts to act outside of their own perceived best interest. In general, animals will not endanger themselves for the user of this cantrip, though a mage may try with a large penalty of -6.

BLESSING   (Wisdom)
With a touch and a word of hope, this cantrip allows the mage to help an ally with a specific future task, giving him +2 to a single roll. When a mage casts the spell, she must name the task for which the character will receive the bonus (e.g. "Smite your enemies!" or "Craft a wondrous sword for the Duke!").

The mage may attempt to give even greater bonuses to her subject, taking additional -5 penalties for each additional +1 she wishes to bestow.

CONJURE SOUND   (Intelligence)
A mage with this cantrip is a master of aural trickery, and may produce sounds with but a wave of his hand. Sounds such as footsteps, clattering, and screams are all at his beck and call. Normally this cantrip produces an indistinct, quiet sound.

A mage may take penalties to make these sounds louder or more specific. For instance, producing indistinct music to the right of a target would give a -3 penalty, while a very specific noise, such as a particular song emanating from directly behind a target, would give -6.

DRUID'S TOUCH   (Wisdom)
Someone with the Druid's Touch can get any cutting to root, any plant to blossom. No matter how small his garden, he will have an abundant harvest. Normal use of this cantrip causes a single plant to sprout and grow

at a prodigious pace (sometimes even springing from the ground before your eyes), or an entire garden to grow at double its normal rate.

This cantrip can even heal a wounded or blighted plant and make it whole again, though doing so gives a -3 penalty to the roll. When the wind is right, a mage with this cantrip can get the trees to tell him their secrets; a -6 penalty allows the mage to speak with a tree, though they often converse in ways alien to man.

HEXING   (Wisdom)

The caster fixes the target with his will and utters a curse. The caster must specify an action such as "strike with a sword," "climb a tree," or "talk to a noble," and the victim then receives a -1 to his next roll involving this type of action.

The caster may utter a stronger curse, giving his victim a -2 to his roll instead, but must take a -3 penalty to do so. The caster may take a -6 penalty to have this cantrip affect the victim until the next sun-up or sundown.

GLAMOUR WEAVING   (Intelligence)

Mages with this cantrip are illusionists, able to conjure silent images. These illusions are simple visions with no depth or weight. Normal use of this cantrip produces the image of a small, immobile object of unimpressive design.

A mage may produce larger or more detailed images by taking a -2 penalty. Creating moving illusions is even harder, and gives a -4 penalty.

MAGE LIGHT   (Intelligence)

This cantrip produces a moderate amount of magical light. This light may appear from a physical object in the possession of the caster, such as the tip of his staff or an amulet, or as a simple ball of floating light. The cantrip produces enough light to illuminate an area of about 30 yards; the light is dim, but just strong enough to read by.

A mage may attempt to produce more light at a penalty to his casting roll; summoning the light of several torches into a room gives a -3 penalty, while the equivalent to full daylight would call for a -5 penalty. Producing several globes of colored light that move about on their own would call for similar penalties, as would trying to cast the cantrip in such a way as to produce the light in a particular spot at a distance from the caster (for instance, before the eyes of an enemy, in order to distract him).

Lights produced with this cantrip last as long as the caster is able to concentrate on them. Being struck in combat or failing the roll for another cantrip will make this spell end immediately.

SECOND SIGHT   (Intelligence)

Using this cantrip allows the caster to see spirits of all sorts: the dead, faeries, and demons of all stripes. This cantrip only grants the caster the ability to perceive these spirits; if she wishes to converse with them, she must know their language.

A mage with this cantrip can also attempt to command a spirit if she knows its true name. Rules for doing so are covered on p.25 in the 'Core Rules' section along with the rest of the information on true names.

Spells

The simplest and most reliable sort of magic comes in the form of spells, codified effects taught to mages by their masters or studied from books. Each spell works in a particular way every time it is cast. They tend to be more powerful than cantrips and weaker than rituals, though they are safer and more dependable than either.

A mage may cast a number of spells per day equal to his level. After that, he is considered to be exhausted and may cast no more, though he may still attempt to cast cantrips or rituals.

Mages spend a long time learning spells and recording them for their own use. In order to learn a new spell, a mage must spend a full week studying it from a book or a mentor and then make an Intelligence test. If the test is successful, the mage now knows that spell and may cast it as normal. If the test fails then the mage must wait to attempt to learn it again until he has gained another level.

Abjuration
Range: Near
Duration: Instant
Save: yes
The mage makes the sign of banishing, and attempts to send a single disembodied spirit back to its home realm. The target must make a saving throw or immediately return to its home realm. This spell only affects spirits not of the natural world who have found their way here from other planes of existence.

Banish Undead
Range: Near
Duration: 10 minutes/level
Save: yes
This spell causes mindless fear in all sorts of undead. When the mage casts this spell, any undead creatures in his presence must make a saving throw versus magic or else immediately flee from the caster and hide for the duration of the spell. The targets are free to act normally afterward.

Bar the Way
Range: Touch
Duration: 1 minute/level
Save: no
With a touch and a word of power, the mage bars an ordinary door or gate so that none may pass. Determined opponents may still batter down the door frame by brute force, but the door simply will not budge.

Blight of Loneliness
Range: Near
Duration: 1 hour/level
Save: yes
An old witch's curse, this fearful spell makes the target repulsive and uncouth to all those around him. For the duration, the target automatically fails all Charisma checks of any kind. Wise victims find a quiet place to avoid the company of others.

Brave the Flames
Range: Self
Duration: 2 rounds/level
Save: no
Even ancient dragons have some small cause to fear a master of the magical arts. For a brief time, the caster of this spell gains the ability to walk through flames and reach into raging fires. For the duration of the spell, no fire of any kind may harm the caster, even magical fire or the breath of dragons.

Burning Hands
Range: Near
Duration: Instant
Save: yes
The caster spreads her hands as her eyes glow with a fiery intensity and flames shoot from her fingertips. The resulting fan of fire extends five feet in front of her in a large arc, causing 1d3 damage, plus 2 points for every level of the caster to all living things within the arc of the flames. Targets who make a saving throw versus spell take half damage.

Call the Swarm

Range: Near
Duration: Concentration
Save: no

The caster speaks in a harsh and whispered tone and the land crawls to her call. A swarm of small animals, such as bats, insects, or rats, comes from the immediate area and moves roughly as she commands. The precise type of creature is dependent upon the local fauna. Those caught in the swarm take 1 point of damage per turn. The swarm persists until dispersed or until the caster loses concentration; the caster must focus on directing the swarm and nothing else for the duration.

Commanding Word

Range: Near
Duration: 1 round
Save: yes

With sheer force of will, the mage can force another to obey a single-word command. The target will not directly harm itself, but will otherwise carry out the precise command immediately. A successful saving throw means that the target may ignore the caster's command.

Clear Eyes

Range: Self
Duration: 1 hour/level
Save: no

Passing her hand over her eyes while making a sign of power, the caster sees through other mages' illusions. For the duration of the spell, the caster immediately knows all illusory images from true. She still sees any illusions around her, but immediately knows them to be false. Note that this spell gives the mage no special ability to see invisible or incorporeal things.

Conjure Darkness

Range: Near
Duration: 3 rounds/level
Save: no

The entire area in Near range of the caster is blanketed in a shroud of darkness. No light, even from magical sources, can penetrate the abyssal blackness the mage has brought down upon the area. The only exception would be magical light produced by a mage of a higher level than the caster, which will banish the darkness and end the spell immediately.

Entanglement

Range: Near
Duration: 10 rounds
Save: yes

At the behest of the mage, all the plants within near range twist and reach out to grab and hold any creatures, save the mage himself, that enter their range. A successful saving throw will allow a slow escape, but at no more than 10 feet per round.

Evade The Dead

Range: Touch
Duration: 4 rounds/level
Save: no

The target of this spell passes by any undead creatures without their notice, hiding from their dead sight. An undead creature of any kind simply does not notice the character in any way for the duration of this spell. Attacking undead creatures in any way will end the effects of the spell immediately.

False Friend

Range: Near
Duration: 1 day/level
Save: yes

Magic is an alluring force. If the target of this spell fails his saving throw, he believes that the caster is his trusted ally and bosom buddy. While he will not commit suicide for the caster, he will go to great lengths to please him, acting in all ways as a trusted ally and friend of the caster. If the target is being threatened by the mage or the mage's allies, he will receive a +5 to his saving throw. If cast in combat, the spell simply will not work at all, as the target's sense of self-preservation will override any power the magic might have over him.

Feather Fall

Range: Touch
Duration: 1 round/level
Save: no

With a quick wave of the hand and a whispered word, the target falls no faster than a feather, taking no damage upon landing. Of course, if the target is still in the air when the spell wears off, her vertiginous descent begins anew.

Flame Charm

Range: Near
Duration: Concentration
Save: no

Some mages know the tongue of the flames. They can speak soothing words to them, causing fires to dwindle to small coals, or they can speak words of anger, causing the flames to leap higher and dance about. This spell does not create a fire, but may increase or decrease an existing fire's brightness or intensity. The flames still require the normal amounts of fuel, and the caster may do nothing but focus intensely while controlling them.

Flash of Brilliance

Range: Near
Duration: Instant
Save: yes

The mage makes the ancient sign of light with the fingers of both hands, then claps them together with a sharp crack, producing a blinding flash of light. Everyone in the area except for the mage himself must make a saving throw versus spell or be blinded for 2d6 rounds.

Forgetful Mind

Range: Near
Duration: 1 hour/level
Save: yes

This wicked spell makes the target forget almost everything of importance for the duration. The target knows who he is and who his friends are, but must make a successful Intelligence check to remember the details of important events. Furthermore, the target loses the benefit of all skills for the duration of the spell.
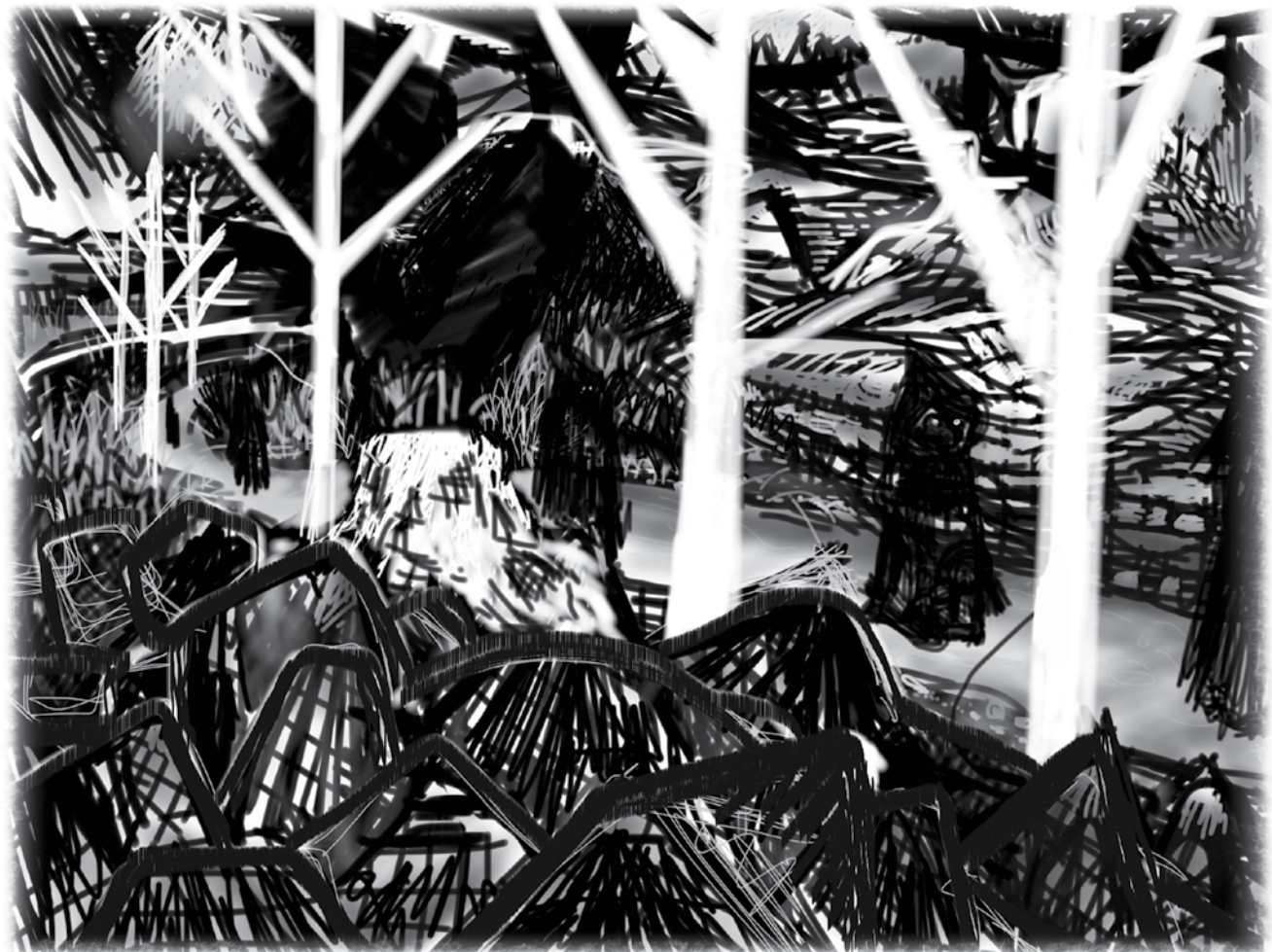
Friend's Call

Range: Far
Duration: 1 day/level
Save: no

When in great danger, a mage may call to his friends and give them magical knowledge of his location. This spell targets any one party member, ally, or family member of the mage. The target instantly knows that the mage is in danger, and may sense the mage's location for the duration of the spell.

From the Brink

Range: Touch
Duration: Instant
Save: no

The mage whispers soothing words of healing to a dying target who is at 0 hit points or lower. The target immediately stabilizes and recovers with 1 hit point. This spell may also be used on vanquished enemies so long as it is cast within a minute or so of their defeat.

Great Endurance

Range: Near
Duration: 1 hour/level
Save: no

For a short time, the caster and his companions are filled with an unusual vigor and health. For the duration, they automatically pass any Constitution checks required of them, ignore the effects of any poison, and any penalties they may have incurred due to fatigue or other such considerations.

Greater Illusion

Range: Near
Duration: Concentration
Save: yes

By speaking ancient words of power, the caster calls forth an image. These ghostly images appear real but have no substance. They make sounds roughly appropriate to the type of image created, but are incapable of any sort of intelligent speech or thought. The phantasms will endure until the mage's concentration is broken. Viewers who have a probable reason to believe that the images might not be real may make a saving throw versus spell; success means that they recognize the shapes as only empty visions. This spell cannot create an image larger than around the size of a horse, nor can it create more than three separate images at a time.

Healing Touch

Range: Touch
Duration: Instant
Save: no

Perhaps the most sought after of magics, Healing Touch allows a spellcaster to save even those who have been gravely wounded. The mage lays his hands upon a wounded subject and life flows from his touch. The target regains 1d8 hit points as his vitality is restored.

The Howling

Range: Near
Duration: 1 round/level
Save: yes

The caster calls out painful words of magic, her voice growing to a howling shout. Soon, many voices rise on the winds, creating a deafening cacophony in the immediate area. Everyone in near range, both friend and foe, must make a saving throw or else cover their ears and do nothing else for the duration of the spell. Even those in range who succeed at their saving throws suffer a -2 penalty to all actions. Creatures who cannot hear, or who are mindless, such as skeletons and zombies, are unaffected.

Inspiration

Range: Near
Duration: 3 rounds/level
Save: no

The caster calls mystical power to aid himself and his allies, increasing their skill, bravery, and fortune. The caster and all allies within range gain +1 to Hit and +1 to all saving throws.

Magic Missile

Range: Near
Duration: Instant
Save: no

When a mage casts this quick and deadly spell, a bolt of magical energy unerringly strikes a target whom the caster can see. The bolt does 1d6+1 points of damage. The mage produces one additional bolt per 3 levels of the caster, so two bolts at level 3, three bolts at level 6, and so on. If casting more than one bolt, the mage may direct all of them at one target or each at different targets.

Masked Image

Range: Self
Duration: 10 rounds/level
Save: no

The mage makes a mystical sign while passing his hands across his face and suddenly appears as another. The caster's appearance, including clothing, height, and weight, changes so that he no longer resembles himself. He may not duplicate the appearance of another specific individual using this spell.

Mystical Shield

Range: Self
Duration: 5 rounds/level
Save: no

The mage pulls the forces of magic into a physical barrier before him, granting him +6 AC against all attacks originating from in front of him for the duration of the spell.

Obscurement

Range: Self
Duration: 4 rounds/level
Save: no

With a simple gesture, the mage becomes hazy and forgettable. She is difficult to see, and won't be noticed by most creatures. She receives +3 to any rolls for sneaking about unnoticed for the duration.

Opening Touch

Range: Touch
Duration: Instant
Save: no

With an arcane sign, the caster forces open any ordinary door or lock. This spell has no effect on magically sealed locks, and cannot move anything which the caster could not muscle open herself, like a heavy portcullis or stone sarcophagus (though it may certainly open any locks on such objects).

Pass without Trace

Range: Touch
Duration: 1 minute/level
Save: no

The mage's touch carries the blessing of the earth, and the target can then pass through any terrain, whether mud or snow or forest land, without leaving tracks or prints of any kind.

Petrifying Gaze

Range: Near
Duration: 1 round/level
Save: yes

The spellcaster freezes his target with but a look. While the spell lasts, a victim who fails his saving throw is held totally immobile, but is otherwise unharmed. If the target is then attacked he is hit automatically, but this ends the spell.

Phantom Skill

Range: Near
Duration: 1 day
Save: no

With a gesture and a blessing, the mage blesses one person in his immediate presence with a skill of the caster's choice. The target is not quite sure how she came by such knowledge, but has the full benefits of the skill for one day, including the ability to help others with her new skill.

Reanimation

Range: Near
Duration: 3 hours/level
Save: no

This dark magic causes the dead to walk. The mage says the words of power and causes 1d4 corpses within near range to become either skeletons or zombies, whichever is appropriate. These creatures are under the control of the spellcaster, and revert to their natural, lifeless state when the spell ends.

Sanctuary of Peace

Range: Self
Duration: 3 rounds/level
Save: yes

The mage creates a sanctuary around herself. Anyone wishing to physically harm her in any way must make a saving throw or find himself unable to do so. The spell ends immediately if the caster takes any offensive action.

Sense Nature

Range: Near
Duration: Instant
Save: yes

A wizard is shrewd and wise, and a whispered incantation can bring much knowledge about a person. By means of this simple but powerful spell, the mage automatically determines the alignment of a single target in his immediate presence. Additionally, the caster may sense if the target is in any way supernatural; for instance, the caster would learn if the target were possessed by a demon, or were really a faerie in disguise, or a shapeshifted dragon or wizard. If the target makes a successful saving throw versus spell, the caster learns nothing.

Silence

Range: Near
Duration: 2 rounds/level
Save: no

The mage raises his hand in an arcane gesture and a blanket of complete silence covers the area around him. For the duration of the spell, no sound of any kind issues from or into near range, including speech or the sounds of battle.

Smuggler's Luck

Range: Touch
Duration: 1 hour
Save: no

This spell makes any one item in the mage's possession completely undetectable by normal means. The hidden item must be no larger than a short sword or a small, full sack, and it must be reasonably possible to hide the affected item on the caster's person. For the duration of the spell, any mundane search of the character will simply fail to turn up the item, though spells of magical detection may find it.

Spider Climb

Range: Touch
Duration: 3 rounds/level
Save: no

With a gentle touch and a secret sign, the mage gives her target the ability to climb upon vertical surfaces and even to hang from the ceiling like a spider. The target must have bare hands and feet, but can then climb across all surfaces exactly like a spider for the duration of the spell.

Swift Step

Range: Self
Duration: 1 round/level
Save: no

After speaking an ancient word of magic, the caster moves with unnatural speed and grace, appearing as a blur to those in her presence. For the duration of the spell, the caster moves incredibly quickly. She always acts first in any combat round, regardless of the initiative ratings of the combatants, she gains a +2 to all Dexterity rolls, and she may run as fast as a horse at a full gallop.

Terrifying Presence

Range: Near
Duration: 2 rounds/level
Save: yes

The caster of this spell moves and speaks with terrible authority and causes his enemies to quail before him. The caster may turn his baleful will toward any one opponent per round for the duration of the spell, causing the target to run, hide, or cower for the remaining duration of the spell. A successful saving throw on the part of the target negates the spell.

Tinker's Gift

Range: Touch
Duration: Permanent
Save: no

This spell makes whole again that which was broken. It can mend broken chains, rings, or other works of metal, as well as ceramics and wooden objects. The targeted object must be small, no larger than a dagger or water jug. This spell does not affect magical items.

True Strike

Range: Self
Duration: 1 round
Save: no

The mage lays a fell hand upon her blade, granting herself precision and power. If she attacks the round after casting this spell, she receives +10 to her attack roll, can hit incorporeal creatures or those immune to ordinary attacks, and does 2 additional points of damage per level should she hit her target. The mage must attack during the next round of combat, or the casting of this spell is wasted.

Veil of Sleep

Range: Near
Duration: 5 rounds/level
Save: yes

The wizard whispers soothing words of magic, causing targets to drift into a deep sleep. The spell affects 2d4 hit dice worth of creatures within near range. The sleep caused by this spell is very, very deep, but otherwise natural. Ordinary noises will not wake the targets for the duration of the spell, but physically harming them does. Targets who make a successful saving throw are unaffected.

Web

Range: Near
Duration: 2 rounds/level
Save: yes

With an elaborate gesture, the mage fills an area roughly 10 feet in diameter with thick, sticky webbing. All creatures in the area must make a saving throw or be trapped for the duration of the spell. Trapped creatures may do nothing for the duration but make a Strength check with a -2 penalty to escape. Monsters with no ability scores instead roll their saving throw again while trying to escape.

Whispering Wind

Range: Far
Duration: Instant
Save: no

The mage speaks to the wind in its own tongue and gives it a message, which it then carries to another person known to the mage. Such a message can travel quite far, around a mile per level of the caster, reaching even distant companions.

Wild Call

Range: Far
Duration: Instant
Save: no

Calling the name of any one type of animal native to the local region, the mage lifts her hands and up to 2d6 available creatures from up to a mile away come to her call. It may take the creatures some time to reach the caster, depending on distance; a group of rats would probably arrive within the round when called at the dockyards, but a pack of wolves may take several minutes to reach the mage in a forest. The animals will be predisposed to help the caster, though they are not her slaves, and may ultimately act of their own free will. For clarity, they are likely to defend her in a combat situation, but not die for her.

Wind Ward

Range: Near
Duration: 1 round/level
Save: no

The mage utters the name of the wind, and it comes to her call, shielding her and her companions with a brief but powerful gale. For the duration of the spell, the caster and all those in near range are completely immune to all ordinary missile attacks, such as arrows, sling stones, and thrown weapons. Furthermore, no flying creatures may approach into near range of the caster for the duration, and those already within range must land immediately. This effect works both ways, so the caster and her allies may not use missile weapons or fly either.

Witch Laugh

Range: Near
Duration: 1 round/level
Save: yes

Those affected by the witch laughter find everything hilariously funny and laugh uncontrollably to the point of pain. After the mage speaks the words of power, the target begins giggling and then laughing more and more loudly as the rounds progress. Initially, affected targets suffer a -3 to all rolls, but, after two rounds of being affected by the spell, they find themselves on the ground, incapable of doing anything but laughing for the remainder of the duration. Targets which make a successful saving throw are unaffected.

Word of Courage

Range: Near
Duration: 3 rounds/level
Save: no

The mage pulls himself up to his full height and shouts ancient words of authority and power, instilling great confidence and courage in all friends within near range. All of the caster's party members in range will stop fleeing immediately if they are already doing so, and will automatically hold their courage and resist any fear effects for the duration of the spell; if called upon to make a saving throw related to natural or magical fear during this time, they will pass the roll automatically.

RITUALS

For the most powerful sorceries, a mage must spend a great deal of time studying and bending the forces of the universe to his will. Rituals are the most powerful form of magic detailed in *Beyond the Wall*, and also the most time consuming.

Every ritual has a level associated with it, and a mage must be of that level or higher in order to attempt to cast it. For instance, a level 3 ritual is simply beyond a mage of level 1 or 2, and he cannot attempt it at all.

Casting a ritual requires a number of hours equal to the level of the ritual, as well as special ingredients detailed in the ritual description. The mage requires complete concentration during this time, and things may go disastrously wrong if he is interrupted.

Should the mage spend the time and special ingredients necessary to cast the ritual, he must then make an Intelligence or Wisdom check (each ritual's description says which). If the test is successful, the ritual works as described. Should the test fail, the general effects of the ritual take place, but with some sort of twist. The gamemaster decides just what goes wrong. A ritual to summon a great cloud of fog may produce a mist of an unnatural color, covering an area greater than intended, while a ritual to send a whispered message over great distances may send garbled words from realms beyond our own instead.

Learning new rituals is a difficult and time-consuming process. To attempt to do so, a mage must be of an appropriate level to learn the spell, and must spend a week in study per level of the ritual. After this time, a mage must make an Intelligence test. If the test is successful, the mage now knows the ritual and may cast it whenever he desires. If the test is a failure, the mage may only try to learn the spell again after gaining a level.

Mages may attempt to cast rituals which they do not know if they have an appropriate source, such as a book or scroll detailing the ritual. This is quite dangerous, however, and the test at the end of the ritual suffers a -10 penalty. Remember that the ritual still happens if this test fails, but will be accompanied by unintended consequences. Many foolish apprentices get themselves into a great deal of trouble doing this.

DIFFERENT VERSIONS OF RITUALS

Each ritual's description includes in it the necessary material components for the ritual, as well as the methods a mage uses to cast it. Some descriptions may seem inappropriate for certain characters, and, in this case, the gamemaster and player may design another version of the ritual with the same effects but different components.

For instance, a druid who protects a natural grove against all incursions might not need the horn of a ram to cast Staff of Might, but would perhaps need a length of petrified oak instead to cast the same ritual.

LEVEL 1 RITUALS

ARCANE EXPERIMENT   (Intelligence)
Range: Near
Duration: Instant
Save: no

With this ritual, a mage determines the general properties of a magical item. The caster identifies the type of magic associated with the item, but not its specific uses. For instance, a mage might determine that a ring which turns its wearer into a snake has powerful properties of transformation, but not exactly how the item works.

Casting this ritual requires the mage to spend an hour in intense study of the item, casting several minor magics during the process and testing the item in various ways. To do so, she needs basic alchemical ingredients, such as salts, herbs, and various semi-rare liquids, as well as a great deal of peace and quiet.

Failing the ritual roll usually results in false information. This ritual may not give any information about certain powerful artifacts, though it can determine the general properties of most such items.

Bind Familiar (Intelligence)

Range: Far
Duration: Permanent
Save: no

Wielders of the arcane arts are often shunned by common folk who do not understand their ways, but some find solace in the friendship of a familiar: a small, intelligent, and magical animal companion. This ritual allows the caster to locate an appropriate animal and bind it to herself as her familiar. A familiar counts as an ally.

The mage must find a suitable, quiet location and burn on a silver plate the droppings of the sort of animal she wishes to attract, along with incense, rare herbs, and some food appropriate to the type of animal. If a suitable animal is within a ten mile radius, it will heed her call and approach her at the end of the hour long ritual. The animal is not yet her familiar, however; she must treat the animal with care and affection for a season, never being separated from it, before she may call it her familiar.

Familiars are more intelligent than the average animal of their kind, rivaling the intelligence of an average human. They can communicate with their masters through an odd combination of animal noises, human speech, body language, and empathic understanding. A mage may see through the eyes of her familiar if she concentrates intensely on doing so. A mage and her familiar will never allow themselves to be far apart; if they are separated by more than a mile, they both become intensely irritable and depressed, and will attempt to find each other by whatever means necessary.

The type of animal chosen for a familiar is personal to the mage in question. They are usually small creatures, such as rabbits, birds, or frogs. A common cat is about as large as most familiars get. Most familiars have the same statistics as the critters entry on p.78 of the 'Bestiary' section. Bats and dogs have their own entries, and also make fine familiars.

A character who begins the game knowing this ritual may be presumed to have already cast it and, therefore, begin play with her familiar already bound.

Exceptional Familiars

As stated in the Bind Familiar ritual description, most familiars take the shape of typical birds, rodents, or lizards and use the critter stats. However, some players prefer to have particularly unusual or strange familiars.

At the group's discretion, a mage may have a more unusual familiar of 2 hit dice. This will certainly make the mage somewhat more powerful, but the difference is usually negligible, especially as the group gains levels. At first level, however, no one wants to be outshone by another character's pet, so it is probably best to stick with simple critters when playing a single adventure session with beginning level characters.

Appropriate 2 hit die familiars would include birds of prey, cat sidhe, spiderlings, wolves, and wyrmlings; if the player wants a particularly large companion or a special mount, a mage's horse could also be a 2 hit die familiar. The GM can, of course, also work with the player to create a unique creature.

Circle of Protection   (Intelligence)

Range: Near
Duration: 1 hour/level
Save: yes

The mage draws a complex series of interlocking circles and warding runes, creating a barrier against creatures of Chaos. Any creature with a Chaotic alignment may not enter the circle unless first passing a saving throw versus spell. Even if they manage to pass the circle, once inside they suffer a -2 on all attack rolls and those within the circle receive a +2 bonus to any saving throws against such creatures.

Other versions of this ritual exist, offering protection from other types of dangers. Examples include: Law, dragons, the dead, and faeries.

To draw the circle, the caster needs quite a bit of chalk and powdered silver (about 20 coins worth of it).

Gather Mists   (Intelligence)

Range: Near
Duration: 1 hour/level
Save: no

This ritual allows a mage to summon a dense, billowing fog over a nearby area. The mist obscures all vision into the area and within it; those trapped in the mists can barely see anything. Normal weather does not affect this witch fog, though a very strong wind from a great storm might blow it away.

A mage wanting to cast this ritual must chant in the tongue of the wind and perform elaborate gestures for the hour it takes to cast it, and must burn incense while doing so. At the culmination of the ritual, he must swallow the tail feather of a bird of prey as he speaks the last words.

Goodberry   (Wisdom)

Range: Touch
Duration: Permanent
Save: no

With the blessing of the unseen world, the berries affected by this ritual become powerful sources of curative magic. The ritual affects 2d4 berries, and anyone eating one immediately heals 1 point of damage.

The best berries for this ritual are those grown by the mage himself, but any fresh, clean berries will do. In addition, the caster must wash the berries with pure water from a fresh spring and store them in a never-before used pouch of soft leather which he has stitched closed himself.

Mage Armor   (Intelligence)

Range: Self
Duration: 1 month
Save: no

The mage draws runes on his skin with the blood of a tortoise, making him resistant to the attacks of his enemies. He gains +4 AC. Every time he is damaged, the magic he has wrought upon himself weakens. Once the caster has taken 8 points of damage, the effect of this ritual ends. The amount of damage the caster can take before losing the bonus AC is modified by +1 per level, so, for instance, a 3rd level mage could take 11 points of damage before losing the bonus.

In addition to inscribing the runes upon himself, the caster must melt five silver coins and then pour the molten metal onto the back of his left hand. The metal does not burn him, but bubbles and evaporates into smoke when it touches his runed fist. At that point, the bloody runes fade and the caster gains the full benefits of the ritual.

Staff of Might   (Wisdom)

Range: Touch
Duration: 1 day/level
Save: no

The caster imbues his own cudgel, walking stick, or staff with magical strength so that he may smite his foes. The weapon gains a +1 bonus to hit and damage, and may harm any foe, regardless of any special rules. This ritual only works on an ordinary piece of wooden equipment.

While casting this ritual, the mage crushes the horn of a ram with a mortar and pestle and sprinkles the dust along the wooden weapon, blessing it with names of power. The mortar and pestle remain intact after the completion of the ritual, but the horn is spent in the process.

Steed of the Sorcerer   (Intelligence)

Range: Near
Duration: 11 hours
Save: no

Wizards and sorcerers of old would ride upon the backs of ghostly steeds with black coats and eyes like fire. This ritual summons such a steed to serve the caster. The beast will suffer no other to sit upon its back and fades to mist after eleven hours of service. It is faster than ordinary horses, and moves in complete silence, its hooves making no sound as they fall.

The caster must sit perfectly still for the hour it takes to cast this ritual, uttering only a single, unintelligible word at the culmination: the name of his dark steed. He must then saddle his mount with a pristine, never used bridle and saddle of black leather, which will fade with the beast when it departs this world.

Unseen Servant   (Intelligence)

Range: Near
Duration: 1 day/level
Save: no

Also known as the "sorcerer's friend," an unseen servant is a spirit of another world, summoned by the charms and will of a mage. The spirit is invisible and incorporeal, but can lift and carry small objects, open doors, and clean chambers. It obeys mindlessly and silently, and will not leave Near range of the caster. It cannot fight for its master, and is not very strong, but it can carry or move perhaps 40 pounds of weight.

This ritual requires that the caster create a small, often horrific looking figure over the course of an hour; some mages carve theirs out of wood, others tie together bundles of sticks and leaves. While crafting this figure, the mage etches runes into it with the point of a knife and then submerges it in water from a pure spring. Finally, the figure is consigned to the fire while the mage calls loudly the name of a spirit from beyond the veil.

Witch's Watchman   (Intelligence)

Range: Near
Duration: 10 hours
Save: no

By pacing out a warding circle around a place of rest, the mage protects herself and her allies from ambush. After casting the spell, a shrill wailing voice, like the song of a banshee, will call out should anyone enter the bounded area, which is perhaps 20 feet in diameter.

The mage requires enough sand to mark the threshold of the protected area, which she will spread slowly over the course of the ritual, speaking incantations at the four directions of the compass as she goes. She then places a bell of pure copper in the center of the area. This bell is destroyed if the ritual is triggered by intruders, but may otherwise be reused.

Wizard's Mark   (Intelligence)

Range: Touch
Duration: Permanent
Save: no

Every mage has his own mark, usually an elaborate and unique rune. This ritual allows a mage to inscribe his mark on any non-magical substance, including stone and metal. The rune remains permanently upon the surface, only disappearing if the item or surface itself is destroyed. The mage may choose to make this mark visible to all, or only to those with the sight (meaning that most folk will not be able to see it at all, but anyone of the mage class or any creature capable of casting spells will see it).

In order to make his mark, a mage must light a fresh candle and stand it upon the surface to be marked in its own wax. He then pricks his finger with a silver stylus and draws his rune upon the surface, very slowly and deliberately, with his own blood, seven times. Upon the seventh and final drawing, the blood fades, the candle falls away, the stylus cracks, and the mark is finished.

Level 2 Rituals

Aura of Power   (Intelligence)

Range: Touch
Duration: Permanent
Save: no

Mages are strange and fickle creatures, prone to trickery and confusion. By casting this ritual, a mage causes an ordinary object to seem quite magical. In fact, the item does indeed become magical, and will seem as such to anyone attempting to detect magic, though it has no special effects beyond this aura.

The caster must wrap the object in a silk cloth, which might be very difficult or expensive to obtain. Over the course of the two hour ritual, the mage must prick each of her fingers with a silver needle, letting the drops of blood fall upon the silk.

CALL STORM   (Intelligence)
Range: Far
Duration: 1 hour/level
Save: no
Spirits of wind, rain, and lightning heed the old signs of power. By calling on the four winds and commanding the clouds, the mage summons an intense thunderstorm which lasts for the duration of the ritual.

The caster utters names of power and prostrates himself beneath the sky for two hours. The winds require the ritual burning in a bronze brazier of a parchment covered in arcane runes. The spirits of thunder and lightning require the mage to break over his knee a branch from a tree struck by lightning. The brazier remains after use.

ENDURE THE ELEMENTS   (Wisdom)
Range: Touch
Duration: 1 day/level
Save: no
This ritual protects the mage and all of his companions from normal extremes of temperature and weather for the duration. While they can still be burned by fire or frozen by magical frost, ordinary heat and cold have no adverse effect on them.

To cast the ritual, the mage must gather his companions to him and speak the names of the ancient gods of the seasons. Over the course of the two hour ritual, the caster must inscribe these names on the flesh of himself and his companions with ink from an unused well of pure copper while keeping lit a fire of yew wood.

FEAST'S BLESSING   (Wisdom)
Range: Near
Duration: Instant
Save: no
Even the most meager or tainted of provisions can serve as a king's feast for the caster of this ritual. This magic purifies any food or drink, even rotten meat or rancid water, causing it to become pure and suitable for consumption. Additionally, it flavors any of these provisions so that they taste as good as any lavish banquet and fill the stomachs of all participants.

Besides some sort of food or drink, this ritual requires the caster to bless all of the components of the feast with a small silver holy symbol and a branch of holly. The silver symbol must be submerged in the drink, and the branch used in the serving of the food.

MAGIC STONES   (Wisdom)
Range: Touch
Duration: Permanent
Save: no
Priests of the old gods would bless the sling stones of warriors before they went into battle. This ritual blesses six such small stones, which may be either thrown at an enemy or fired from a sling. Each stone has a +1 chance to hit and causes 2d6 hit points of damage.

Only perfectly smooth river stones, entirely unworked by man, are appropriate for use in this ritual. The caster must then spend the duration of the ritual carving upon the stones ancient signs of power and war with an iron stylus. The stylus is not destroyed in the process of casting the ritual, and so may be used more than once.

SUMMONING   (Intelligence)
Range: The Cosmos
Duration: Instant
Save: yes
The mage crafts a gateway into another realm and calls a spirit. Any spirit may be called, though there are some obvious reasons not to attempt to summon a greater demon or one of the gods. The target may make a saving throw, but receives a penalty equal to the caster's level. The target spirit is under no compunction to obey the caster upon arrival.

Should the caster fail the ritual roll, it is very likely that something else will come through the portal and into the mortal realm. Good luck.

This ritual requires that the mage draw various intricate circles and signs in chalk and call out the names of the spirit which he wishes to summon. Knowing the spirit's true name gives the caster a +5 bonus to the Intelligence test for the ritual, making him much more accurate in his summoning.

Level 3 Rituals

Continual Light   (Intelligence)
Range: Touch
Duration: Permanent
Save: no

This ritual causes an object to glow with light as bright as full daylight. For all intents and purposes, the light produced from this spell is sunlight, and it will have all of the normal effects of sunlight upon those in near range of the object. The glow produced by this ritual lasts forever.

When casting this ritual, the mage must chant for three hours over the object while in the light of the full moon, and must then immerse the object in pure spring water which captured the light of the noonday sun from that same day. Upon completion, the object bursts into its full radiance.

Friends   (Wisdom)
Range: Self
Duration: 1 day/Level
Save: no

The caster imbues himself with magical powers of leadership and trust. While the ritual is in effect, all who meet him are impressed by his words and bearing and are much more likely to follow his advice or believe his lies. After casting this ritual, the mage grants himself 2d4 points of Charisma for the duration.

In order to cast this ritual, the mage requires various mystical herbs, which he makes into a thick drink and then imbibes. A skilled herbalist can gather his own herbs over time; they would cost at least 200 silvers if purchased, and are only available in a large city. To make his words sweet, the mage then paints his lips with his own blood at the culmination of the ritual.

Minor Animation   (Intelligence)
Range: Touch
Duration: Permanent
Save: no

Granting a portion of her own power to a mundane object, the mage fills it with magical power and a crude sense of devotion. This ritual turns an ordinary object of medium size, such as a sword or broom, into an Animated Object, as found in the Bestiary section.

To cast the ritual, the mage needs the object in question, a quiet sanctuary, and a pound of silver dust. Once the ritual is cast, the mage loses a point of Constitution. The mage may, at any time, destroy her own Animated Object, thereby regaining this lost Constitution. Alternatively, if the object is ever destroyed by another, the mage then regains her lost Constitution.

Nepenthean Drink   (Wisdom)
Range: Touch
Duration: Permanent
Save: no

This ritual allows the mage to create a batch of healing draughts for later use. Upon completion of the ritual, the caster produces a number of potions equal to his level, each of which keeps more or less forever so long as it is sealed. The potions heal 1d8 points of damage each.

A mage requires a quiet place to create his potions, perhaps his private laboratory or a sacred grove. The caster requires a number of clean, crystal phials equal to the number of potions he is creating, each costing about 30 silvers and probably difficult to find. These phials are reusable once emptied, provided that the mage cleans them with the water of a clear stream. Additionally, the mage needs an assortment of herbs or other ingredients which are often hard to come by.

Skin of the Treant   (Wisdom)
Range: Touch
Duration: 2 hours/level
Save: no

Binding the spirit of the forest to her target, bark quite literally grows out of the target's skin, providing +2 AC and +1 to all saves for the duration of the spell.

The magic requires bark from a living tree in the dark heart of the forest, affixed to the target's bare skin with a paste of tree sap and the spell-caster's own blood.

Wizard Lock   (Intelligence)
Range: Touch
Duration: Permanent
Save: no

The mage chants the words of secrecy, permanently sealing a door or chest so that only she may open it, or another to whom she has taught a secret word of entry. The door may still be forced open by strength, but may otherwise never be breached.

This ritual requires a tiny silver key and the first flower of an elderberry tree. The mage makes a paste from the flower and other common ingredients, and rubs the mixture on the door. At the culmination of the ritual, the caster must swallow the key and speak a word of entry.

Level 4 Rituals

Alter Self   (Intelligence)
Range: Self
Duration: 1 day/level
Save: no

When this ritual is cast, the caster can alter her own appearance in many different ways, changing her height, weight, and features to that of any other human or human-like creature. In order to impersonate a particular person or creature, the caster must succeed on a separate Charisma test at a -5 penalty.

The mage must gather the hair of three unblemished yearlings from the same flock and a shawl knitted from fresh, undyed cotton. Placing the hairs upon her own head and covering her face and shoulders with the shawl, the mage then reveals herself in her new form.

Augury   (Wisdom)
Range: The Cosmos
Duration: 1 month
Save: no

By stretching his will into other realms, the mage asks questions about the near future and opens himself to the inscrutable answers of those who dwell beyond. The caster states one of the particular challenges which lie ahead of him (facing the warband of the orc warlord, my presentation at the king's court, battling the dragon queen Brachylyx) and then gains a +2 bonus to all ability score checks or saving throws made regarding that challenge for the duration of the ritual.

This ritual is very dangerous. The mage risks opening a gate to the outer realms; should he fail his Wisdom check when casting the ritual, then a demon or wicked spirit of some sort has gained entry into our world. This spirit probably doesn't make itself known immediately, but will be very, very interested in the caster who brought him here.

Casting this ritual requires a clean brazier of cold iron, which the mage fills with various offerings to propitiate the spirits beyond, such as small sacrifices, sweet-smelling incense, or some of his own personal valuables.

Heart of the Ox   (Wisdom)

Range: Near
Duration: 1 hour/level
Save: no

Blessing each of his companions in turn, the mage grants them the strength of the other world. The caster may affect himself and all of his companions in near range, up to a dozen individuals. Each affected character gains 1d6 points of Strength for the duration of the ritual, up to a maximum score of 19.

In the casting of the ritual, the mage must sacrifice a healthy ox with an obsidian dagger which must be shattered against the beast's breastbone.

Invisibility   (Intelligence)

Range: Touch
Duration: 1 day/level
Save: no

This magic makes the target completely invisible; he may not be seen by any natural means, though he still makes noise as normal, leaves footprints, and can bump the furniture. Should the target attack any creature, the magic ends immediately. The target may otherwise move about and act normally.

Wielding such powerful magic requires the sacrifice or true name of an appropriate spirit, such as a wind elemental or demon of secrecy. Such spirits may, if they survive the ritual, become angry with the caster.

Level 5 Rituals

Dispel Magic   (Intelligence)

Range: Near
Duration: Instant
Save: no

Casting this ritual instantly ends all magical effects within near range of the target. All spells, rituals, and cantrips stop immediately, as do the powers of magical creatures and items. Magic items thus affected may even permanently lose their magical properties; each item affected has a 50% chance of permanently losing all magical powers, though mighty artifacts are never affected in this way. Magical items which do not permanently lose their powers return to normal at the next dusk or dawn, as do magical creatures and beasts affected by the ritual.

Note that spells and rituals with a duration of instant are not lasting magical effects themselves, and so cannot be dispelled.

This is an academic process for most mages, who must spend the casting time in research of the magic which is affecting their immediate area, casting small, minor magics along the way. Completion of this ritual requires various arcane components which are common to a wizard's laboratory, costing around 500 silvers.

Ritual of Healing   (Wisdom)

Range: Touch
Duration: Instant
Save: no

By the powers of growth and life, the mage blesses a companion, curing him even of serious wounds, which knit themselves back before his eyes. Upon completion of the ritual, the caster may heal up to 1d10 points of damage per level, and may distribute this healing in any combination to those present.

The mage must minister to the target's wounds with unsoiled cloth of linen, and prepare a poultice of rare herbs. After working with the patient and chanting prayers and blessings for the five hour ritual, the mage must bury a piece of gold beneath an elm tree as an offering to the gods.

Storm's Wrath   (Intelligence)

Range: Far
Duration: 1 hour/level
Save: yes

This powerful magic summons a great storm, complete with roaring winds, heavy rain, and deafening thunder. The storm covers a wide area, perhaps a square mile or more, and dissipates naturally at the end of the ritual's duration. For the duration of the storm, the mage may call down bolts of lightning onto his enemies within near range. The mage may do so once per level, and each bolt does 1d6 damage per level of the caster. For example, a fifth level mage would be able to call down 5 bolts of lightning, each doing 5d6 points of damage, over the course of a five hour storm. If the target makes a successful saving throw, he only takes half damage. In order to call down these lightning strikes, the mage must stay within the area of the storm, and both he and the target must be under the open sky.

In order to cast this ritual, the mage must command the winds and the storm clouds by chanting the secret names of the winds and sacrificing an unblemished lamb from a flock with a silver dagger. The dagger is then thrown into a large fire, which the first rains of the storm soon extinguish. The mage must also have a branch of an oak struck by lightning within the past moon, which he points at his target to direct the lightning strikes.

True Identification   (Intelligence)

Range: Touch
Duration: Instant
Save: no

While the level one ritual Arcane Experiment gives a vague idea of the properties of a magical item, this ritual allows the caster to fully determine the function of such items. If successfully cast, the GM should tell the player the full effects of the item in question. If cast upon an artifact of power, this ritual gives no more information than Arcane Experiment. Such items defy full understanding.

This process is much the same as it is for the level one ritual, and requires the complete focus and attention of the caster over the course of five hours of study and experimentation. The mage needs an equipped alchemical laboratory to perform such tests, and must melt 1,000 silvers worth of pure gold in the process, which is used to test the purity of various bits of the item.

Level 6 Rituals

Contagion   (Wisdom)

Range: Far
Duration: Instant
Save: yes

This widely feared magic brings an ordinary but virulent plague to a large area, either a major city, or perhaps a small county of several villages. After the completion of the ritual, every member of the populace in the area must make a saving throw versus spell or come down with the disease, which will then run its normal course. The disease is virulent, but not necessarily fatal; you may assume that many of the young and old fall victim to it, but that many of the healthy adults shake it off. If it is important to know if a particular character survives the plague, have him make a Constitution check with a +3 bonus to make it out after several days of illness.

This ritual requires several difficult to find and foul ingredients, which will vary based on the particular sort of disease which the caster chooses. Examples of ingredients include the corpses of a dozen recent victims of plague, the heart of a demon of disease, and the tooth of a basilisk.

Fireball   (Intelligence)
Range: Near
Duration: Instant
Save: yes

The mage rains fiery destruction upon her foes, obliterating whole military units or large, dangerous beasts. While the ritual takes quite a time to cast, if the mage can find her way to a safe hill or tower near a battle, she is likely to destroy her foes upon its completion, when a small ball of flame flies from her hand and explodes into a raging inferno, forty feet or more in diameter. All targets within the inferno immediately suffer 1d8 points of damage per level of the caster, though they may take a saving throw for half damage. Furthermore, everything within the inferno is likely to catch fire, as are any combustible materials near the blaze, which may mean that the fire spreads quite far.

Such powerful magic requires intense concentration and the essence of a fire spirit. This can only be gained by knowing the true name of such a spirit or elemental and binding it into a small object of some sort, which is destroyed in the ritual.

The Great Curse   (Wisdom)
Range: Far
Duration: Permanent
Save: yes

The mage utters a mighty curse, which bestows crippling penalties upon the target for the rest of his life, causing him to suffer a -5 penalties on all rolls of all types, forever. Hopefully the poor victim of this ritual can find some other magic which can counteract the curse.

This ritual requires that the mage craft a likeness of the target from pure gold, which she then hurls into a raging fire while uttering a single, mighty word of dark magic.

Wizard's Flight   (Intelligence)
Range: Touch
Duration: 1 hour/level
Save: no

The target of this ritual takes to the skies and flies just like a bird. When the ritual ends, the target immediately descends to the earth, but does not fall.

The mage must craft a drape of feathers from unusual birds in order to cast this ritual. For instance, the mage might make a cloak from the tail feathers of the ravens who dwell in the dark heart of the wood, or a mantle of feathers from the rare phoenix.

Level 7 Rituals

Awaken the Wood   (Wisdom)
Range: Far
Duration: 1 day/level
Save: no

The trees live and breathe, but they are sleepy creatures. This ritual awakens the trees of a forest, though it does not control them, so a mage never knows just what the wood will do. Upon completion of the ritual, the forest in which the mage is standing awakens, and all of the trees within it gain the ability to move, though slowly, and to strike and tangle with their limbs. Every turn the trees will attack those who anger them, and have a +4 to hit and cause d6 damage. The forest is likely large enough that fighting back is effectively impossible for those trapped within, who would be wise to flee instead. The forest may move itself up to a mile per day.

This ritual requires that the mage propitiate the spirits of the wood with a great many offerings over the course of the ritual. Just what these offerings are might vary; perhaps the mage drapes rare silks over the branches of the oldest trees, feeds the roots of the youngest with her own blood, and waters the edges with magical spring water of some kind.

Determine True Name (Intelligence)
Range: The Cosmos
Duration: Instant
Save: no

The mage reaches into the Cosmos in deep contemplation and determines the true name of his target, no matter what plane of existence it inhabits.

The mage must have a silver plaque of perfect dimensions to cast this ritual. After burning incense atop the plaque, the true name of the target appears briefly in flames upon the surface, and remains there, burned into the silver forever.

Scrying   (Intelligence)
Range: Far
Duration: 1 hour
Save: yes
This ritual allows the mage to spy upon an individual, seeing and hearing everything that happens in the target's presence for an hour. If the target makes a saving throw versus spell, not only does the ritual fail, but the target also knows that something is amiss.

The mage must have a silver basin of pure water in which to view the target, and must have a magical connection to the target, such as a piece of hair.

Level 8 Rituals

Raise Undead Horde   (Intelligence)
Range: Near
Duration: Permanent
Save: no
The mightiest necromancers can command whole legions of the dead, and mortals rightly fear such dark magic. This ritual transforms all corpses within range of the caster into appropriate undead creatures, either skeletons or zombies. These creatures are assumed to be under the control of the caster so long as they are animated in this way.

Such dark magic requires the foulest of all components: a human sacrifice. The victim must be bound for the duration of the ritual and then slain with a dagger of iron. Hopefully the heroes can stop the ritual in time!

Wooded Guardian   (Wisdom)
Range: Touch
Duration: Permanent
Save: no
This ritual transforms an ordinary, fully grown tree into a living guardian with the stats of a treant. The guardian has its own will and personality, but is naturally loyal to the caster. The guardian must remain within 300 yards of the spot on which it was summoned, so most mages cast this ritual just outside their homes or some other location which they wish to protect.

The mage must grow the tree himself, from the time it was a sapling. This means that few young mages are able to attain such protection, though there are other magics which can accelerate the growth of the tree.

SHAPESHIFT (Intelligence)

Range: Near
Duration: 1 day/level
Save: yes

By means of the magic of shape and form, the mage transforms himself or another into a different creature entirely. The assumed form can be of any size, but must be a living creature with a physical body, and must have no more hit dice than the caster does levels. The target may return to human form at any time before the ritual's end, but this ends the magic. There is no need for the target to make a saving throw if he is a willing participant, though unwilling targets may. A successful saving throw negates the ritual entirely.

This ritual requires some material component from the desired form, whether a dragon's scale or an eagle's feather. Additionally, the mage must have at hand a brooch covered in runes of changing and life, which is smashed in the process of the ritual.

LEVEL 9 RITUALS

DREAM (Wisdom)

Range: Far
Duration: 1 week/level
Save: yes

The mage sleeps and enters a lucid dream for many hours. While there, she crafts dreams and nightmares of her choosing. Upon completion of the ritual, all inhabitants of an entire region who fail a saving throw will have similar dreams. The mage does not have complete control over what the inhabitants dream, though a general message and emotion can be passed through the dream. For instance, the mage could not have all the inhabitants of the duchy receive a specific message in their dreams telling them to visit a hidden spring at an exact time, but she could make them experience repeated visions, leaving them with a strange and powerful desire to wander into the woods near the spring.

The mage can make these dreams so terrifying or disorienting that those who fail their saving throws have a -3 penalty to all of their die rolls for the duration of the ritual. Great sorcerers of long ago eras were said to cast this ritual before sending their armies to invade a region.

Before the mage sleeps for the nine hours of the ritual, she must dress in a cloak of faerie silk and place upon her head a crown of silver and platinum worth 2,000 silvers. When she wakes, the crown will be gone, left in the world of dreams.

NIGHTMARE (Intelligence)

Range: Far
Duration: 1 week
Save: yes

The mage summons a horrific creature of shadow who sits upon the sleeping target's chest every night for a week, allowing it no rest and draining him of strength. The target is allowed a saving throw every night, though at a -5 penalty. If the target passes any of these saving throws, then the nightmare dissipates and may not return. While in effect, the nightmare causes the target 1d10 hit points of damage every night, and causes very unpleasant dreams, not allowing spell casters to recover their magical energy for the next day, allowing no healing for rest, and causing a -3 penalty to all rolls for the duration of the ritual.

The caster must have a magical connection to the target, whether a bit of hair or a true name. The caster must also craft a hideous statue from obsidian, which melts into a swift moving shadow and then travels to plague the victim.

Level 10 Rituals

Resurrection   (Wisdom)
Range: Touch
Duration: Instant
Save: no

By means of this ritual, a mighty mage may bring the dead back to the world of the living. The target must first make a Constitution test in order to make it back to the lands of the living, or else remain forever dead. If the test is successful, the target returns to life free of wounds and ailments of any type.

The dangers of such ultimate magic are great. Whether the target manages the Constitution test or not, this ritual opens a gate between the worlds of the living and the dead, and something *will* find its way through. After the ritual's completion, the GM is encouraged to have an appropriate monster plague either the characters themselves or the region in which the ritual was performed.

This ritual requires that the mage wrap the target's corpse in fresh linen and then burn rare and wondrous herbs for ten hours. Over the course of that time, the mage places his hands upon the target's head and, in spirit, enters the land of the dead through his dead comrade. While there, the mage must make a great sacrifice, leaving behind either a part of himself (permanently losing a point from one of his ability scores), or something more precious (some of his most valued memories, a level, or even his sight; the GM and player should work together to think of an appropriate sacrifice).

Wall of Stone   (Intelligence)
Range: Far
Duration: Instant
Save: no

The mage causes the earth to quake, and a great sheet of rock bursts from the ground. The resulting wall is several yards thick and up to a half mile in length, forever changing the landscape. The caster can determine a rough shape for the wall, even using this ritual to encircle her tower or sanctum, though the stone is obviously unworked, and will never be uniform or perfect.

The mage must place upon a golden plate a gem of incredible value (perhaps as much as 5,000 silvers worth). This precious gem is then swallowed by the resulting wall, buried deep in the rock. While the duration of the spell is Instant (meaning that the Dispel Magic ritual cannot cause the wall to disappear), should an enterprising sort manage to mine into the center of the wall and remove the gem, the stone will collapse.

What Tenth Level Rituals mean for a game

Tenth level rituals are incredibly powerful feats of magic, and represent the heights of sorcery in games of Beyond the Wall and Other Adventures. *When a character casts a tenth level ritual, big things happen and everyone should notice.*

Tenth level rituals can, in theory, do almost anything the players could desire; as shown here, they can return the dead to life and shape the land. They can also render gods mortal, allow for travel to other worlds and planes of existence, and build nations. There are things, however, which tenth level rituals cannot accomplish: they cannot create whole new worlds, nor can an individual tenth level ritual grant a mage any desire he might have. They also cannot affect time. If any of these effects are possible, it is only through other means, such as the will of a deity.

It is likely that the casting of a tenth level ritual signals the final act of a long-term campaign. The player characters will have achieved the highest level possible in the game, and should probably be heading toward retirement, rulership, or a final clash with their most dangerous foes.

To that end, when a character casts a tenth level ritual, the GM should consider if it is an appropriate time to end the campaign. There are worse ways for a well-loved character to end her career than raising a dear friend or comrade from the dead, or creating an unassailable sanctum from the earth itself.

Magical Items

The sorcery of mages is not the only sort of magic in the world. Many items carry magical powers of their own, either because they were enchanted by powerful wizards, blessed by the gods, or last and best, infused by magic due to fate or circumstance. Each magical item is a unique treasure with its own rules. Some are simple and only narrowly useful, such as a lover's charm, while others have the power to shake kingdoms.

The gamemaster will frequently find treasure to be a useful reward to entice the players into action. Many stories begin with young heroes seeking magical treasures.

Here are some sample magic items to use in your games of *Beyond the Wall and Other Adventures.*

Weapons

All adventurers wish they had a magical blade at their side. Most magical weapons give a bonus to hit and to damage; for instance, a +2 sword gives its bearer +2 on all to-hit rolls and does an additional 2 points of damage when it does hit. Many magical weapons also have other effects.

Axe of the Deep

Forged long ago by the King under the Mountain, this battle axe is covered in beautiful gold filigree. It grants the bearer +2 to hit and damage. Perhaps more importantly, the bearer of this axe may see in even pitch blackness, and gains +2 on all tests to command others in battle.

Brother's Keeper

This long sword has a notch broken out where two hundred years ago, on the very day it was forged, a younger son broke it on his brother's neck. Ever since then, the notch has wept blood whenever its bearer was in danger. Additionally, it grants +1 to hit and damage, but +3 against the bearer's own relatives. Its curse is that the +3 bonus will be sorely needed.

The Free Arrows

These seven arrows are obviously of strange make, with heads of a dark, shiny metal. They automatically hit their target, doing the normal damage for a bow. However, the player should still roll to hit; if they roll a 1, the arrow instead strikes one of their friends or allies. Each arrow may only be used once.

Serpent Slayer

Fae lords of old forged this kingly weapon for the slaying of the mighty dragons who once ruled the skies. It is a great sword with +2 to hit and damage, but +5 against dragons and serpents of all kinds. Furthermore, the bearer gains +5 to all saving throws versus dragon breath, and the blade glows with a pale light when in the presence of true dragons.

Weyland's Iron

This deceptively simple blade was forged long ago from meteoric iron by Weyland Smith himself. It grants +1 to hit and damage, and can harm any creature, no matter its immunities.

Armor

Magical armor typically increases the AC of its wearer. Characters must follow the normal armor restrictions of their classes when using these items. Alas, no matter how nice that suit of magical plate looks, a mage cannot wear it.

King's Thief Reds

Worn by Oswald the Red when he stole the crown from the Stone King, this red-dyed leather armor grants +2 AC as normal, as well as +2 to all Stealth checks.

Mail of Righteousness

This bright suit of chainmail never rusts and grants the full protection of a suit of plate mail, provided the wearer is worthy. The armor gives +8 AC for any Lawful character, +4 AC for any Neutral character, but -4 AC for any Chaotic character.

Shield of the Lion

A fierce lion's head, cast in bronze, sits in the center of this round shield of ancient design. It grants the bearer +3 to AC and, once per day, a bearer who knows its power may cause the lion's head to let out a terrible roar, causing all enemies in near range to take a saving throw versus magic item or flee for 1d8 rounds.

Potions

Potions are a staple of fantasy and legend, not to mention a quick way to give a flagging character a chance to bounce back. Village wise women and stuffy alchemists across the lands make minor potions for various reasons, kind or cruel. Here are four.

Full Sight

This rare and airy brew will let the drinker see spirits, ghosts, and the invisible until the next sun-up or sun-down. It is a mean trick to spike someone's drink with this potion.

Healing

The hero's favorite, a flask of this concoction will restore 1d8 hit points of damage to a character who drinks it.

Love

A staple of every witch's repertoire, the love potion's strength will vary by maker. Our local wise woman's brew made me fall in love with the next woman I saw; it took the work of another three witches to free my heart. The drinker is affected as though the target cast the False Friend spell.

Strength

A single flask of this harsh brew will grant the drinker Strength 19 until sun-up or sun-down, whichever comes first.

Rods, Staves, and Wands

Wizards are particularly fond of magical wands. Some of these items are usable only by mages, but others can be used by any class.

Rowan Wand

An enterprising young mage crafted this twisted wand to help him in his spell casting. Only mages may use the Rowan Wand. It allows the bearer to cast an extra spell per day. Additionally, when the proper command word is uttered, a blue candle flame will spark at the tip of the wand.

Staff of Snakes

This staff is carved in the shape of a snake, and with a drop of human blood and a command word, it will turn into a giant snake (see p.83 in the 'Bestiary' section) for 4 rounds. The creature obeys the will of the one whose blood was used. This effect may only be called on once per day.

Wizard's Staff

A potent symbol of magical power, this is one variant of the sort of magical staff made by the strongest of mages. It produces the light of a torch upon command, increases its bearer's AC by +3, and grants +2 to hit and damage. Its greatest power, however, is that which enhances its owner's spellcasting: the staff allows the mage to automatically pass a single cantrip or ritual test once per day.

Yew Branch

This lithe wand holds great power over the dead. With a successful wisdom check, the user can cast the spell Banish Undead. This wand can be used three times per day.

Miscellaneous Magic

Many magic items do not fit into any of the above categories. Stories and legends are full of magic rings, robes, statues, and other things.

Cursed Pouch

A small pouch of worn leather, this item seems at first to be a blessing. Legend says it was made by a clever witch many years ago to teach a greedy merchant a lesson. It can hold about 30 coins at a time, and doubles any money held inside during the full moon. However, the owner faces several dangers when carrying this pouch: he suffers a -5 to all saving throws and cannot heal naturally from rest or the ministrations of those with the healing skill.

Protector's Band

This simple silver bracelet protects its wearer from various sorts of danger, granting +4 to AC and a +2 bonus to all saving throws.

Ring of Gills

This copper ring is beaten in the shape of a fish eating its own tail, and grants its wearer the ability to breathe underwater.

The Shelf of Disorder

"All is entropy," say the sages. "Where did I put that tool?" says the owner of the Shelf of Disorder. A strip of light pine awash in knotholes, this seemingly innocuous board rearranges whatever is set down near it. Small items left unattended within 5 feet of the board are randomly switched about the area when no one is watching. Mages find it impossible to cast rituals while in the same room as this shelf, and are in danger of having any such castings go horribly wrong should they persist.

Once, set upon a kitchen table, this simple board reduced an entire castle guard to soft cries of pain in the castle bathrooms.

Shoe Souls

Simple but indestructible cuts of leather adorned with images of kindness serve as the soles of a battered pair of boots. The wearer gets +4 to his Charisma if he has performed a selfless act for a stranger or enemy within the last hour.

Artifacts

Artifacts are wholly unlike other magical items. These items have incredible power far beyond that of other magical items, but also a mind of their own. Their origin stories are often complex, and certainly the stuff of legends; often they were crafted by the gods themselves, and bear weighty places in history. They are not found casually in an orc's lair (unless they want to be), and they tend to change any campaign into which they are placed. Think of an artifact as an extremely powerful, but limited, NPC. Like a good nemesis, an artifact will shape the story. Here is an example of the sort of artifact around which a game can be made.

The Foundation of Peace

This cube of limestone appears to be quite large and heavy, but is actually quite light and may be lifted by anyone with strength 10 or higher. Legends say that a being from the realm of Law carved this to protect the realms of men against marauding demons.

If the Foundation is used in the construction of a stone building, the structure gains several magical powers. First, only characters and creatures of Lawful alignment may enter the building; Neutral and Chaotic beings simply cannot step foot inside. While the master of the building is touching the Foundation of Peace, he can instantly determine if anyone in his presence is lying to him.

The true powers of the stone become apparent only when placed in the foundation of a lord or ruler's keep. Anyone who swears (and keeps!) an oath of fealty to the master of the house containing the Foundation gains several benefits. First, they receive +5 Armor Class while within the domain of the ruler. Furthermore, they gain +10 to all saving throws against magical effects cast by Chaotic creatures and characters, regardless of their distance from the stone. Finally, all of these oathsworn can instantly recognize one another, knowing friend from foe.

The Foundation of Peace does not help men for their own gain, whatever the king may tell himself; it is not a tool meant to make happy kingdoms. Rather, it is a powerful artifact of rigid Law, and its goals are stability and order above all. If placed in the foundation of a ruler's keep as described above, all of that ruler's subjects will gradually find themselves losing their sense of creativity and innovation, but will not quite be able to explain why. For every year that the stone is in a ruler's foundation, all of his subjects must make a saving throw versus magic item; failure causes their alignment to shift immediately to Lawful. This alignment change is permanent and may only be reversed if the Foundation is removed or the keep demolished. In this case, the inhabitants' alignments slowly revert to normal over the course of the next year.

Finally, the Foundation leeches away all magical power within its realm. Every year that a character with the mage class lives within the stone's domain, he must make a saving throw versus magic item or lose a level. Levels lost in this way are regained as soon as a mage makes his home outside of the stone's domain. Magical beasts are likewise affected, losing a hit die every year instead of a level.
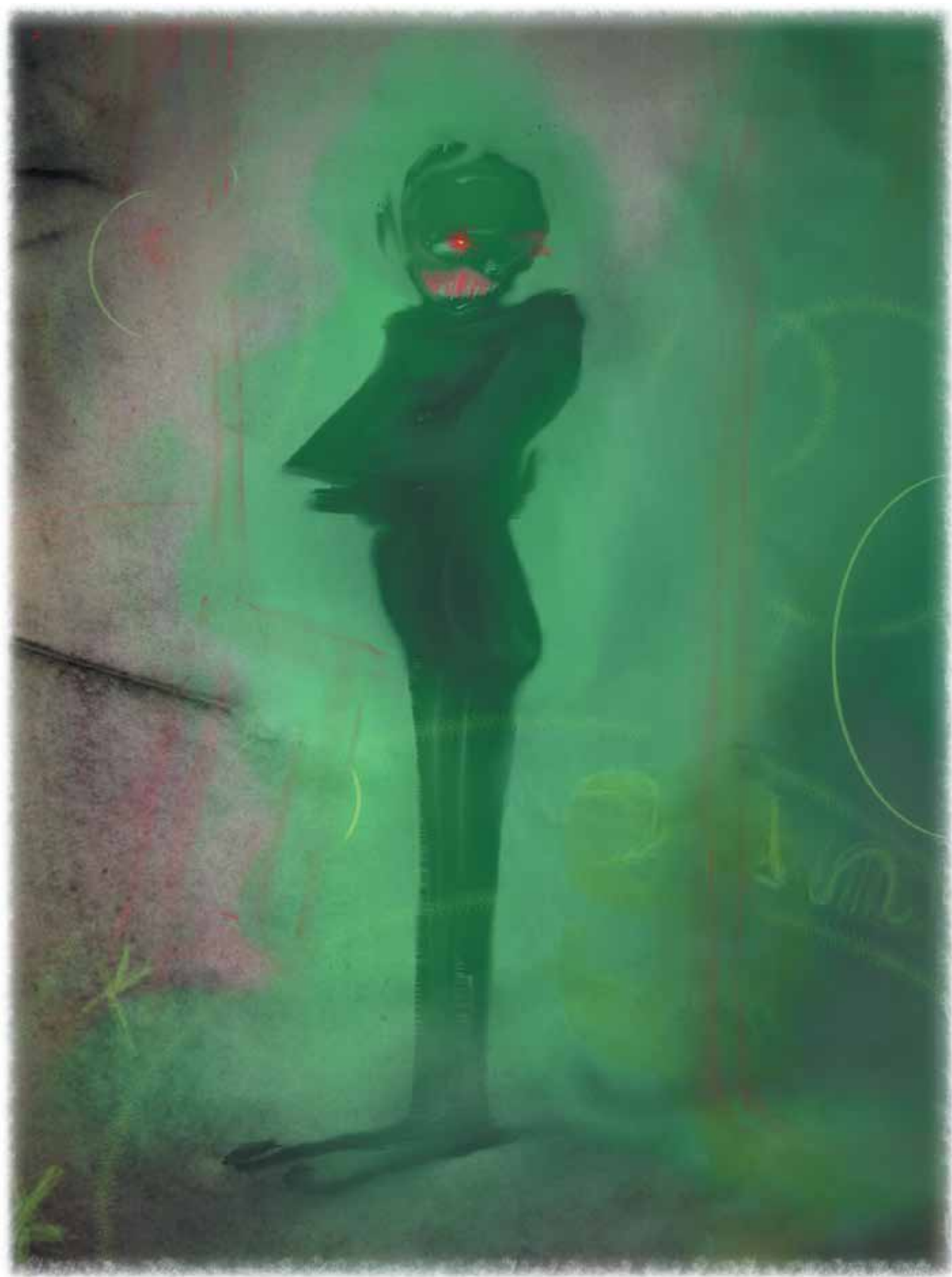
BESTIARY

Containing sample monsters and rules for creating your own for

BEYOND THE WALL AND OTHER ADVENTURES

INTRODUCTION

This section provides sample monsters and opponents for use in your games of *Beyond the Wall*. Each entry gives the statistics for the monster and a short description. You should also find it rather easy to use monsters from other fantasy roleplaying games with which you are familiar.

Additionally, we provide rules and guidelines for making your own versions of three staple fantasy monsters: demons, dragons, and goblins.

As a reminder, monsters have different statistics from player characters. They do not have ability scores. They have alignment as normal. Instead of level, monsters have 'hit dice,' a number which tells you how many dice to roll to determine their hit points and acts as a rough gauge for how strong they are.

A monster's base attack bonus measures its martial ability and strength and is given in the monster's description; if converting monsters from another source, simply give them an attack bonus equal to their hit dice. Their initiative score is also equal to their hit dice.

Monsters use the same saving throw tables as warriors, with their hit dice acting as their level, unless otherwise noted in their descriptions. Monsters often have leathery or scaly hides, making them naturally quite tough, and so they often have naturally high armor class ratings.

As many monsters have hit dice higher than 10, here is the full saving throw table for mosters with hit dice from 1-20.

Hit Dice	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	14	17	15	17	16
2	14	17	15	17	16
3	13	16	14	14	15
4	13	16	14	14	15
5	11	14	12	12	13
6	11	14	12	12	13
7	10	13	11	11	12
8	10	13	11	11	12
9	8	11	9	9	10
10	8	11	9	9	10
11	7	10	8	8	9
12	7	10	8	8	9
13	5	8	6	5	7
14	5	8	6	5	7
15	4	7	5	4	6
16	4	7	5	4	6
17	3	6	4	4	5
18	3	6	4	4	5
19	3	6	4	4	5
20	3	6	4	4	5

The Monsters

Angel of Law

An angel is a powerful demon of Law, the natural opponent of a demon of Chaos. Mortals sometimes view angels as their saviors when the forces of Chaos wreak havoc upon their homes, but these alien creatures also come as slayers of men and enforcers of strict order, and so they are rightly feared. Unlike the demons of Chaos, who are as varied as the possibilities of the universe, angels of Law are mostly uniform in their appearance and abilities.

Hit Dice: 12d10 (66 HP)
AC: 20
Attack: +12 to hit, 1d10 + 3 (great sword)
Alignment: Lawful
XP: 5,000
Notes: *Flight* (the Angel may fly), *True Name* (the Angel has a true name which gives its foes power over it), *True Sight* (the Angel immediately knows everyone's alignment and sees through all shapeshifting and illusions), *Truth* (the Angel cannot tell a lie, but frequently refuses to answer questions)

Animated Object

These are the mindless results of magic, and might be any medium sized object: a sword, table, or mighty tome.

Hit Dice: 3d8 (14 HP)
AC: 12
Attack: +0 to hit, 1d8 (bash)
Alignment: Neutral
XP: 35

The Banshee

This most feared spirit visits men at night and sings them their doom. She is a creature of stasis and rules, and only sings to men when it is their time. It is said that the only way to avoid death after hearing her terrible song is to undertake a great quest.

Hit Dice: 7d8 (45 HP)
AC: 17
Attack: +4 to hit, 1d8 (chilling touch)
Alignment: Lawful
XP: 900
Notes: *Incorporeal* (the banshee has no physical form and is only affected by magic and iron weapons), *Song of Death* (the banshee may wail once per night at a single target; that target must make a saving throw versus polymorph or automatically die at the next full moon unless the character gains a level before then)

Bat

Foul blood suckers who live in caves and often find themselves in the service of dark magicians, bats are a nuisance on their own, but a serious threat if determined and numerous. Any person attacked by ten or more bats cannot concentrate or cast spells.

Hit Dice: 1d4 (2 HP)
AC: 12
Attack: +0 to hit, 1 HP (bite)
Alignment: Neutral
XP: 5
Notes: *Flight* (bats may fly)

Bear

Bears are large, powerful beasts and can cause serious damage to a group of adventurers who threaten them or get too close. Kobolds and goblins sometimes tame bears and use them to guard their caves.

Hit Dice: 3d8 (14 HP)
AC: 13
Attack: +3 to hit, 1d6 damage (claw), 1d8 (bite)
Alignment: Neutral
XP: 80
Notes: *Swift* (if there are enough foes in its immediate range, the bear may claw twice and bite once per round. Stay away!)

Beast Man

There are many types of beastly men who live in the wild places of the world, and a few who make their way to civilized lands. Their appearances vary wildly, some appearing as great lizard-headed brutes, and others as a crossbreed of many different beasts and men.

Hit Dice: 1d8 (5 HP)
AC: 12
Attack: +0 to hit, 1d6 (club)
Alignment: any
XP: 15

Story Hook
Many Beasts and Men

Two tribes of beast men come into contact with the village. One is quite friendly, and want only to trade and share stories. The other tribe, however, is extremely violent and begins launching raids on the village, taking what they please. Can the characters' neighbors tell one tribe from another? Can the heroes help drive off the wicked beast men and make lasting ties with the good?

Birds

Most avian creatures are not enough of a threat in combat to be represented by the rules. If it is necessary to use stats for ordinary birds, use the Critter entry on p.78. Birds of prey and giant birds, however, warrant their own statistics. The legendary great eagles, as members of an intelligent species, warrant their own entry.

Bird of Prey

These are the predatory birds of our world. Falcons, eagles, owls, and the sparrowhawk all fall into this group. Birds of prey will not often guard a dungeon, but are more frequently encountered fighting to protect their young from goblins, or in the service of the wise. When the unnatural threatens the countryside, the birds of prey are often the first to offer warning, and the first to fight against the encroachers.

Hit Dice: 2d6 (7 HP)
AC: 14
Attack: +1 to hit, 1d4 damage (claw)
Alignment: Neutral
XP: 40
Notes: *Flight* (birds of prey may fly)

Giant Bird

Giant birds are the great, winged beasts of legend: rocs large enough to save dwarves from a forest fire, or to carry away a farmer's flock. When giant birds come to town, hope that a friendly wizard summoned them. If not, stay indoors, for it is far easier to replace a herd than a husband.

Hit Dice: 3d8 (14 HP)
AC: 15
Attack: +3 to hit, 1d10 damage (claw)
Alignment: any
XP: 80
Notes: *Flight* (giant birds may fly)

The Roc

A bird of absolutely massive size, the Roc has the wing-span of a small castle and may carry several fully grown horses in its talons. The Roc always seems to be gathering materials and food for its nest, though no young have ever been seen with it.

Hit Dice: 10d8 (45 HP)
AC: 19
Attack: +10 to hit, 1d12+4 damage (claw)
Alignment: Neutral
XP: 1,700
Notes: *Flight* (the Roc may fly)

Boar

Boars are some of the most feared animals encountered by hunters in the forest. They can be fierce fighters, and are often seen as symbols of death.

Hit Dice: 3d8 (13 HP)
AC: 13
Attack: +3 to hit 2d4 damage (tusks)
Alignment: Neutral
XP: 65

Cat Sidhe

A fae cat the size of a small lynx with long black fur, the cat sidhe wanders between the lands of men and the fae. It is alternately playful and dangerous, and brings omens and portents to mortals on the spring equinox. If the cat sidhe rubs the legs of a hero during this time, she may find herself blessed with knowledge of a future struggle.

Hit Dice: 2d4 (5 HP)

AC: 14

Attack: +2 to hit, 1d4 (claw)

Alignment: Chaotic

XP: 35

Notes: *Augury* (once per year, on the spring equinox, the cat sidhe may cast the level 4 ritual Augury for any one target; the ritual is automatically successful, and the target simply finds herself with new insight and knowledge)

Cockatrice

A violent 25 pound rooster, the cockatrice is an abomination, a cock's egg incubated by a toad. These creatures are the products of deeply unnatural magics, and turn any who touch them to stone. They'll attack anything that seems threatening, but hate nothing so much as their own reflection, and will kill themselves in a frenzy of attacks on any mirror that can withstand their blows.

Hit Dice: 5d8 (23 HP)

AC: 14

Attack: +5 to hit, 1d6 damage (beak)

Alignment: Neutral

XP: 280

Notes: *Petrification* (any opponent touched by a cockatrice must make a saving throw versus petrification or be turned to stone)

The Creature of Fear and Flame

Even the oldest legends tell of the Creature of Fear and Flame. It has forever haunted the lands of men, destroying hopes and burning towns. The Creature appears as a hooded and robed figure, its face completely obscured by the shadows of its hood, the only thing visible within the gleam of a burning gem. A pall of utter terror proceeds the Creature wherever it goes, and flames fall in its wake.

Should the monster be defeated, the gem will fall to the ground, the only thing remaining of the Creature. It is said that these gems always find a new home.

Hit Dice: 11d8 (50 HP)

AC: 20

Attack: +8 to hit, 1d10 damage (great sword)

Alignment: Chaotic

XP: 3,100

Notes: *Fear* (all enemies in near range of the Creature must make a saving throw versus spell or immediately flee its presence for 1d6 rounds), *Flame* (once every three rounds, the Creature may forego its normal attack and cast Burning Hands as a level 6 mage; once per day, by concentrating for three full rounds, the Creature may throw a massive fireball, equal to the Fireball ritual as cast by a level 6 mage), *Magic Resistance* (the Creature has a 35% chance to resist magic)

CRITTERS

This is an umbrella category for most small birds and mammals. Usually such creatures cannot meaningfully affect a combat encounter, and so no statistics are required, and they should not be worth any experience points if overcome. In certain circumstances, such as with a rival mage's familiar, or a bestial spy, the GM may want to use this entry as part of a challenge for the characters.

Hit Dice: 1d4 (2 HP)
AC: 12
Attack: +0 to hit, special
Alignment: Neutral
XP: 5
Notes: *Distraction* (critters cannot usually cause any significant damage; instead, when they successfully make an attack, their opponent receives a -2 to his next die roll due to the distraction), *Flight* (some critters can fly)

DEMONS

Demons are spirits of Chaos, eternal change given temporary form. They prey upon the fears and shortcomings of mortals and bring misery to the world. Each demon is a unique creature with its own traits, history, and personality. Some are incarnate, meaning they enter the world bodily, while others go about as incorporeal spirits. See 'Making Demons' on p.14.100 for rules on making your own denizens of the realm of Chaos. Here are three sample demons.

FABROR, MINOR INCORPOREAL DEMON OF PRIDE AND GREED

Occasionally an otherwise happy village will be overcome with fits of competitiveness and jealousy over the making of clothing, tapestries, and bedding. This is the work of Fabror, a wicked fellow who enjoys possessing craftsmen within a village, helping them to produce masterworks, and then sitting atop a roof and watching the breaking of fellowship.

Hit Dice: 2d8 (9 HP)
AC: 12
Attack: +2 to hit, damage as host
Alignment: Chaotic
XP: 275

Notes: *Incredible Skill* (Fabror automatically passes any test involving weaving, tanning, or sewing), *Illusion* (Fabror may cast Greater Illusion at will; he may only maintain two illusions at any one time), *Magic Resistance* (Fabror has a 10% chance to resist magic), *Possession* (must possess a mortal host, see demon rules), *True Name* (this demon has a true name which gives his foes power over him), *Vulnerable to Running Water* (Fabror and his hosts cannot cross running water; he is banished if submerged fully in water)

OBESUS, LESSER DEMON INCARNATE OF GLUTTONY

This petty demon sows discord in trading communities and markets across the great deserts. He prefers to appear as an extremely fat human of middle age, always garbed in the richest silks and carried about on a litter by his four bodyguards, all strong young men whom he has imbued with an immortal strength. Use the statistics for human soldiers on p.86 for Obesus' bodyguards, but be sure to include the damage bonus mentioned in the notes below.

Hit Dice: 6d8 (26 HP)
AC: 16
Attack: +6 to hit, 1d4 (dagger)
Alignment: Chaotic
XP: 680
Notes: *Bodyguards* (Obesus doesn't like to fight much himself, and so always has several human flunkies as bodyguards; these bodyguards all cause an additional +2 damage with their strikes), *Invulnerable* (may only be hit by magical attacks), *True Name* (Obesus has a true name which gives his foes power over him), *Wealth* (Obesus has as much money as he wants at any given time)

STORY HOOK
PRIDEFUL NEIGHBORS

The minor demon Fabror has been haunting a nearby village for the past season. The first the heroes hear of this problem is when a desperate craftsman's son comes to the village looking for help. He tells the characters that his father has been producing his greatest works ever, and that the other craftsmen have become extremely jealous. Fights have been erupting, and he fears for his father's safety. Can the heroes figure out what is really happening and how to banish Fabror from the village?

Dom Ilska,
Demon Prince Incarnate of Vengeance

Ever in the great shadow of his anger, Dom Ilska walks with the thunderous footsteps of a godlike toddler having a tantrum. Wherever a score is left unsettled long enough to fester, there Dom Ilska's hand reaches out. Whenever a family is torn apart by murder and bloodshed, Dom Ilska slakes his thirst.

Clad in brown leathers splashed with the dried blood of his victims and wearing a hood woven from goat's hair, Dom Ilska forever walks the land looking for the first person who wronged him. His iron-shod walking stick and his great anger are his only weapons.

Hit Dice: 20d10 (110 HP)
AC: 24
Attack: +24 to hit, 1d6 + 20 damage (stick)
Alignment: Chaotic
XP: 17,300

Notes: *Great Strength* (Dom Ilska's attacks do extra damage, included in the profile above), *Invulnerable* (Dom Ilska may only be hit by magical attacks), *Magic Resistance* (Dom Ilska has a 30% chance to resist magic), *Swift* (Dom Ilska gains a number of attacks equal to the number of opponents in close range of him, up to a maximum of three attacks), *Unholy reflexes* (Dom Ilska has a bonus to hit, included in the profile above)

Doppelganger

This mischievous faerie can take the shape of any man and has caused no end of trouble throughout the ages. Some stories say that there are many such creatures, others that there is only one very active trickster who goes by this name.

Hit Dice: 4d8 (18 HP)
AC: 15
Attack: +3 to hit, 1d8 (sword)
Alignment: Chaotic
XP: 200
Notes: *Change Shape* (the doppelganger has no true shape of his own, but may instead change its shape to that of any other human or roughly humanoid form once per day), *True Name* (the doppelganger has a true name which gives its foes power over it), *Vulnerable to Iron* (the doppelganger takes double damage from iron)

Dragons

Dragons are the mightiest of mortal creatures. The smallest of them are terrors to travelers, and the greatest of their kind are a match for the ancient warrior kings of old. See 'Making Dragons' on p.17.103 for rules on designing these unique beasts. Three sample dragons are presented below.

Anzo, the Wyrm

Anzo is a young wyrm of great length with mottled green scales and no wings. Out seeking his fortune and food like any young dragon, he likes to hide beneath bridges, waiting for meals - and better, treasure - to pass by. He is a selfish serpent with no regard for humans or their livestock. A group of level 3 adventurers could challenge him, but they would have to be very careful of his vicious bite and barbed tail.

Hit Dice: 6d8 (31 HP)
AC: 12
Attack: +6 to hit, claw 1d4 +4/bite 3d6
Alignment: Chaotic
XP: 890
Notes: *Barbed Tail* (Anzo gains an extra attack every round, which may sweep those to its rear, causing the same damage as its claw attacks), *Dragon Fear* (all foes must make a saving throw versus polymorph or be gripped by a powerful physical fear, receiving a -3 penalty to all rolls unless they flee the dragon's presence), *Razor Claws* (Anzo's claw attacks do an additional +4 points of damage, included in the profile above), *Swift* (a dragon gains a number of attacks equal to the number of opponents in close range of it, up to a maximum of two claw attacks and one bite), *True Name* (Anzo has a true name which gives his foes power over him)

Muckraker, the Swamp Lord

This small brown dragon makes his home in the local swamps. Occasionally, he visits local inns in the form of Drunk Bill, a wandering merchant with few wares and a great appetite for spirits. He prefers to hide rather than fight, as he is a bit fragile for a dragon. Muckraker can do a great deal of damage with his claws and bite, but cannot take much himself due to his low hit point total, so he prefers to hide in the swamp with his Chameleon or Transformation powers and make surprise attacks against his enemies.

Hit Dice: 10d8 (33 HP)
AC: 16
Attack: +10 to hit, claw 1d6/bite 4d6
Alignment: Neutral
XP: 4,400
Notes: *Chameleon* (when he is still, characters may only see Muckraker if they are able to pass a Wisdom check with a -10 penalty), *Dragon Fear* (all foes must make a saving throw versus polymorph or be gripped by a powerful physical fear, receiving a -3 penalty to all rolls unless they flee the dragon's presence), *Swift* (a dragon gains a number of attacks equal to the number of opponents in close range of it, up to a maximum of two claw attacks and one bite), *Territorial* (gains a +2 to hit and AC when in home territory, +3 to hit and AC when in lair), *Transformation* (Muckraker may adopt human form at will), *True Name* (Muckraker has a true name which gives his foes power over him)

The Lady of the Clouds

An ancient beast the size of a large mill, the Lady of the Clouds is proud and wise. Her silvery scales shimmer with the colors of the rainbow, and her eyes are the deep blue of an evening sky. She makes her home in a great castle atop the clouds and rarely interferes with the lands of men, instead preferring her own court composed of air spirits, wyrmlings, and winged folk. She has a hatred for demons, spirits of fire, and meddlesome gods, and has been known to help adventurers deal with these problems.

Hit Dice: 14d10 (89 HP)
AC: 22
Attack: +14 to hit, 1d8 (claw), 5d6 (bite)
Alignment: Lawful
XP: 9,200
Notes: *Breath Weapon* (once every five rounds, the Lady may breathe an icy blast at all foes in front of her in near range, causing 1d12 +28 damage; targets who make a saving throw versus breath weapon take only half damage), *Dragon Fear* (all foes must make a saving throw versus polymorph or be gripped by a powerful physical fear, receiving a -3 penalty to all rolls unless they flee the dragon's presence), *Flight* (the Lady of the Clouds has huge silvery wings and may fly), *Swift* (a dragon gains a number of attacks equal to the number of opponents in close range of it, up to a maximum of two claw attacks and one bite), *Territorial* (the Lady gains a +2 to hit and AC when in her domain, +3 to hit and AC when in her castle), *True Name* (the Lady has a true name which gives her foes power over her)

> ### Story Hook
> ### The Sleeping Lady
>
> *The once mighty Lady of the Clouds has fallen into a deep sleep and not awakened for many years. In that time, her castle has become infested with many small and evil creatures in thrall of a wicked giant who lives in a neighboring cloud-realm. The winged folk who once served the Lady of the Clouds have become desperate, and so they offer to fly the characters to their realm to help clear the castle and wake its rightful mistress.*

Dwarf

Dwarves are denizens of the earth, and make their homes in great halls beneath the ground or in simple homes in the hills far from human realms. They are great craftsmen, and hardy as stone. Dwarves tend to live in close-knit communities and are distrustful of outsiders. Some dwarven holds have fallen entirely to greed and corruption and seek slaves for their mines.

Hit Dice: 1d12 (7 HP)
AC: 14
Attack: +1 to hit, 1d8 (axe)
Alignment: any
XP: 20
Notes: *Dwarven Vision* (a dwarf can see in any light), *True Name* (a dwarf has a true name which gives his foes power over him)

Elf

Elves are lords of the fae who make their homes in the boughs of trees, or else in great cities hidden from the eyes of men. Some live in wholly elvish communities, while others hold court amid whole kingdoms of faeries. Young elves have not yet earned their true names, and so are closer to men than other fae.

Hit Dice: 1d8 (5 HP)
AC: 14
Attack: +1 to hit, 1d8 (sword) or 1d6 (bow)
Alignment: any
XP: 20
Notes: *Spellcasting* (an elf may cast a single spell once per day)

Fae Hound

The hunting hounds of faerie lords occasionally wander too far afield and enter the domains of men. These lithe dogs have coats of moonlight and eyes of amethyst. They are far more intelligent than the hounds of men, and are tireless trackers.

Hit Dice: 3d8 (13 HP)
AC: 14
Attack: +3 to hit, 1d6 damage (bite)
Alignment: Chaotic
XP: 85
Notes: *Uncanny Trackers* (fae hounds never lose their prey under any natural circumstances), *Vulnerable to Iron* (fae hounds take double damage from iron)

Faerie Lord

Every fae lord or lady is a unique creature. Some are stately rulers of majestic courts, others twisted gremlins living in dank holes and commanding the dark things that live beneath the earth. These statistics give you a rough form on which to hang your particular great fae lord; they would be particularly good for representing an elven king or a princess of the wild hunt. Other types of faerie lords might differ significantly from the statistics provided here.

Hit Dice: 6d10 (33 HP)
AC: 17
Attack: +6 to hit, 1d8+3 (magic sword)
Alignment: Chaotic
XP: 650
Notes: *Awful Presence* (attempting to attack the Faerie Lord requires a successful saving throw versus spell), *Spellcaster* (the Faerie Lord can cast four spells per day and is particularly fond of Commanding Word, Obscurement, and Wild Call; additionally, he can cast any ritual of level four or lower with automatic success while within his domain), *True Name* (the Faerie Lord has a true name which gives his foes power over him), *Vulnerable to Iron* (the Faerie Lord takes double damage from iron)

Faun

Fauns are fae people of the forest who love to entertain guests and go on dangerous quests. They can be rash and temperamental, and sometimes are reckless with the powers of their music. They are friendlier to men than most faeries, though are quickly angered by the destruction of woodland.

Hit Dice: 1d8 (5 HP)
AC: 12
Attack: +0 to hit, 1d6 (club)
Alignment: Chaotic
XP: 20
Notes: *Magical Music* (once per day, a faun may play a magical song which affects those in its presence as either the Sleep or False Friend spell; targets make a saving throw versus spell as normal), *True Name* (a faun has a true name which gives his foes power over him), *Vulnerable to Iron* (a faun takes double damage from iron)

Gargoyle

Gargoyles are vicious stone statues that came to life after a tower of demons was caught in a war between Law and Chaos. Usually winged, and always surprisingly quick, gargoyles can lie in wait for their prey indefinitely, through rain or shine, until the perfect moment to strike. Each hideous hunter is unique, and not all can speak, but all share a broken grasp of language.

Hit Dice: 4d8 (18 HP)
AC: 15
Attack: +3 to hit, 1d4 damage (claw), 1d6 (bite)
Alignment: Chaotic
XP: 250
Notes: *Flight* (gargoyles may fly), *Invulnerable* (gargoyles may only be hit by magical weapons or spells), *Swift* (if there are enough foes in its immediate range, the gargoyle may claw twice and bite once per round)

Ghoul

Undead flesh-eaters, ghouls are brought back from the dead by a ghoul fever, which reanimates corpses, filling them with a hunger for the flesh of the living if they can get it, and the flesh of the dead if they must. Ghouls are found in either the halls of the dead, or the lair of a necromancer. Their touch is a great peril, and if their opponent dies from his wounds, he will return as a ghoul himself.

Hit Dice: 2d8 (9 HP)
AC: 14
Attack: +3 to hit, 1d4 damage (claw)
Alignment: Chaotic
XP: 50
Notes: *Deady Touch* (targets touched by a ghoul must make a saving throw versus paralysis or remain frozen for 1d4 rounds; targets killed by a ghoul's claws return as ghouls themselves)

Giant

Not quite the rivals of the gods like the Norse giants, our giants are larger-than-life brigands. More brawn than brains, giants are ten foot tall bullies with no thought beyond the next pleasure, whether it be food, rest, or games. Famous for throwing boulders both in anger and in sport, giants love flattery, bribes, and booze, and don't mind giving up a fight in exchange for a bit of each.

Hit Dice: 8d10 (55 HP)
AC: 16
Attack: +8 to hit, 2d8 damage (club)
Alignment: any
XP: 1,200
Notes: *Thrown Rocks* (giants may throw rocks from great distances, doing 3d6 damage on a successful hit)

Giant Rat

Giant rats are disgusting, violent plague carriers, double the size of their ordinary cousins and covered in thick black hair.

Hit Dice: 1d6 (3 HP)
AC: 13
Attack: +0 to hit, 1d4 (bite)
Alignment: Neutral
XP: 5

Giant Snake

Hanging from a tree in a swamp, curled about an altar to a forbidden god, or sneaking up behind an unexpecting party, these twenty to forty foot slitherers grab and crush their prey, then swallow it whole. Typically unbothered by changes in terrain, these giant snakes can conceal themselves in remarkably narrow crevices before attacking hapless adventurers or other prey species.

Hit Dice: 3d10 (16 HP)
AC: 15
Attack: +3 to hit, 2d4 (bite)
Alignment: Neutral
XP: 145
Notes: *Constriction* (instead of attacking, the giant snake may attempt to grapple and constrict an opponent. If it hits successfully, the target must make a Strength test at -4 or be caught, suffering 1d10 points of damage per turn)

Gnome

These diminutive people live beneath the surface, and are mortal kin to elementals of the earth. They are often mistaken for small dwarves, with whom they trade and sometimes build homes. They delight in good food and drink, as well as displays of light and illusion, at which they excel. Like their earth elemental cousins, they are susceptible to weapons made of star metal, over which the earth has no power.

Hit Dice: 1d8 (5 HP)
AC: 12
Attack: +0 to hit, 1d6 (sword)
Alignment: any
XP: 20
Notes: *Glamour* (all gnomes know the Conjure Sound and Glamour Weaving cantrips and cast them with an Intelligence rating of 12), *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)

Goblins

Goblins and their various cousins are classic opponents in fantasy stories. See 'Making Goblins' on p.19.105 for rules on designing various different types of goblins, as well as for the stats for other types of goblinoids. Here are two of the most common types.

Goblin

The common goblin is a wicked fellow who lives in caves and forgotten grottos, seeking plunder and sport.

Hit Dice: 1d6 (4 HP)
AC: 14
Attack: +1 to hit, 1d6 (shortsword)
Alignment: Chaotic
XP: 15

Orc

Orcs are militaristic and brutish warriors who live by the rule of the strongest and can be forged into mighty armies by strong-willed lords of darkness.

Hit Dice: 1d10 (6 HP)
AC: 14
Attack: +1 to hit, 1d8 (long sword)
Alignment: Chaotic
XP: 20

The Golem

Formed from clay into the shape of a large man by a mad wizard in a forgotten city to the east, the Golem was powered and controlled by a scroll placed beneath its mute and lifeless tongue. The Golem is entirely mindless, acting only on its programming: the words of power put into it by its master. It is an implacable machine, but has no creative sense; it cannot employ tactics, nor can it be provoked. The Golem's soft flesh constantly reforms itself, making it a relentless and invulnerable monster, but legends say that it can be fully destroyed by removing the scroll from its muddy mouth.

Some say that the Endless Pit of the West was a small streambed before the Golem was set to digging a well, such is this creature's single-minded devotion to following its master's orders. Many wizards still seek the ritual which was used to create such a miraculous servant.

Hit Dice: 8d6 (28 HP)
AC: 11
Attack: +11 to hit, 2d6 damage (fist)
Alignment: Neutral
XP: 1,300
Notes: *Regeneration* (the Golem regenerates 3 hit points per round, even after being reduced to 0 or fewer hit points)

Great Eagle

These noble and majestic creatures have a wingspan of thirty feet or more, otherwise appearing as enormous versions of their mundane relatives. They understand the speech of all creatures, and rule the aeries of the mountains. In ages past, stories say that some of their number were corrupted by a dark master and that they still fly the skies doing his cruel bidding.

Hit Dice: 5d8 (23 HP)
AC: 17
Attack: +5 to hit, 1d12 damage (claw)
Alignment: any
XP: 200
Notes: *Flight* (great eagles may fly), *True Speech* (great eagles may communicate with any creature capable of speech, no matter what languages it speaks)

The Green Man

The Green Man is a mighty master of the forest who calls no man or faerie 'lord.' He towers above even the tallest of men, his flesh is woody and covered in vines and foliage, and he can be either friend or foe. The woods answer to his call, and it is said that his temperament changes with the seasons. In the spring he has been known to attack any who trespass in his realm, but travelers say that he provides hospitality in the fall.

Hit Dice: 11d10 (61 HP)
AC: 21
Attack: +12 to hit, 2d6+4 (pummel)
Alignment: Neutral
XP: 3,400
Notes: *Awaken* (the Green Man may perform with automatic success the Wooded Guardian ritual once per month), *One with the Wood* (the Green Man may move unhindered through any forest, and can become completely invisible within the woods once per day), *Summon the Forest* (once during a human generation, the Green Man can cause the whole forest to grow to great anger, though even he cannot control it after doing so; for one week, all trees awaken as though treants and all animals become violent)

Griffon

A griffon is a mighty creature with the forelegs and head of an eagle and the hindquarters of a lion. They are hunters without peer, possess great cunning, and are notoriously stubborn and temperamental.

Hit Dice: 6d8 (27 HP)
AC: 17
Attack: +6 to hit, 1d6 (talons), 1d8 (beak)
Alignment: Neutral
XP: 400
Notes: *Flight* (griffons may fly), *Swift* (if there are enough foes in its immediate range, the griffon may attack twice with its talons and once with its beak per round)

Halfling

The merriest folk on earth, halflings enjoy comfort and fellowship. They adopt the ways of humans who live near them, though they are distrustful of men and want no part in their wars or kingdoms.

Hit Dice: 1d8 (5 HP)
AC: 10
Attack: +0 to hit, 1d6 (walking stick)
Alignment: any
XP: 15
Notes: *Halfling Spirit* (a halfling has a +2 bonus to all saving throws; her allies have +1 to all saving throws)

Hellhound

Hellhounds are the offspring of demonic spirits and particularly hardy dogs. They stand just a few inches tall for their breed, and perhaps 20 pounds heavier. The eyes, though, are a dead giveaway -- their eyes of glowing coal can see spirits and invisible things, making them desirable servants for wizards, demons, and their foes.

Hit Dice: 2d8 (9 HP)
AC: 14
Attack: +2 to hit, 1d8 damage (bite)
Alignment: Chaotic
XP: 60
Notes: *Demonic Sight* (hellhounds may see spirits and invisible things), *Immune to Fire* (hellhounds may not be harmed by fire of any kind)

Herd Animal

Sheep, goats, elk, and bison, these are the prey creatures upon which both hunters and herders inflict their will. The herd will flee when possible, defend their young when they must, and leave the weakest to cover their escape. When they do fight, it's all head-butting and trampling hooves. Use herd animals to set a pastoral scene, or in the action of a hunt.

Hit Dice: 2d8 (9 HP)
AC: 12
Attack: +0 to hit, 1d4 (heatbutts and hooves)
Alignment: Neutral
XP: 30

Horse

Horses are symbols of power and status. Performing tasks for humans, they reveal the natures of their masters; the villain who treats his horse well is a very different foe from the careless ruffian who rides his poor mount to death. Only trained warhorses may attack while being ridden.

Hit Dice: 2d8 (9 HP)
AC: 13
Attack: +2 to hit, 1d6 (kick)
Alignment: Neutral
XP: 40

Humans

Perhaps the most dangerous of all creatures, other humans have the potential to be valuable allies or bitter enemies to the characters. Below are several sample humans for use in your games, but there are, obviously, a great many types of people.

Commoner

These statistics represent most humans in the world, whether they be simple laborers or even skilled workers in the employ of a mighty king. These statistics will be appropriate for most of the people whom the characters meet.

Hit Dice: 1d6 (4 HP)
AC: 10
Attack: +0 to hit, 1d4 damage (dagger)
Alignment: usually Neutral
XP: 15

Soldier

Not all those who fight are mighty heroes such as player characters with the warrior class. These are the common soldiers of the king's army, as well as town guards and mercenary sellswords.

Hit Dice: 1d6 (4 HP)
AC: 14
Attack: +0 to hit, 1d8 damage (long sword)
Alignment: usually Neutral
XP: 20

Minor Magus

This young wizard or sorceress has recently passed apprenticeship and is now a skilled wielder of the arcane arts.

Hit Dice: 2d6 (7 HP)
AC: 11
Attack: +1 to hit, 1d4 damage (dagger)
Alignment: usually Neutral
XP: 100
Notes: *Spellcasting* (may cast 2 spells per day)

Great Warrior

A mighty warrior capable of slaying hordes of his enemies, this is a worthy foe for any adventurer.

Hit Dice: 4d10 (22 HP)
AC: 17
Attack: +6 to hit, 1d8+3 damage (long sword)
Alignment: usually Neutral
XP: 150

Story Hook
Yesterday's Hero

A great hero in command of several soldiers is living in the woods near the village. Without a proper home, these men have turned to banditry. Though they never attack the village itself or any of its inhabitants, they are making trade difficult, and it looks as though the coming festival will be cancelled. If the characters investigate, they find that the hero was once a member of the village who made a name for himself during a great battle fought in the previous generation. He was driven out of town for reasons hidden from the characters. Can they reconcile the hero with his former kinsmen, or is violence the only solution to the bandits?

Insect Swarm

While an ordinary insect is certainly no match for a band of adventurers, an entire swarm can bring down even a great warrior.

Hit Dice: 2d8 (9 HP)
AC: 13
Attack: special, see notes
Alignment: Neutral
XP: 85
Notes: *Swarming* (the swarm will cause 1 hit point of damage to any it passes over, every round, and 3 points of damage to those who do anything other than seek cover)

Kelpie

The kelpie is a beautiful fae water horse. It can be a powerful and loyal steed to the rare individual whom it admires. More often, it plays a gruesome game with travelers, either luring them into the water to their death, or convincing them to take its back and then carrying them into the depths.

Hit Dice: 3d8 (14 HP)
AC: 14
Attack: +3 to hit, 1d6 damage (kick)
Alignment: Chaotic
XP: 100
Notes: *Lure* (the kelpie can be very charming; any one target engaging in conversation with the kelpie must make a saving throw versus spell or be drawn inexorably onto the kelpie's back or into the water), *True Name* (the kelpie has a true name which gives his foes power over him), *Vulnerable to Iron* (the kelpie takes double damage from iron)

Kraken

A true terror of the deep, the Kraken appears in numerous legends and sailors' tales. Most stories say there is only one of these mighty beasts, and that it appears but once in a generation, but others hold that there are countless Kraken sleeping at the bottom of the sea.

Hit Dice: 12d10 (66 HP)
AC: 18
Attack: +9 to hit, 1d6 (tentacle)
Alignment: Neutral
XP: 3,100
Notes: *Many Limbed* (the Kraken has twelve tentacles, each of which may attack independently)

The Lich Lord

Once a mighty wizard with a true heart, fear of death drove this ancient creature to seek out dangerous, forbidden magic and twist his own form and soul into a mockery of the living. He probably dwells in secret, surrounded by undead servants and magical items amassed over the centuries. If still active, he is certainly one of the great powers in the world, and not to be trifled with.

Hit Dice: 16d6 (61 HP)
AC: 18
Attack: +7 to hit, 1d6+5 (magic staff)
Alignment: Lawful
XP: 8,500
Notes: *Magic* (the Lich Lord is a mighty spellcaster, and may cast spells and rituals as a level 10 mage; the GM must determine which spells and rituals he knows, and his Intelligence and Wisdom are assumed to be 16 for the purpose of the casting rolls), *Phylactery* (the Lich Lord hides his true essence in a secret container, and may not truly be killed unless it is found and destroyed)

Lion

Called the King of the Beasts, the lion is a noble yet savage animal. There are many stories of brave knights and ladies who rescue a lion from peril, only to have the beast become a fast friend and stalwart companion.

Hit Dice: 5d8 (23 HP)
AC: 14
Attack: +5 to hit, 1d4+1 (claw), 1d10 (bite)
Alignment: Neutral
XP: 240
Notes: *Swift* (if there are enough foes in its immediate range, the lion may claw twice and bite once per round)

Medusa

The medusa is an unfortunate man or woman whose hair is a wreath of living snakes. If you meet its gaze, you must save versus polymorph or be turned to stone permanently. Solitary creatures, these cursed souls tend to haunt abandoned palaces and tombs of yesteryear. Every so often, a pair can be found, usually in the service of a more powerful figure or rearing a small, horrible child.

Hit Dice: 4d8 (14 HP)
AC: 13
Attack: +4 to hit, 1d6 (bow)
Alignment: Chaotic
XP: 175
Notes: *Petrification* (any opponent who meets the medusa's gaze must make a saving throw versus polymorph or be turned to stone)

Merfolk

The Merfolk live in coral castles beneath the waves. Occasionally they rescue sailors who have been thrown overboard or whose ships have been destroyed by terrible storms or sea monsters, nursing them back to health and returning them safely to shore. However, some clans of merfolk make war on men who live near the coasts, raiding their towns for beautiful objects which they carry back to their watery homes and use to decorate their war temples.

Hit Dice: 1d8 (5 HP)
AC: 13
Attack: +0 to hit, 1d6 (spear)
Alignment: any
XP: 20
Notes: *Two Worlds* (the merfolk may breathe water or air, and have fins and tails in the water, and legs on land; if out of water for more than a full week, they take 1 hit point of damage per day until they return to the water or die)

Story Hook
The Conquerors from the Sea

Far to the west of the players' home village is a coastal land filled with frightened men and women. Wicked merfolk have claimed for themselves a kingdom on the land along a massive stretch of coastline and as far as 40 miles inland. They demand tribute of the inhabitants of this land, and then take the spoils to their homes beneath the waves. The people want to be free of their watery overlords, but find it impossible to mount an effective defense, as the merfolk come on land in force and with no warning and then flee back beneath the waves beyond the humans' reach.

Monstrosities

Most monsters cannot be categorized, instead being awful chimaera or mutated beasts. This entry can be used to represent any number of large and horrific monsters which the characters may stumble across in the world. Each of these is almost certainly unique, and is left to you to describe. They are physical challenges of the wild world, a danger to all travelers, and often a signifier that one has strayed too far from the path. Each monstrosity has two of the following powers:

Acid - when the monstrosity dies its acidic blood showers its victims; all foes in melee range must make a saving throw versus breath weapon or take 1d10 damage.

Amphibious - the monstrosity is at home in the water as it is on land. If it breathes at all, it breathes water as well as air. Its movement is in no way restricted by even deep, dark water.

Barbed Tail - the monstrosity gains another attack every round, doing the same damage as its claw attack, only against a target to its rear.

Breath Weapon - once per day, the monstrosity may unleash a gout of flame or clouds of noxious poison and smoke; all targets in near range must make a saving throw versus breath weapon or take damage equal to the monstrosity's bite attack.

Paralytic Gaze - instead of making its normal attacks, the monstrosity may stare at one opponent for a round; that opponent must make a saving throw versus polymorph or be frozen in place for 1d6 rounds.

Poison - the monstrosity drips with magical or natural poison; any creature hit by its claws must make a saving throw vs. poison or suffer an additional hit point of damage every round for 1d8 rounds.

Spines - the monstrosity is covered in long, sharp spines, making it dangerous to attack; anyone making a successful melee attack against the monstrosity must then make a Dexterity check or take 1d4 damage.

Terrifying Roar - once per combat the monstrosity may roar, frightening all foes in the area; each must make a saving throw vs. spell or cower or flee for 1d4 rounds.

Lesser Monstrosity

These statistics represent a beast ranging in size from that of a man to that of a large horse or a bear. They are a great threat to a group of young adventurers, and still dangerous to mighty heroes, especially should they gather in numbers.

Hit Dice: 5d10 (28 HP)
AC: 14
Attack: +5 to hit, 1d4 (claw), 1d8 (smash or bite)
Alignment: Chaotic
XP: 350
Notes: *Monstrous Powers* (each monstrosity has two further powers from the above list), *Swift* (if there are enough foes in its immediate range, the monstrosity may claw twice and smash or bite once per round)

Greater Monstrosity

While the lesser monstrosity can be quite frightening, this creature is a mighty challenge. It has the strength to terrorize a whole region, and can crush even determined foes.

Hit Dice: 9d10 (50 HP)
AC: 17
Attack: +9 to hit, 1d6 (claw), 1d12 (smash or bite)
Alignment: Chaotic
XP: 2,100
Notes: *Monstrous Powers* (each monstrosity has two further powers from the above list), *Swift* (if there are enough foes in its immediate range, the monstrosity may claw twice and smash or bite once per round)

Abomination

The abomination is a massive beast the size of an inn. Its form is horribly twisted and grotesque, a mockery of all natural creatures. This monstrosity is so large and powerful that even the mightiest of heroes will have difficulty overcoming it.

Hit Dice: 15d10 (83 HP)
AC: 23
Attack: +15 to hit, 1d8 (claw), 1d12+2 (smash or bite)
Alignment: Chaotic
XP: 7,000
Notes: *Monstrous Powers* (each monstrosity has two further powers from the above list), *Swift* (if there are enough foes in its immediate range, the monstrosity may claw twice and smash or bite once per round)

The Nameless One

This terrifying creature may once have been a man, or perhaps a spirit or faerie who lost its way. Now the beast has no name and no true form, appearing as a mass of shadow and shapes. It comes to towns and leaves them desolate and ruined. Lacking any name at all, it resists all magical powers or attempts at coercion, and likes to hunt wizards most of all. Most disturbing, the Nameless One seems to know the true names of its prey.

Hit Dice: 9d8 (41 HP)
AC: 19
Attack: +9 to hit, 1d6+2 (claw)
Alignment: Chaotic
XP: 2,100
Notes: *Guess Name* (once per day, the Nameless One may stare at a target for one round and have a 1 in 4 chance of guessing its true name), *Shadowy Form* (the Nameless One's shape twists and grows, confusing opponents and granting it two attacks per round), *Void* (the Nameless One is completely resistant to all magical attacks, and may only be harmed by mundane, non-magical, weapons)

Nymph

Nymphs are spirits of place and are bound to a tree, a grotto, or a mountain spring. The traditional depiction is of a nubile maiden, often the mother of a god's bastard or the victim of an evil act. But just as fun is the dryad bravely defending her grove against orc lumberjacks or the river-sprite negotiating a dam with the local beavers.

Hit Dice: 2d8 (9 HP)
AC: 15
Attack: +3 to hit, 1d6 damage (staff or other weapon)
Alignment: any
XP: 35
Notes: *False Friends* (nymphs may cast the spell False Friend at will), *Home Bodies* (a nymph must stay within one mile of her mystical home)

Ogre

Ogres are large, brutish humanoids, often rowdy and hungry. They disdain order and find pleasure in destruction. A couple of ogres make a great challenge for heroes who have gained a level or two and think that goblins are pushovers.

Hit Dice: 4d8 (18 HP)
AC: 14
Attack: +5 to hit, 1d6+2 damage (a big club)
Alignment: Chaotic
XP: 125

Story Hook
The Bridge Masters

A pair of ogres has made a lair in a series of caves near a bridge somewhere close to the village. They have no care for the natural world, and animals are being found dead throughout the land, their bodies left to rot. Travelers who pass over the bridge are not safe. Last week a peddler from the next village was killed while trying to cross, and everyone is frightened to go near the place. The ogres are crude but clever, and have set numerous traps throughout their new home. Are the characters brave enough to face the brutes, or clever enough to outwit them?

Owlbear

The owlbear is not a natural creature; it is the creation of magic gone wrong, a ravening beast loosed upon the world, and a force of destruction. The owlbear has the body of a great, brown bear, and the head of a bird of prey. If more than one of these creatures exists, it is possible that they could breed true and infest a forest or range of mountains.

Hit Dice: 5d8 (24 HP)
AC: 15
Attack: +5 to hit, 1d8 damage (claws and beak)
Alignment: Chaotic
XP: 240
Notes: *Swift* (if there are enough foes in its immediate range, the owlbear may claw twice and use its beak once per round)

Phantom

A phantom is a minor ghost, the spirit of someone who was not ready to depart our world. They are not necessarily aggressive, but certainly have the ability to harm the living if they so desire. Their touch chills the soul and leaves marks like an intense burn. Brave adventurers might be able to face these ghosts and convince them to leave our world if they discover what is keeping them here.

Hit Dice: 2d6 (7 HP)
AC: 15
Attack: +2 to hit, 1d8 (chilling touch)
Alignment: any
XP: 80
Notes: *Incorporeal* (the phantom has no physical form, and is only affected by magic and silver weapons)

Story Hook
The Restless Dead

A nearby crossroads is the site of something truly horrible: bodies in cages hang at the intersection of the King's roads. Whenever the living approach, the cages start to shake and rattle. Even carrion birds flee the scene, and the phantoms of those slain there beg the living for justice, or at least peace. Can the heroes give it to them?

Pukka

This trickster faerie likes to cause travelers to lose their way in the deep woods or the barrow mounds, but he is also prone to making friends with children and free thinkers. He most often appears as a small, friendly man of middle age wearing a green jerkin and a red cap.

Hit Dice: 5d8 (23 HP)
AC: 18
Attack: +4 to hit, 1d6 (short sword)
Alignment: Chaotic
XP: 300
Notes: *Open Gate* (Pukka has the ability to open a gate to other worlds; he may do this in a single round; the gate stays for 11 rounds), *True Name* (Pukka has a true name which gives his foes power over him), *Vulnerable to Iron* (Pukka takes double damage from iron)

Redcap

These wicked faerie creatures look like small wizened men and are armed with wicked swords and daggers. They roam faerie lands in frightening bands and dye their woolen caps with the blood of their victims.

Hit Dice: 2d8 (9 HP)
AC: 14
Attack: +3 to hit, 2d4 (wicked blades)
Alignment: Chaotic
XP: 40
Notes: *True Name* (a redcap has a true name which gives his foes power over him), *Vulnerable to Iron* (redcaps take double damage from iron)

Shark

Sharks are silent killers of the seas. They usually take no interest in sailors and fishermen, but can be driven mad by the scent of blood and foul magic alike. Some sailors tell stories of whole schools of these beasts compelled to hunt men by dark sorcery.

Hit Dice: 3d8 (14 HP)
AC: 15
Attack: +3 to hit, 2d6 (bite)
Alignment: Neutral
XP: 80

Skeleton

Long dead corpses brought to a simulacrum of life by dark magic, skeletons are mindless automata which follow the commands of a necromancer.

Hit Dice: 1d8 (4 HP)
AC: 13
Attack: +1 to hit, 1d8 (longsword)
Alignment: Neutral
XP: 20
Notes: *Dead and Mindless* (skeletons are immune to sleep and charm effects)

Sluagh

These foul spirits of the dead take the form of a black cloud or large flock of birds, often changing shape and form as they descend upon their victims. They always fly out of the west and depart to the east. The statistics below represent the entire flock, which moves and hunts with a single will. Due to the 'Ravenous Hunger' ability presented below, the Sluagh will present a unique challenge and players will likely need to modify their tactics.

Hit Dice: 4d8 (18 HP)
AC: 14
Attack: +4 to hit, 1d4+1 damage (chill wind)
Alignment: Chaotic
XP: 250
Notes: *Flight* (the Sluagh may fly), *Immortal* (the Sluagh cannot be killed, but are driven off when defeated), *Invulnerable* (the Sluagh may only be harmed by magical attacks or fire), *Ravenous Hunger* (the Sluagh will attack all targets who do not take cover in an area of around near range; roll to hit and damage separately for each target)

Spectre

Spectres are powerful spirits of the dead. They are often those who were wrongfully murdered. They have an innate hatred of the living, and the presence of a single spectre can cause whole villages and towns to become ghost cities over the period of a month or so.

Hit Dice: 7d8 (45 HP)
AC: 17
Attack: +6 to hit, 1d8 (chilling touch)
Alignment: Chaotic
XP: 900
Notes: *Incorporeal* (the spectre has no physical form and is only harmed by magic and silver weapons), *Vulnerable to Sunlight* (the spectre is powerless in sunlight and must seek shelter), *Create Spawn* (those slain by a spectre become new spectres in 1d4 rounds)

Spectral Guardian

Some powerful sorcerers are protected by invisible spirits with a fierce loyalty to their masters. As each spectral guardian is a unique spirit, this entry serves only as an example.

Hit Dice: 10d8 (45 HP)
AC: 18
Attack: +10 to hit, 2d6 (chilling touch)
Alignment: any
XP: 2,200
Notes: *Incorporeal* (the spectral guardian has no physical form, and is only affected by magic and iron weapons), *Spectral Speed* (the spectral guardian may strike twice each round), *True Name* (the spectral guardian has a true name which gives its foes power over it), *Unnatural Senses* (the spectral guardian is the perfect watchdog, and confers upon its master a +2 bonus to any checks to notice hidden or ambushing enemies)

Spiders

Besides the ordinary hunters found in every cottage which pose no threat to heroes, there are many other species of spider, large and small. Their origin is unclear.

Some legends tell of the dustlings, cruel spider creatures made of dust and cobwebs that feed on ghosts and living alike. Born of the ghost of a wizard's familiar and a lonely sprite, dustlings now number in the tens of thousands, living in frightening colonies on the fringes of the human world.

Other spider creatures seem to have been in the world long before the coming of man. They are hateful, bloated evils of a forgotten age who plot and scheme only so that they might feed.

Most frightening of all, there are rumors of entire arachnid empires beneath our feet, and thousands of miles of tunnels filled with skittering young. If such stories are true, what would happen to the land of men should these creatures decide to invade?

Whatever their origins, the entries below can be used to represent many different kinds of these creatures. Spiderlings are the smallest of these wicked creatures, with bodies about a foot across and much larger legs. Great spiders are the size of large dogs or even ponies. Their kings pose the greatest threat to humans. A very few of the oldest arachnids also sleep and hunt in forgotten caves and ruins; the size of cottages, they have nothing to do with their lesser cousins, and are just as likely to feast on spiders as any other creature.

Spider Swarm

Ordinary spiders of small size pose no threat as individuals, but can be dangerous in large groups. Use the statistics for the Insect Swarm on p.86 if you wish to have your heroes face a large group of spiders.

Spiderling

Hit Dice: 2d6 (7 HP)
AC: 14
Attack: +1 to hit, 1d4 damage (bite)
Alignment: Lawful
XP: 50
Notes: *Poison* (any creature bitten by a spiderling must make a saving throw vs. poison or suffer -2 to all rolls for the next day; subsequent bites add -1 penalty)

Great Spider

Hit Dice: 4d8 (18 HP)
AC: 14
Attack: +4 to hit, 1d8 damage (bite)
Alignment: Lawful
XP: 160
Notes: *Poison* (creatures bitten by a great spider must make a saving throw vs. poison or suffer -2 to all rolls for the next day; subsequent bites add -1 penalty)

Spider King

Hit Dice: 5d8 (23 HP)
AC: 14
Attack: +5 to hit, 1d8 damage (bite)
Alignment: Lawful
XP: 230
Notes: *Poison* (creatures bitten by a spider king must make a saving throw vs. poison or suffer -2 to all rolls for the next day; subsequent bites add -1 penalty), *Summon Allies* (once per day, the spider king may summon a spider swarm to attack its foes)

Ancient Arachnid

Hit Dice: 14d10 (77 HP)
AC: 23
Attack: +12 to hit, 1d10+2 damage (bite)
Alignment: Chaotic
XP: 6,000
Notes: *Poison* (creatures bitten by an ancient arachnid must make a saving throw vs. poison or be paralyzed for 1d10 rounds), *Swift* (if there are enough foes in its immediate range, the ancient arachnid may attack three times per round), *Webbing* (the arachnid may cast the Web spell at will as a 14th level mage) *Vulnerable to the Sun* (if caught in the sunlight, the ancient arachnid will be sluggish and unable to use its Swift power; it will also suffer a -2 to all rolls to hit and saving throws)

Story Hook
Spider Home

A mine near the village has become infested with a colony of spiderlings, and many of the workers have been taken captive. The miners delved too deep and disturbed the colony, which has held its home beneath the earth for countless generations of men. Some of the spiderlings are angry, and counsel their king to make war on the village, but the king is not sure if that is the answer. Can the characters rescue their kinsmen? Will they risk starting a war with the spiderlings?

Spirits

The world is filled with unseen spirits, whether the elementals, which are representations of the natural world, or the spirits of human emotion and ambition. There are also hosts of spirits from realms other than our own, such as spirits of Law, which mindlessly strive to impose order on our world, and greater and lesser deities from this plane and others.

While spirits are incorporeal, they can make themselves visible to mortals at will, and can affect the world normally for creatures of their shape and size; for instance, a spirit of roughly human shape can lift objects and close doors if it so chooses. They can always simply pass through solid objects when they would like, however.

Below are several sample spirits to use in your games.

Clockwork, a Spirit of Law

Strange almost-human assemblages of interlocking gears no more than 6 inches high, clockwork men ensure things happen as they should. They are most often seen tidying up after a particularly nasty magical accident.

Clockwork spirits have no sense of self, and happily collaborate to form greater assemblies to fight or to accomplish other, stranger tasks. As happily, that is, as any being of pure obedience can.

Hit Dice: 1d8 (4 HP)
AC: 17
Attack: special, see notes
Alignment: Lawful
XP: 55 XP
Notes: *Assembly* (several clockwork spirits can animate small objects to create forms capable of fighting, each clockwork spirit adds +1 to hit, and 1 point of damage to the total. At least two are required to form an assembly), *Incorporeal* (clockwork spirits have no physical form, and are only affected by magic and iron weapons), *Timing* (clockwork men are always right on time -- they are always in position, always have initiative, and can return to the realms of Law on their action), *True Name* (a cloclwork spirit has a true name which gives its foes power over it)

The Breeze, an Elemental of the Air

These stats represent a typical, minor elemental. It is mostly mindless, but can be bound by mortal sorcerers or driven to anger. Every round it makes one of the following attacks:

•*Gust of Wind:* all in near range must make a Dexterity test or be at a -2 penalty to all actions next round
•*Poisonous Air:* +3 to hit (it envelops the target), target must make a saving throw vs. Poison or take 2d4 damage every round for the next 3 rounds
•*Leaves and Loose Daggers:* attack against 2 opponents: +3 to hit, 1d4+1 damage

Hit Dice: 3d10 (16 HP)
AC: 10
Attack: special, see notes
Alignment: Neutral
XP: 250
Notes: *Incorporeal* (the Breeze has no physical form, and is only affected by magic and iron weapons), *Magical Powers* (once per round, the spirit of the air uses one of the powers above), *True Name* (the Breeze has a true name which gives its foes power over it)

The Muses, Spirits of Inspiration

These disembodied spirits visit artists and singers and inspire them to great feats of creativity and performance. They do not understand human limitations, and can sometimes push men too far, causing them to pass out or even die from exhaustion.

Hit Dice: 3d8 (13 HP)
AC: 10
Attack: special, see notes
Alignment: Chaotic
XP: 200
Notes: *Incorporeal* (a muse has no physical form, and is only affected by magic and iron weapons), *Inspiration* (muses may fill mortals with a desire and ability to create art; unless the target makes a successful saving throw vs. spell, this immediately restores any missing Fortune Points, but the mortal must pursue creative, artistic endeavors for the next 24 hours), *True Name* (a muse has a true name which gives its foes power over it)

Flametongue, an Elemental of Fire

These middling fire elementals are the captains and envoys of the realm of flames and smoke. They appear as roughly human shaped beings of pure fire with voices like a crackling inferno. They come sometimes with messages of friendship, but often as heralds of fire and destruction. Every round it makes one of the following attacks:

•*Leap of Fire:* the spirit disappears and reappears next round in a different location and will then use the Tongues of Flame attack with an additional +2 to hit
•*Tongues of Flame:* attack against 2 opponents (fire shoots from the spirit), +4 to hit, 1d4+2 damage
•*Waves of Heat:* target must make a Constitution check or suffer a -2 penalty to all rolls next round

Hit Dice: 4d8 (18 HP)
AC: 12
Attack: special
Alignment: Neutral
XP: 350
Notes: *Incorporeal* (Flametongue has no physical form, and is only affected by magic and stone or flint weapons), *Magical Powers* (once per round the spirit of fire uses one of the powers mentioned above), *True Name* (Flamtongue has a true name which gives its foes power over it)

The Delver, an Elemental of Earth

A powerful elemental of the earth, the Delver is slow to act and calm of temperament. It has sway over a small area of earth, such as a line of hills or large cavern. It can calm the angry earth, crush miners with falling rocks, and gift the worthy with jewels and precious metals. Every round it makes one of the following attacks:

•*Gripping Earth:* all in Near range must made a Strength check or find themselves unable to move their feet
•*Pummeling Rocks:* ranged attack against 2 opponents (earth flies at the targets), +9 to hit, 1d12 damage
•*Skin of Rock:* the Delver does not attack but becomes AC 30 this round, and ordinary weapons have a 25% chance of breaking when used to attack the Delver, whether they hit or miss

Hit Dice: 9d8 (41 HP)
AC: 20
Attack: special
Alignment: Neutral
XP: 1,800
Notes: *Domain Knowledge* (by concentrating for one minute, the Delver can know anything happening within its domain; it may appear anywhere within its domain within 5 rounds), *Incorporeal* (the Delver has no physical form, and is only affected by magic and weapons of meteoric iron), *True Name* (the Delver has a true name which gives its foes power over it)

Deepwaters, an Elemental of Water

This mighty elemental lord rules an entire sea or other large body of water. It is a direct vassal of the god of the waters. It is nearly omnipotent within its domain, but largely disinterested in what happens above the water. A wise sailor avoids its anger, and its favor can be sought at great danger. Every round it makes one of the following attacks:

•*Drowning Lungs:* a single target must make a successful saving throw versus spell or begin to drown; the target is unable to act at all and will die within 10 minutes unless the lungs are cleared
•*Crushing Waters:* attack against all near opponents (a powerful wave), +15 to hit, 1d12 damage
•*Weight of Water:* all foes in near range must make a Constitution check or suffer a -4 penalty to all rolls next round

Hit Dice: 17d8 (80 HP)
AC: 24
Attack: +17 to hit, 1d12 (crushing water)
Alignment: Neutral
XP: 9,000
Notes: *Domain Knowledge* (by concentrating for one minute, Deepwaters can know anything happening within its domain; it may appear anywhere within its domain within 5 rounds), *Incorporeal* (Deepwaters has no physical form, and is only affected by magic and bronze weapons), *Sea Mastery* (Deepwaters can cause any otherwise ordinary water conditions within its domain at will, from fair sailing weather to massive tidal waves), *True Name* (Deepwaters has a true name which gives its foes power over it)

The Violet Lady, a Minor Goddess of Feasts

An example of the least of gods, the Violet Lady watches over lords and other mighty individuals who care for their subjects and travelers and treat them to sumptuous meals. She appears as an exceedingly beautiful noblewoman in embroidered purple robes, bearing a tray of sweet meats and delicate wines. She enjoys playing hostess if visited in one of her many homes, but has little interest in getting involved in other affairs. It is said that adventurers on arduous quests sometimes stumble upon one of her dwellings and find much needed hospitality.

Hit Dice: 19d8 (86 HP)
AC: 25
Attack: +15 to hit, 1d4 (dagger)
Alignment: Neutral
XP: 14,000
Notes: *Eternal Feast* (there is never a shortage of food or drink in the Lady's presence; well-behaved guests always leave her table with three Goodberries as described in the Goodberry ritual on p.58 of the 'Spells and Magic' section), *Immortal* (as a goddess, the Violet Lady cannot be killed, and is instead banished for one month if reduced to zero hit points), *Incorporeal* (the Lady has no physical form, and is only affected by magic and silver), *Mistress of Her Domain* (the Lady has many homes in the physical world and can travel between them at will; she can command any creature to leave her domain and, if the target fails a saving throw versus spell, it must do so), *True Name* (the Violet Lady has a true name which gives her foes power over her)

Sprite

Faeries, by their very nature, defy categorization. Sprites are the lesser faeries with no great position at a fae-court and often no regular home. They are almost always smaller than men, favor bright clothing, and can cause great harm to travellers who do not wish to join their games.

Hit Dice: 1d8 (5 HP)
AC: 14
Attack: +1 to hit, 1d6 (sword)
Alignment: Chaotic
XP: 25
Notes: *Glamour* (sprites may cast the Glamour Weaving cantrip; their Intelligence is assumed to be 10 for the purposes of casting rolls, and they particularly like failing the roll and having their illusions go awry), *True Name* (each sprite has a true name which gives his foes power over him), *Vulnerable to Iron* (sprites take double damage from iron)

Treant

Shepherds of the forest, treants at rest are indistinguishable from the trees they tend. Deciduous or evergreen, a treant takes the character of his type of tree. Usually slow to react, but powerful as friend or foe, a treant will move with the quick and deadly force of a branch in a gale to protect its forest.

When the situation warrants, treants can animate other, ordinary trees within Near range, waking up to two trees at a time. Each tree will take a full round to wake, but will then fight as a treant. These tree allies remain ordinary trees in all respects and will immediately root themselves in place again when they are no longer needed)

Hit Dice: 8d10 (45 HP)
AC: 18
Attack: +8 to hit, 2d6 (branch)
Alignment: Lawful
XP: 1,300
Notes: *Hidden* (treants may appear as perfectly ordinary trees if they wish), *Rain of Blows* (treants have many limbs and may strike twice each round), *Rouse Allies* (treants may animate ordinary trees and call for their aid as descibed above, once per day)

Troll

Trolls are grotesque humanoids, standing 9 feet tall and weighing around 500 pounds. Their rocky hides are mossy, mottled, and putrid mixes of greys and greens, and their long, uneven limbs are terribly strong. They live in small family units in rocky caves deep in the forests and mountains, or deep underground. Most are cruel servants of Chaos from a time before men, but there are also stories of friendly families of trolls who live in grottos or crude houses.

Hit Dice: 6d10 (33 HP)
AC: 16
Attack: +5 to hit, 1d6 (claws), 1d10 (bite)
Alignment: Chaotic
XP: 650
Notes: *Regeneration* (trolls regenerate 3 hit points per round unless they have been wounded with fire, and may even come back from death in this manner)

Unicorn

A unicorn is a symbol of goodness, purity, and grace, and will only befriend (or even approach) those who are pure of heart. It only allows itself be touched by virgins. Creatures of the deepest forest, unicorns are protectors of the wild spaces who will only attack to defend themselves or the groves they have adopted.

Mages sometimes hunt unicorns, as their horns render poison harmless and, made into a powder, cure disease.

Hit Dice: 4d8 (18 HP)
AC: 18
Attack: +4 to hit, 1d8 (kicks and horn)
Alignment: Lawful
XP: 125
Notes: *Charge* (the unicorn may charge an opponent with its horn, causing 1d12 damage instead of its normal attack)

The Vampire

It is unclear how this wicked noble from a long-forgotten empire became an undead creature. Some stories say that she was cursed by the gods for an unspeakable crime, others that she is but one in a long line of such horrors. She disappears from all records for generations at a time, only to resurface in a region posing as a foreign dignitary, her schemes usually ending with a bloody tragedy before she slips away again.
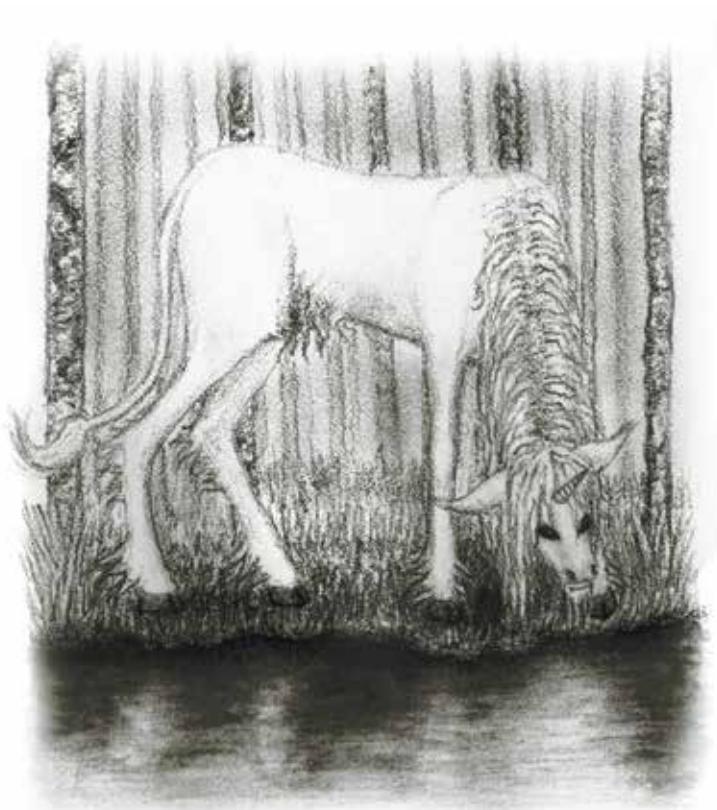
Hit Dice: 13d10 (72 HP)
AC: 22
Attack: +15 to hit, 1d8+6 damage (magic sword)
Alignment: Chaotic
XP: 6,000
Notes: *Blood* (the Vampire feeds on blood and no other sustenance; if the Vampire is unable to feed for a week she falls into stasis until revived with more blood), *Magic* (the Vampire is steeped in ancient lore and may cast rituals as an 8th level mage; the GM must determine which rituals she knows, and her Intelligence and Wisdom are assumed to be 14 for the purposes of the casting rolls), *Nocturnal* (the Vampire may not cast any rituals or use any other powers during the day), *Shapechange* (the Vampire may take the shape of a worg or a bat at will), *Unnatural Speed* (the Vampire moves with preternatural speed and may attack twice per round), *Vulnerable to the Sun* (the Vampire cannot use any of her powers during the day and takes 1 point of damage every round while in direct sunlight)

Wight

Wights are the spirits of long dead kings, found wandering their barrows and the surrounding lands. They sometimes attack with ancient blades of iron or bronze instead of their deadly touch. The strength drained away by a wight's touch may only be recovered by slaying the wight and cleansing its tomb, or by powerful magic.

Hit Dice: 3d10 (15 HP)
AC: 15
Attack: +3 to hit, 1d4 damage (touch)
Alignment: any
XP: 100
Notes: *Drain Strength* (anyone touched by a wight must make a saving throw vs. Polymorph or lose a point of Strength)

Will-o'-the-Wisp

These semi-solid globes of magical marsh gas bob and float in dangerous areas of the wilderness. When they find a mortal whom they like, they dance in an alluring pattern, causing him to stumble into the swamp and drown.

Hit Dice: 2d8 (9 HP)
AC: 15
Attack: +0 to hit, 1d6 damage (shock)
Alignment: Chaotic
XP: 50
Special: *Lure* (a group of three or more wisps can attempt to lure a traveler to them; the traveler must make a saving throw vs. spell or travel directly to the wisps)

Winged Folk

These mysterious people live on the tops of mountains and in cities in the clouds. They have a culture of their own, and occasionally allow visitors in their lavish halls. In these cases, they descend to the earth and carry the worthy with them to their homes in the clouds. As followers of Law they are sworn enemies of Chaos in all its forms.

Hit Dice: 1d8 (5 HP)
AC: 14
Attack: +1 to hit, 1d8 damage (sword)
Alignment: Lawful
XP: 30
Notes: *Flight* (winged folk may fly)

Wolves

Various sorts of canines are common throughout the civilized world and the wilderness. These include simple, domesticated dogs, the wolves of the forests and plains who hunt in packs, mighty and wicked worgs who lead packs of other lesser beasts, and the dreaded werewolves, enormous wolves who may assume the shape of a man.

Dog

These are the simple, domesticated dogs who serve men or live off their scraps. They might represent hunting or guard dogs, and can often be found in the company of soldiers, commoners, and traveling merchants who need some protection.

Hit Dice: 1d8 (5 HP)
AC: 12
Attack: +1 to hit, 1d4 damage (bite)
Alignment: Neutral
XP: 15

Wolf

Wolves are great hunters who roam in packs. Men fear them for the damage they occasionally cause to their livestock, and because of the dark legends that surround these beasts. They are not necessarily as dangerous as stories suggest, but can certainly threaten a man.

Hit Dice: 2d8 (9 HP)
AC: 13
Attack: +1 to hit, 1d4+1 damage (bite)
Alignment: Neutral
XP: 35

Worg

The worg is an enormous wolf and a servant of a dark master. It infiltrates ordinary wolf packs and corrupts them, causing them to become agents of Chaos. Goblins sometimes worship worgs, and men rightfully fear them.

Hit Dice: 3d8 (13 HP)
AC: 15
Attack: +3 to hit, 1d8 damage (bite)
Alignment: Chaotic
XP: 75

Werewolf

A werewolf is a man under an evil curse or in a pact with a dark spirit. He is able to assume the shape of an enormous wolf and often preys on men on the outskirs of their village.

Some legends tell of friendly werewolves who are able to control their curse and protect their former villages from the dangers of the forest. These werewolves may have other ways of spreading their curse, or they may even breed true and form social units of their own or with local wolf packs.
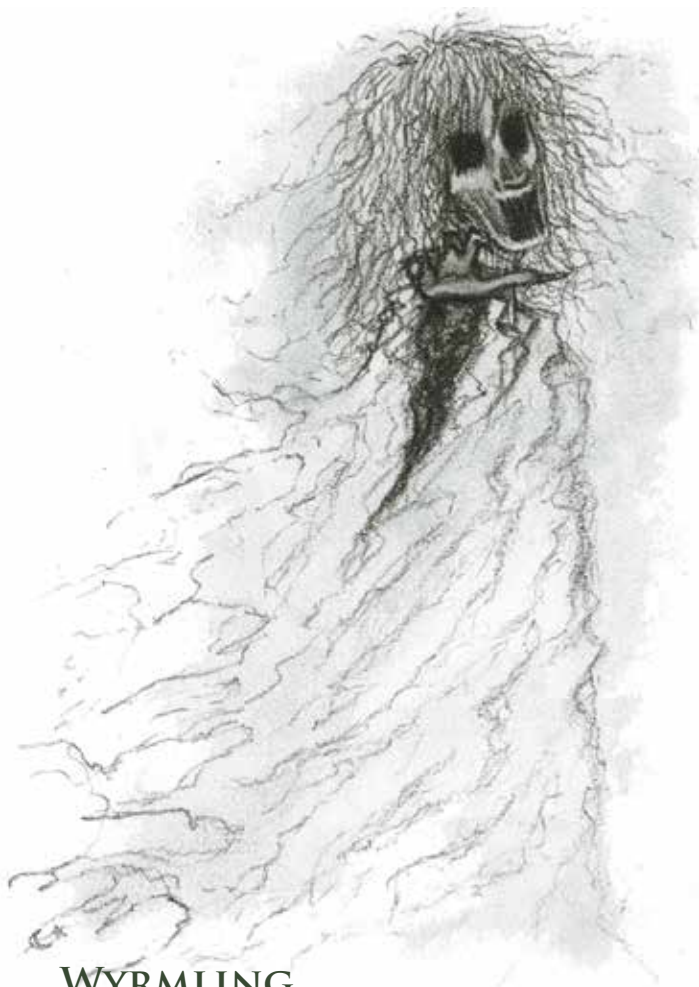
Hit Dice: 4d8 (18 HP)
AC: 15
Attack: +4 to hit, 1d8 damage (bite)
Alignment: any
XP: 350
Special: *Shapeshift* (werewolves may assume the shape of an ordinary man), *Spread Curse* (any who lose at least half of their hit points to a werewolf's attacks will become werewolves themselves unless the disease is cured or curse lifted)

Wyrmling

These charming creatures are tiny dragons, and their individual appearance can vary as much as that of true dragons; some are wingless, some have impressive horns or talons, and some shimmer like the rainbow. Their relationship to dragons is unclear.

All wyrmlings are garrulous, hungry, and inquisitive. They love to speak the language of men and converse with strangers. They are often found living together in strange, chatty colonies, but are sometimes encountered as solitary hunters and hermits, or in the service of one of their greater cousins.

Hit Dice: 2d6 (7 HP)
AC: 14
Attack: +1 to hit, 1d4 damage (bite)
Alignment: any
XP: 50
Notes: *Flight* (wyrmlings may fly), *Breath Weapon* (each wyrmling has a distinctive breath attack which it can make once per day; this attack does 1d4+2 damage to everything in a five foot arc in front of the wyrmling that cannot make a saving throw vs breath weapons; this greatly tires the wyrmling, who must rest for 4 rounds thereafter)

Wraith

Wraiths are incorporeal spirits trapped between this world and the next, caught in agony between worlds and hungry to spread their pain. Plants wither as they pass, and any creature touched by a wraith's icy presence loses its personality and will.

These are the most spiteful of the spirits of the dead, for there is no escape for them. Only the destruction of a wraith will end its pain; there is no other way to cause it to leave the world of the living.

Hit Dice: 5d8 (22 HP)
AC: 15
Attack: +6 to hit, 1d8 damage (touch)
Alignment: Chaotic
XP: 550
Notes: *Drain Will* (anyone touched by a wraith must make a saving throw vs. Polymorph or lose a point of Charisma), *Incorporeal* (the wraith has no physical form, and is only affected by magic and silver weapons)

Zombie

Shambling corpses whose rotten flesh drips from their bones, zombies are mindless beasts driven by an unholy hunger for the flesh of the living. These pitiful creatures are most often the product of some necromancer's experimentations, but there are also stories about plagues sent to men which cause them to move after death and seek the flesh of their former neighbors.

Hit Dice: 1d6 (4 HP)
AC: 10
Attack: +0 to hit, 1d6 damage (claw)
Alignment: Neutral
XP: 15
Notes: *Dead and Mindless* (zombies are immune to sleep and charm effects)

Story Hook
New Friends?

After a great storm, part of the river bank collapses near the village, revealing a cache of wyrmling eggs. The creatures grow quickly, and want to make friends. Are the villagers willing to cooperate with their new neighbors? How will the little creatures eat? Can the characters help integrate the wyrmlings into the village or will they lead them to a new home?

Making Demons

Demons are creatures of Chaos. They come into the mortal world through dark summonings and forgotten gates. Although they can be bound into service through the use of rituals and, for those with enough forbidden knowledge, their true names, demons will never willingly serve another being, and will always seek to escape their bonds and wreak vengeance on any bold enough to ensnare them. Many foolish sorcerers believe that they can control the demons which they summon, but most learn that this is perilous.

As these creatures are all unique, the following rules will allow you to build your own demon with which to plague the player characters.

Base Stats

There are four ranks of demons. Minor demons can be faced by brave warriors, but the greater demons and the Princes of Chaos are as powerful as gods, and only the mightiest of heroes can stand before them. The world trembles when a demon prince walks upon it, and wise men flee.

Minor Demon

Hit Dice: 2d8 (9 HP)
AC: 12
Attack: +2 to hit, special
Alignment: Chaotic
XP: 110 +55 per special power
Notes: a demon's attacks will depend on whether it is corporeal or not, as detailed below; demons have individual powers and weaknesses, as also detailed below.

Lesser Demon

Hit Dice: 6d8 (26 HP)
AC: 16
Attack: +6 to hit, special
Alignment: Chaotic
XP: 430 +125 per special power
Notes: a demon's attacks will depend on whether it is corporeal or not, as detailed below; demons have individual powers and weaknesses, as also detailed below.

Greater Demon

Hit Dice: 12d10 (66 HP)
AC: 20
Attack: +12 to hit, special
Alignment: Chaotic
XP: 3,200 + 850 per power
Notes: a demon's attacks will depend on whether it is corporeal or not, as detailed below; demons have individual powers and weaknesses, as also detailed below.

Demon Prince

Hit Dice: 20d10 (110 HP)
AC: 24
Attack: +20 to hit, special
Alignment: Chaotic
XP: 9,800 + 2,500 per power
Notes: a demon's attacks will depend on whether it is corporeal or not, as detailed below; demons have individual powers and weaknesses, as also detailed below.

Names

Each demon has a common name, which it will give out freely, and a true name, which it keeps secret. Its true name can be used against it. Remember that knowing a demon's true name gives a character great power against it. By calling out the name, a character gains +5 to all actions taken against the demon, including attacks. Uttering the name also gives a character a +5 bonus to all saving throws against the demon's powers and spells.

Commanding Demons

As described on p.25 of the Core Rules section, Mages who possess the 'Second Sight' cantrip have special power over demons and their ilk. If such a character knows a demon's true name, she may attempt to command the demon to perform a specific task for her. To do so, she must make a successful Charisma check; she does receive the normal +5 bonus for knowing her target's true name. However, should she fail in her check, the demon is free of her power, and she may never attempt to command it again.

Nature

Being creatures of change and potential, demons are not at home in the static, physical world. They roam our plane in one of the two following ways.

Demons Incarnate

Some demons manage to enter the material plane in physical form. These are demons incarnate. Demons in such corporeal forms can have horrific or beautiful bodies, and no two are alike, unless they choose to be. They may attack with weapons, or they may claw and bite their enemies. If these demons incarnate attack with natural weaponry, give them the following attacks:

Minor Demon - claw for 1d6 damage
Lesser Demon - two claws for 1d6 damage each
Greater Demon - two claws for 1d8 damage each, and a bite for 2d8 damage
Demon Princes - two claws for 1d10 damage each, and a bite for 2d10

While in physical form, demons are generally impervious to the weapons of men, and so only magical attacks and weapons may harm them. However, if a character calls out a demon's true name, he will be able to harm it with ordinary attacks.

Generally, when a demon incarnate dies on the physical plane, it is not actually destroyed, but rather banished back to Chaos. Special measures must be taken to actually slay a demon while it is in our realm, often involving lengthy rituals using the demon's true name.

Incorporeal Demons

Many demons can only claw their way into the human world by possessing a host body. A demon of this sort who has possessed a mortal will have its own natural hit dice, attack bonus, and powers, but will otherwise function as its host would. Demons driven from their host without a new vessel available for them to possess are unable to remain in the world of men.

Incorporeal demons cannot act in the physical world at all until they have taken possession of a host. Such a demon has 10 minutes per hit die to find a host and possess it before returning to Chaos. All demons of this type have the possession power in addition to those generated on the tables below.

Incorporeal demons can possess mortal creatures (people, animals, and monsters) to spread their influence. To possess a creature, the demon simply spends a round attempting to overcome the target's will. The target may make a saving throw versus polymorph; characters should receive their Wisdom bonus to their saving throws. If the target passes the saving throw, the demon takes 1d8 points of damage and may never attempt to possess that target again.

Some people with the knowledge to do so may attempt to exorcise the possessing demon once it is in its mortal host. Characters with forbidden or magical knowledge skills are likely to know how to do so, as might characters with a great deal of folklore. In order to perform the exorcism, the target must be bound and inactive, and the character performing the ritual must pass an Intelligence test. Afterward, the possessed character may attempt a new saving throw to rid himself of the demon following the same rules as above. If the character passes their saving throw this time, the demon is forced out.

Resistance to Magic

Being creatures of pure Chaos and magic, most Demons have some resistance to mortal magics. The use of a demon's true name will negate its magic resistance.

1d12	Magic Resistance
1-3	none
4-5	10%
6-7	20%
8-9	30%
10	40%
11	50%
12	60%

Power and Influence

Roll twice on the following Power Table. The first result determines the demon's source of power, its food. It will seek this out. The second result determines the demon's preferred method of acquiring its power.

For instance, a particular demon might gain its power from greed (the first roll on the table), and may attempt to gather its power through violence (the second roll on the table). Such a creature would menace a popu-

lation with violent acts of bloodshed over monetary concerns, reveling in families which feud over livestock or merchants coming to blows over a deal. Or, it might create a crime syndicate that dealt in protection rackets, feeding itself on the greed of the violent, cruel men it has made.

After each roll, choose one power for the demon. Rules for each power are listed after the table.

1d6	Sphere of Influence	Choose One Power
1	Love	Charm
	Lust	Beautiful Form
2	Violence	+1 damage per hit dice
	Fear	Cause Fear
3	Greed	Illusion
	Gluttony	Wealth
	Temptation	Enchanted Items
4	Betrayal	Illusion
	Vengeance	+4 to hit
5	Forbidden Knowledge	Ritual Magic
	Dark Magic	Enchanted Items
6	Pride	Incredible Skill

Demon's Weakness

Each demon has a particular weakness; it is this which keeps the mortal world safe, for now.

1d6	Weakness	Effect
1	Iron	takes double damage from iron, all powers cancelled when in contact with iron
2	Sun	banished if in sunlight for 2d4 rounds, all powers cancelled in sunlight
3	Running Water	cannot cross running water, banished if submerged
4	The Earth	cannot touch the ground, banished if in contact with earth for 1d4 rounds
5	Insatiable	banished if not in the presence of its power source for one day
6	Bloodline	the blood of one particular family may be used to banish the demon

Powers

Following are descriptions of the powers from the above tables. The GM is, of course, encouraged to design other, new demonic powers or make changes to these.

Beautiful Form

A demon with Beautiful Form is so physically attractive that all who see it must make a saving throw versus polymorph or be transfixed and unable to act for 1d6 rounds.

Charm

When a demon with the Charm power speaks, all within listening range are affected as by the 'False Friend' spell. A normal saving throw versus spell is allowed, and anyone who passes their saving throw is immune to the charms of this particular demon.

Cause Fear

Any foes within sight of the demon must first pass a saving throw versus spell or be affected by great fear: either fleeing immediately or trembling in place.

Enchanted Items

The demon carries with it 1d6 magic items of the GM's choosing.

Incredible Skill

Pick a skill; the demon may automatically pass any tests using that skill. In a contested roll, the demon acts as though it rolled a 20.

Illusion

The demon creates illusions equivalent to the spell Greater Illusion at will (up to once per round). It is able to maintain one illusion per Hit Die at any one time.

Ritual Magic

A Demon with this power may cast rituals as a mage of its Hit Dice. It knows whichever rituals from the 'Spells and Magic' section the GM sees fit.

Wealth

The demon has magical access to fabulous amounts of wealth. The GM can assume that it has as much money as it wants at any time.

Making Dragons

Perhaps the most feared of all earthly creatures, dragons are paragons of a bygone age, once masters of the skies, now mostly sleeping and hidden away. Each dragon is a unique individual, many of them wiser than the most learned of men and mightier than the greatest of warriors.

Base Stats

There are four basic templates for dragons, based on their age and size. A group of brave warriors can hope to defeat a young dragon or two, but the ancient wyrms are all but invulnerable to the arms of men.

Dragonling

Hit Dice: 6d8 (27 HP)
AC: 12
Attack: +6 to hit, claw 1d4/bite 3d6
Alignment: any
XP: 650 + 120 per draconic attribute
Notes: *Dragon Fear* (all foes must make a saving throw versus polymorph or be gripped by a powerful physical fear, receiving a -3 penalty to all rolls unless they flee the dragon's presence), *Swift* (a dragon gains a number of attacks equal to the number of opponents in close range of it, up to a maximum of two claw attacks and one bite), *True Name* (this dragon has a true name which gives his foes power over him)

Adult Dragon

Hit Dice: 10d8 (45 HP)
AC: 16
Attack: +10 to hit, claw 1d6/bite 4d6
Alignment: any
XP: 2,900 + 500 per draconic attribute
Notes: *Dragon Fear* (all foes must make a saving throw versus polymorph or be gripped by a powerful physical fear, receiving a -3 penalty to all rolls unless they flee the dragon's presence), *Swift* (a dragon gains a number of attacks equal to the number of opponents in close range of it, up to a maximum of two claw attacks and one bite), *True Name* (this dragon has a true name which gives his foes power over him)

Old Dragon

Hit Dice: 14d10 (77 HP)
AC: 22
Attack: +14 to hit, claw 1d8/bite 5d6
Alignment: any
XP: 5,600 + 1,200 per draconic attribute
Notes: *Dragon Fear* (all foes must make a saving throw versus polymorph or be gripped by a powerful physical fear, receiving a -3 penalty to all rolls unless they flee the dragon's presence), *Swift* (a dragon gains a number of attacks equal to the number of opponents in close range of it, up to a maximum of two claw attacks and one bite), *True Name* (this dragon has a true name which gives his foes power over him)

Ancient Wyrm

Hit Dice: 18d10 (101 HP)
AC: 30
Attack: +18 to hit, claw 1d10/bite 6d6
Alignment: any
XP: 10,000 + 2,000 per draconic attribute
Notes: *Dragon Fear* (all foes must make a saving throw versus polymorph or be gripped by a powerful physical fear, receiving a -3 penalty to all rolls unless they flee the dragon's presence), *Swift* (a dragon gains a number of attacks equal to the number of opponents in close range of it, up to a maximum of two claw attacks and one bite), *True Name* (this dragon has a true name which gives his foes power over him)

Territory

Dragons are incredibly territorial creatures and are mostly solitary. They can be found in almost any habitat, even living above the clouds or in rocky caverns beneath the ground.

In the rare event that more than one dragon is encountered at a time, it is almost certainly a pair who have met to mate. Dragons of differing types can and do mate with one another, and a newborn dragon will usually have a strange mixture of its parents' draconic attributes with a couple new ones of its own.

Draconic Attributes

The above dragon templates are further modified by some of the following attributes. A dragon might have any number of these attributes, but we find three to be about the right number to make an interesting opponent.

Barbed Tail

The dragon gains an extra attack every round, which may sweep those to its rear, causing the same damage as its claw attacks.

Breath Weapon

Most feared of all draconic powers, the dragon may breathe a great gout of fire, or a ball of poisonous gas, or other devastating effect. This does 1d12 damage +2 per HD of the dragon to all creatures in near range who are more or less in front of the dragon. Targets who pass a saving throw versus breath weapon take only half damage. The dragon may only unleash this breath weapon once every 5 rounds. Dragons with this attribute often like to take to the sky in between bursts of their deadly breath attacks.

Chameleon

When the dragon remains still, its scales shift to match its surroundings, making it practically invisible. If the dragon does not move or attack, characters may only see it if they are able to pass a Wisdom check with a -10 penalty.

Fast

The dragon is incredibly fast, gaining a +5 bonus to its initiative.

Flight

The dragon is able to fly at great speeds. Some flying dragons have wings and some do not. Those without wings can fly just as easily as those with wings.

Followers

The dragon is always accompanied by a number of followers equal to its hit dice, unless taken totally unawares at a very inopportune time. These followers are always weaker than the dragon, such as a tribe of goblins, a band of human worshippers, or other, lesser serpents.

Magician

Some dragons are masters of magic. This dragon may cast cantrips, spells, and rituals as a mage of 4th level and is assumed to have an Intelligence and Wisdom of 16 if needed to make a test. The dragon may have this attribute twice, in which case it is able to cast as though it were a mage of 6th level instead.

Razor Claws

The dragon's many claw attacks do an additional +4 points of damage. Simply add this damage bonus to the base claw damage of the dragon, depending on its age category

Transformation

The dragon may adopt human form at will, though its form may seem twisted or unusual. Some dragons can look exactly like normal people, while others retain their scales, or have unusually colored hair or eyes.

Certain draconic attributes will continue to function while in human form, while others will not. For instance, a dragon with the Magician attribute can almost certainly cast spells while in human form, but the Chameleon attribute is unlikely to function while shapeshifted. This is left to the GM's discretion.

Territorial

Many dragons make permanent lairs, rarely leaving their home surroundings. These creatures have a great advantage while on their home turf, gaining a +2 to hit and AC. If in their lair, this bonus is even greater, becoming a +3 to hit and AC.

Venomous Bite

The dragon's bite carries a virulent poison. Any character bitten by the dragon must make a saving throw versus poison or suffer an additional amount of automatic damage equal to the dragon's hit dice.

Water Dweller

Some dragons live beneath the waters of seas and lakes, and these creatures may move and breathe normally in water.

A dragon cannot be a water dweller and have the Flight attribute. Many water dwelling dragons prefer to spend all of their time submerged.

Making Goblins

Goblins are frightening creatures of an otherworldly nature. They may be wicked faeries, coming to play cruelly with the villagers, servants of Chaos with an overwhelming urge to destroy all in their path, or a mighty horde forged into an army by wicked men.

The core of the goblin and its kin is selfishness, violence, and the unknown. These monsters are broken up into castes, each striving against the other, all the while pressing in against the settled lands.

Base Stats

There are four castes of goblins. Kobolds are the smallest and most downtrodden of the goblins, mostly used for slave labor by their larger brethren. Occasionally they strike out on their own and form independent warrens. Goblins are the standard type, smaller than a man but quick and wicked. Orcs are the warrior caste, a deadly foe, strong and vicious, priding themselves on their strength and taking grisly trophies in battle. Bugbears are the largest and foulest of orcs, masters of the other castes, standing nearly seven feet tall.

Kobold
Hit Dice: 1d4 (2 HP)
AC: 13
Attack: +0 to hit, 1d6 (shortswords)
Alignment: Chaotic
XP: 10

Goblin
Hit Dice: 1d6 (4 HP)
AC: 14
Attack: +1 to hit, 1d6 (shortsword)
Alignment: Chaotic
XP: 15

Orc
Hit Dice: 1d10 (6 HP)
AC: 14
Attack: +1 to hit, 1d8 (long sword)
Alignment: Chaotic
XP: 20

Bugbear
Hit Dice: 3d10 (15 HP)
AC: 15
Attack: +3 to hit, 1d10 (great axe)
Alignment: Chaotic
XP: 80

Goblin Traits

You can use the basic stats above for simple, menacing goblins, but we sometimes like our goblins to feel like destructive forces of nature. Assign a single trait from the list below to a tribe of goblins; all members of the tribe, of whatever type, will then have the special bonus and penalty listed with each trait.

Darkness - These goblins are the monsters that come out at night. Being creatures of shadow and night, they suffer a -1 to all rolls in daylight. They have complete night vision, and may even see in total darkness.

Disease - Goblins of the plague are special horrors, indeed. Their penalty is that they bear a horrible, unmistakable odor; these goblins will never sneak up on anyone unawares. However, they carry a virulent disease, and all survivors of an attack from these goblins must make a saving throw vs. poison or contract a powerful plague.

Fear - Horrific creatures of terror, these goblins chill the blood of their foes. They are, perhaps paradoxically, cowardly themselves. They suffer a -1 penalty to all rolls unless they outnumber their foes. Opponents must make a saving throw vs. spell or suffer a -3 penalty to all actions against the goblins.

Underground - Strange, ancient evils breed beneath your sleepy village. The underground goblins are extremely agoraphobic, and suffer a -5 penalty to all rolls in open spaces. However, they are excellent tunnelers and may see in low light. Any of these goblins may make a successful saving throw vs. polymorph in order to set a trap or cause a cave in while underground.