

BEYOND THE CAVE

AN UNUSUAL PLAYBOOK FOR BAILYWOLF

There are, far from the lands of men, tribes of intelligent bears with the power of speech. They are social creatures who enjoy good drink and food, and ferocious fighters who battle evils unheard of by most humans. They throw great feasts after battle and boast of their exploits.

Legends tell of tribes who long ago aligned themselves with humans and lived in harmony with them, but no one believes any such arrangements still exist. Occasionally, however, one of these greater bears will wander into civilized lands and befriend a group of humans.

BEAR CHARACTERS

This pack contains a Character Playbook for just such a bear who has made his home in the characters' village. You can also create other bear characters in the same manner as any other player character by following the rules below. All greater bears have the following characteristics:

No Hands! - While greater bears are as intelligent as men and capable of speech, they lack hands and can only manipulate the crudest of tools, and even then with great difficulty. They are capable of cooking on open flames and perhaps stirring pots, but sewing is out of the question.

Bears may not use weapons of any kind. They cannot wear most armor, though it is possible that a skilled craftsman could make them a special set at great expense. They also find it difficult or impossible to use most magical items. They can decorate themselves with some pieces of jewelry, however.

Natural Weaponry - While greater bears may never use weapons, they cause 1d6 damage with their claws and 1d8 with their bite. They also have thick hides, providing a natural AC of 13.

Swift - Like many monsters, greater bears can attack several nearby foes at once. If there are enough foes in its immediate range, greater bears may claw twice and bite once per round. Note that they may only attack any one target once per round.

A NOTE

Bears of this sort can be tricky to use in a campaign. Their ability to attack several times per round and likely high Strength score can make them seem like very powerful characters early on. On the other hand, the fact that they can use little to no equipment or magical items can prove a serious hindrance in a long-running campaign. Bears also sometimes have difficulty getting strangers to listen to them, and climbing ladders can prove to be very problematic.

The gamemaster and group should give special considerations to bear characters. It is probably best if there is only one of these characters in the group, though it might be interesting to try a campaign following a whole group of bears in their own native lands. Such a campaign could even feature other intelligent animals designed by the group using the bears as their model.

MULTICLASS CHARACTERS

The Village Bear Character Playbook included in this set is a multiclass character and is fairly straightforward to use. You can review the rules for multiclass characters on p.25 of the 'Core Rules' booklet. The Village Bear Character Playbook has all of the rules for its class combination on the last page of its document.

THE VILLAGE BEAR

The Village Bear is a hybrid of the warrior and rogue classes with all the unique abilities described above. It has access to the Knacks of the warrior class and the greater Fortune Points normally associated with rogues.

BEARS AND MORE

Below are several NPCs and monsters which work well with the Village Bear Character Playbook. They are provided without names and with only loose character sketches so that you can easily work them into your home setting.

THE BETRAYER

Sometimes a greater bear forgets all that is good and becomes a terror to men.

Hit Dice: 5d10 (28 HP)

AC: 16

Attack: +5 to hit, 1d6 damage (claw), 1d8 (bite)

Alignment: Chaotic

XP: 275

Notes: *Speech* (all greater bears can speak the tongues of men), *Swift* (if there are enough foes in its immediate range, the bear may claw twice and bite once per round. Stay away!)

MOTHER BEAR, A SPIRIT

A spirit of ferocity and wisdom, the Mother Bear has been known to provide guidance to lost travelers, look over bear tribes, and protect the sanctity of the wilds.

Hit Dice: 10d8 (45 HP)

AC: 19

Attack: +10 to hit, 1d8 damage (claw), 1d12 (bite)

Alignment: Neutral

XP: 2,600

Notes: *Incorporeal* (Mother Bear has no physical form, and is only affected by magic and silver), *Swift* (if there are enough foes in her immediate range, Mother Bear may claw twice and bite once per round), *True Name* (Mother Bear has a true name which gives her foes power over her)

THE LOST CUB

This small bear makes its home somewhere near to the characters' village, and would probably be surprised to find another of its kind in the area.

Hit Dice: 2d10 (9 HP)

AC: 13

Attack: +2 to hit, 1d4 damage (claw), 1d6 (bite)

Alignment: Neutral

XP: 50

Notes: *Speech* (all greater bears can speak the tongues of men), *Swift* (if there are enough foes in its immediate range, the bear may claw twice and bite once per round. Stay away!)

THE URSINE MYSTIC

All bears who know the mystic recognize her as a wise leader and great counselor. She leads a sizeable tribe of bears in their forest home.

Hit Dice: 6d8 (27 HP)

AC: 15

Attack: +6 to hit, 1d6 damage (claw), 1d8 (bite)

Alignment: Neutral

XP: 520

Notes: *Magic* (the Ursine Mystic may cast six spells per day; she is particularly fond of Entanglement and Terrifying Presence), *Speech* (all greater bears can speak the tongues of men), *Swift* (if there are enough foes in its immediate range, the bear may claw twice and bite once per round. Stay away!)

THE WICKED HUNTER

This unscrupulous man has made a sport of hunting greater bears and other intelligent beasts in the forests. He doesn't care who or what gets caught in his dangerous traps.

Hit Dice: 4d8 (18 HP)

AC: 14

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

Alignment: Chaotic

XP: 160

Notes: *Cruel Traps* (the Wicked Hunter makes especially clever and cruel traps that are difficult to spot [-2], and worse to escape [-4])

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