

# BEYOND THE WALL

AND OTHER ADVENTURES



DANGERS NEAR AND FAR



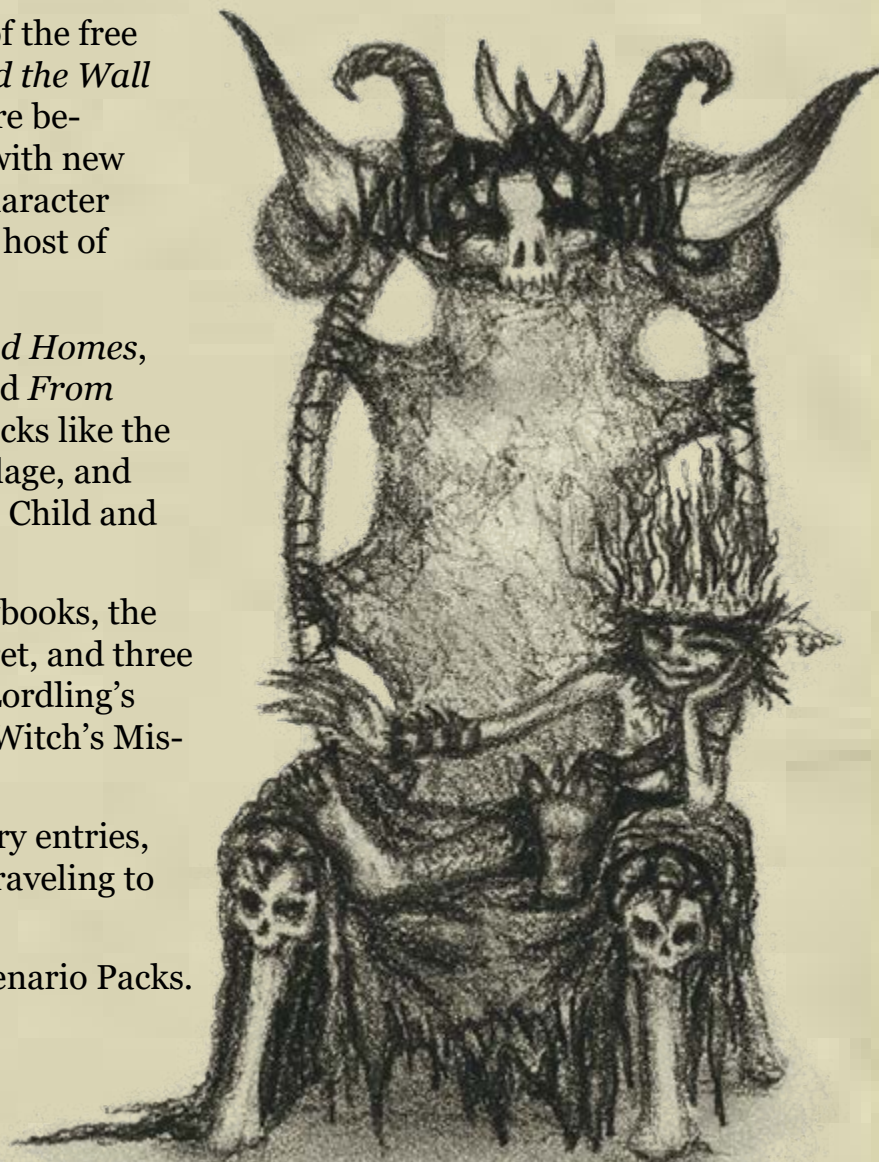
## THE WORLD IS PERILOUS AND VAST...

Wicked goblins and capricious fae threaten the village. Your neighbors have troubles of their own and need your help, whether they know it yet or not. Sometimes, the very dead rise as ghosts or shambling corpses, seeking to break down the veil between life and death. Heroes of your quality are rare and needed.

## FACE DANGERS BOTH NEAR AND FAR...

*Dangers Near and Far* compiles all of the free material from four addons for *Beyond the Wall and Other Adventures*, and gives more besides. This volume provides a group with new Scenario Packs, Threat Packs, and Character Playbooks, as well as new rules and a host of adversaries for the heroes to face.

- Collected material from *Hearths and Homes*, *The Wicked Dark*, *Across the Veil*, and *From Distant Lands*, including Scenario Packs like the Opened Barrow and the Troubled Village, and Character Playbooks like the Goblins' Child and the Student of the Dark Arts.
- Two completely new Character Playbooks, the Barbarian Namer and the Lord's Secret, and three completely new Scenario Packs, the Lordling's Lament, the Delivery Quest, and the Witch's Mistake.
- New spells, magic items, and bestiary entries, and rules for goblins, mass combat, traveling to the Underworld, and more.
- Guidelines for making your own Scenario Packs.



AN ADVENTUROUS PASTIME BY FLATLAND GAMES



# B BEYOND THE W ALL AND OTHER ADVENTURES

## DANGERS NEAR AND FAR

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Special thanks to John Marron for a barrow.

*For Oswald, who went ahead.*

published by Flatland Games

[www.flatlandgames.com](http://www.flatlandgames.com)

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# DANGERS AFOOT

*Dangers Near and Far* contains numerous options for your games of *Beyond the Wall and Other Adventures*. Primarily a volume for gamemasters, this book contains seven new Scenario Packs, four new Threat Packs, and many other resources for use in a short game or a lengthy campaign. There is also material here for players, however, including six new Character Playbooks.

Also here are a number of optional rules which can greatly enhance a group's game. For games with a heavy focus on the characters' home village, there are guidelines for expanding the flavor of a home town, as well as some for describing adversaries who live nearby and may prove to be dangerous foes. There is also a chapter giving an extended example of play using the Troubled Village Scenario Pack. This chapter can help a gamemaster get an idea of how to use the Scenario Pack multiple times and to think on her feet when dealing with troubles at home.

Additionally, the Lordling's Lament Scenario Pack follows the same model as the Troubled Village, but with a focus instead on problems at court and in a noble keep, and this chapter will also help the GM with using that Scenario.

Here too are the barbarians of the north. Barbarians from far away kingdoms and wild lands are a staple of fantasy literature, and feature prominently in many peoples' histories as well. Of course, many of these folk are every bit as "civilized" as those who called them barbarians in the first place, and often develop undeserved reputations as marauders and pillagers. In *Beyond the Wall*, barbarians are people from a different culture and a far away land; they often do raid the lands around the village, but they are just as likely to be traders, travelers, and adventurers. They may appear in a game as ferocious martial opponents, enigmatic strangers, or friends in desperate times. They face their own struggles in their homeland, and can be a source of conflict or aid for the player characters. They are likely (though not necessarily) from a frigid, northern clime, and they come of age in a warrior culture which prizes strength of arms, self-sufficiency, and bravery.

To assist with games featuring barbarians, there is a chapter on the magics of the wild, as well as monsters from the north.

The War and Battle chapter provides rules for mass combat in games of *Beyond the Wall*. The battles presented are larger than those which can be easily represented with the basic combat system, but still small enough for the swing of a hero's sword to change the tide. These rules are less concerned with the realities of battle tactics and troop compositions than they are with the importance of heroic actions in the midst of the melee. They are meant to recreate thrilling episodes as found in fantasy literature when a young hero has a chance to face a foe and save a home.

For those more interested in facing the dangers of the walking dead, there are numerous rules in this volume for undead dangers, foul necromancers, and even the realms of the dead. There are rules for the Underworld itself, and for the veil which separates it from the land of the living. Using these rules, a group of adventurers could seek their fortunes and face their most dangerous foes within the very land of the dead, and the gamemaster can introduce powers which weaken the barrier between the worlds. There are also rules for the magic of necromancy, and a selection of new undead monsters.

And if barbarians, the troubles of a village or court, or the undead will not serve, there are goblins here as well. Goblins are staples of fantasy fiction. They are the perfect antagonists for young heroes discovering that the world is full of ancient terror and monsters from legend. Depending on their type, goblins are weak individually, but very impressive foes in larger groups, and their labyrinthine cave systems are great locations for adventure. They are devious, wicked, and clearly inhuman foes who are often depicted as hating the civilized world and all the things which humans value. In many games they war among themselves as often as with men, and this is often their downfall.



There is a chapter on the wicked magic of goblins, as well as expanded rules for creating your own goblin tribe. These rules can be used to replace those found in the 'Bestiary' section of *Beyond the Wall*. They in no way invalidate those earlier guidelines; however, you will find here more examples of goblins themselves, their leaders and sorcerers, the foul beasts that infest their caverns and either live alongside them or hunt them for prey, and several new traits with which you can tag your tribe.

Then you will find tables which you can use to generate a set of goblin caverns for your players to delve into. These cave systems are not precise dungeons with clean corridors, but rather confusing messes of tunnels, caverns, and chambers which defy logic. These caves feature prominently in the Goblin Infestation Scenario Pack, and the full description of the cave generator and example of use here should help the gamemaster when running the Goblin Infestation.

In addition to all of this, the gamemaster will find a much expanded list of magical items, artifacts, and grimoires to use as reward for her players. Finally, there is an essay with helpful guidance for the GM on how to create her own Scenario Packs, and an index of all Character Playbooks, Scenario Packs, Threat Packs, traits, and spells from all books for *Beyond the Wall and Other Adventures*.

## NOBLE CHARACTERS

One of the Character Playbooks presented in this volume, the Lord's Secret, creates a character not from the village, but from a noble setting. Noble characters are created much as other characters in *Beyond the Wall*, though with one or two exceptions to allow players to have their characters share noble families. Full rules for making noble characters can be found on p.2 of *Heroes Young and Old*.

## MULTICLASS CHARACTERS

Three of the Character Playbooks included in this volume are for multiclass characters. These are fairly straightforward to use. You can review the rules for multiclass characters on p.31 of *Beyond the Wall and Other Adventures*. Each of the multiclass Playbooks in this set has all of the rules for its class on the last pages of the document.

## THE GOBLINS' CHILD

A strange villager of uncertain origins, this character is a hybrid of the warrior and rogue classes. The character is quite tough, has the Fortune Points of a rogue, and has access to a warrior's Knacks.

## THE LORD'S SECRET

Another Playbook representing someone with an exceptional background, this character is a hybrid of the warrior and mage classes. The character fights as well as a warrior, though with fewer hit points, has access to Knacks, and may cast spells, but not cantrips or rituals.

## THE LOST BARBARIAN

This character is a hybrid of the warrior and rogue classes. The character can fight as well as a warrior, though may only wear leather armor, and has access to a warrior's Knacks, but not Weapon Specialization. The character is highly skilled as a rogue.



# THE VILLAGE EXPANDED

Every group's village is different, but there are certain core assumptions introduced in the Character Playbooks and Scenario Packs for *Beyond the Wall and Other Adventures*. This chapter lays out those assumptions and expands on them, then gives numerous ideas for ways a group can customize its own village.

The group could go through this chapter as part of their village creation process, perhaps after they have finished making their village map, and take the extra time to bring their characters' home even more fully to life. Alternatively, the group could get straight to an adventure as normal and then revisit the information in this chapter as needed; there is no reason that the players have to know about all of the village festivals and residents before play begins.

*Beyond the Wall* assumes that the characters' home village is small and self-sufficient, and that it is probably rather secluded. A population of anywhere from 100 to 500 villagers will work for the Playbooks; a smaller settlement is unlikely to have many of the NPCs mentioned in the Playbooks, while a larger one starts to approach the size of a small town and is likely to lead to a different sort of game. The inhabitants of the village live in family homes, often with three or more generations under a single roof. The whole village, then, probably has fifteen homes on the smallest end and as many as 100 on the largest. Most of these homes will be in the village itself, with surrounding farmland that the villagers go out to work, but there are also probably a few larger farms held and worked by single families scattered about within a mile or two of the village proper.

The village has good farmland around it, a river somewhat nearby in which the men go fishing, mountains (or at least large hills) in which the shepherds roam, and, of course, dangerous and frightening woods nearby. The villagers are mostly farmers, fishermen, and shepherds, and are rather self-sufficient; they probably make their own clothes and even shoes as needed. They are likely

to barter with one another for most things, but have some coin on hand for trade with other villages and wandering merchants and peddlers. There are but a few specialized craftsmen or professionals in town: a miller, a smith, an innkeep, and the witch.

The group is encouraged to change any of these assumptions that they wish for their own games of *Beyond the Wall*, but should be conscious when doing so; if the GM or the players decide that there is no river or forest near their home, or that the village is without a smith, they will likely need to make some adjustments to results found within the Character Playbooks and Scenario Packs.

## VILLAGE REGULARS

The Character Playbooks mention many possible inhabitants of the village. One player might find that his character's father was an outcast and another that her heroine was raised by a local merchant. When characters such as these arise during character and village creation, they naturally lead to many questions which can help the group learn more about its village. Why was one man in the village cast out? Can he redeem himself? What does the merchant sell? Does he have contacts in larger places? Does he travel the roads often?

Other village inhabitants are mentioned several times during the Character Playbooks. These villagers are likely to appear during a game of *Beyond the Wall*, and it would not be unusual for more than one character to have connections to them. Therefore, while every village does not necessarily have an outcast, we assume that all of the following characters or groups of characters are present in the village unless the group explicitly decides otherwise. Each of these characters is described below, and each is accompanied by some suggestions about how the group or GM might personalize them. For each there is a list of simple descriptors that the GM or group can apply to the character.

## GRANDMOTHER WEAVER

This ancient matron is as old and wise as anyone in the village, save perhaps the witch. Unlike the witch, however, Grandmother Weaver's wisdom, power, and knowledge are born of the natural world. She has lived this long and learned this much by good health, a keen mind, and a little luck.

Grandmother Weaver keeps many of the old stories. She knows everyone in the village and likely knew their grandparents as well. If there is a haunting, a forgotten curse, or an old feud, she is a good source of information for the characters.

*Your Grandmother Weaver might be:* gentle, gossiping, manipulative, quick-tempered

*Your Grandmother Weaver might have:* a book, a dilapidated house, a magical item, a sweet granddaughter

## THE INNKEEP

The inn in your village can house the occasional traveler, but mostly serves as a common house for the locals, offering food, drink, and fellowship well into the night. It is very likely that the characters meet here regularly because most of the villagers do. This is where the community comes together to tell stories, make plans, and celebrate their neighbors' successes.

The innkeep runs this establishment, but the Playbooks do not tell the group much more about him. Is the innkeep solitary or does a family run the inn? One or more of the characters might be children of the innkeep. Has the inn been in this innkeep's family for generations or is it new? Is the innkeep himself new, having arrived to the village from foreign lands?

*Your innkeep might be:* boisterous, kind, knowledgeable, quiet

*Your innkeep might have:* a heroic past, a secret, a strange pet, a troublesome family

## THE MILLER

There is perhaps no more important trade in the village than that of the miller. It is by his work that the village grain is turned to flour, and he feeds the entire community as much as the farmers do. He has a large family and is likely one of the most prominent inhabitants of the village.

The miller appears often in the Playbooks. The characters might be about to marry into his family, or they might have saved him or one of his kin in the past. A prominent man like the miller remembers his debts and can help the characters immensely. On the other hand, he is unlikely to have much use for silliness and is probably uninterested in adventures. There is another side to the miller in some of the Playbooks as well; it may be that the miller has a hidden agenda and meets with unsavory thieves or even a cult.

*Your miller might be:* ambitious, fatherly, overly generous, protective

*Your miller might have:* a difficult child, a hidden treasure, a mistress, a secret enemy

## THE SMITH

A good smith is vital to the life of any village. While the villagers are able to make most things for themselves, it takes a skilled laborer to make and repair farm instruments, shoe horses, and, possibly, craft simple weapons for home defense.

Characters might be children of the smith, or might have simply worked with him when they were younger, learning a bit of his trade. As an important member of the community, the smith also shows up in several special events in the Playbooks.

*Your smith might be:* distant, taciturn and grim, very helpful, intimidating

*Your smith might have:* his own horse, a lump of meteoric iron, an old dog, a warrior's past

## THE WATCH

A dangerous world surrounds the village. While all of the locals who are of age can probably arm themselves and rush to the defense of their homes when there is need, the villagers have also selected some of their number to serve as a town watch. This is a difficult job; the watchmen must often be awake at hours when their neighbors are soundly asleep, and they must be ever ready to raise the alarm or confront an interloper or a wild beast.

The village might have a single watchman or as many as three or four, depending on its size and how dangerous the surroundings are. They are there to warn



of impending danger, to serve as a first line of defense if necessary, and to gather the militia when there is an attack. When time permits, they do keep a rough kind of peace, investigating problems as needed and helping unruly drunks find their way home from the the inn.

*Your watchman might be:* arrogant, forgiving, just and honorable, simple

*Your watchman might have:* a fine weapon, a hound, a swift horse, a thieving friend

## THE WITCH

The village has always had a witch and it always will. She is the healer, the namer, and the protector. She is also a source of fright for children and often adults. Her powers are strange and sometimes unseemly. She lives on the edge of the village or just beyond it, and always sits somewhat apart. She is also the most likely patron of the characters within the village; no one else is more likely to take an interest in the actions of foolish adventurers or to have more uses for them.

Two Character Playbooks, the Witch's Prentice and the Assistant Beast Keeper, are directly tied to the witch as her pupils. However, she makes an appearance of one sort or another in most of the Playbooks. She will take particular interest in characters who know any sort of magic, though she may not approve of magic other than her own.

*Your witch might be:* distant, surprisingly energetic, scheming, senile

*Your witch might have:* a new apprentice, a predecessor, a rival, a wandering garden

## OTHER PROFESSIONS

As stated earlier, each village family is rather self-sufficient and mostly make what they need for themselves. However, it is probable that there are a couple of skilled craftsmen or professionals in the village besides the smith and miller. For every 50 or so villagers, the group can consider adding another professional to the village.

*Your village might have:* an artist, a baker, a carpenter, a cobbler, a cooper, a fishmonger, a furrier, a jeweler, a mason, a poet, a ropemaker, a tailor, a tanner, a vintner, a woodwright

## THE WITCH IS DEAD!

*If someone in the group is playing the Witch's Prentice, it is possible that the witch will have died as the result of an event described in the character's Playbook. This can be great fuel for games, but it can also present problems if the witch makes a prominent appearance in later Scenario Packs. If she happens, the group has several options.*

*First, the gamemaster can simply think on her feet and replace the witch with another NPC. This has the advantage of honoring the events of the character's past and making it really matter that the village has found itself without a witch. On the other hand, there is no one else in the village as likely to have an expertise involving the unseen world as the witch, and it may be hard to work another villager into the witch's role.*

*The GM can also consider simply having the witch return alive. She is a strange lady who may have been in the village for generations. There is no need to explain how the witch survived or returned from her harrowing experience.*

*Of course, the GM may decide that the village looks to one of the PCs to fill the witch's shoes.*

*Finally, the group can simply decide that there must always be a witch, and so a replacement has been found. Perhaps one of the village matrons was the witch's apprentice long ago and now takes on her former mistress' mantle. Perhaps a new witch arrives from a distant land, already seeming to know that the village has need of her. The new witch may even be young!*

## UNUSUAL VILLAGERS

Sometimes the village might be home to an unusual wanderer, craftsperson, or other sort. This section provides five examples of such unlikely villagers. Most villages will have none of these people. The group might decide to add one of these folk to their village, but should be aware that it will likely change the flavor of the game.



## THE FAE EMISSARY

Usually we assume that the characters and everyone that they know are human, and that faeries interact rarely with the lands of men. Even if one of the players chooses to make an elf, dwarf, halfling, or gnomish character, the Playbooks suggest that they are rare and unusual and that other fae are seen infrequently.

This NPC, however, represents a non human inhabitant of the village sent on a mission of some length from the lands of faerie. She might be an elf or a dwarf, or she might be an uncategorized type of fae. The villagers may be distrustful of her, or they may have fully integrated her into the village. The gamemaster should decide just why the emissary is in the village and what her true motives, or those of her master, are.

*Your fae emissary might be:* fickle, gentle, watchful, quick to anger

*Your fae emissary might have:* a faerie helper, great wealth, a strange home, a way to and from faerie lands

## THE GUARDIAN

Instead of relying on their own bravery and the help of the watchmen alone, the village may be home to a special guardian. This is likely a skilled warrior, perhaps a knight or a gruff ranger who has sworn to spend her life protecting the village. Groups wishing something more fantastical could consider a watchful treant or golem, or a spirit who protects the village.

The guardian might be a mentor of sorts to the characters, though she is unlikely to encourage them risking their lives and would disapprove of them leaving the village to go on a quest or adventure. She can make things difficult for the gamemaster, as the characters may rely on her too heavily when there is trouble at home.

*Your guardian might be:* devout, overprotective, suspicious, unwavering

*Your guardian might have:* a dangerous foe, a hidden curse, a magical weapon, a mighty steed

## THE OLD PRIEST

This holy man or woman worships the old gods and may tend the altar of a temple in or around the village, or may simply perform sacred rites at a natural place

or in a room or basement within town. His relationship with the villagers might be strained, or he could tend them as a shepherd does his flocks.

The group may use the Devout Acolyte Character Playbook found in *The Village* and *Heroes Young and Old* to learn about this priest and his gods; several tables in that Playbook give sample deities. Alternatively, the group may simply brainstorm ideas about the religion together, using examples from history or fiction as inspiration.

*Your old priest might be:* difficult, honorable, judgmental, reclusive

*Your old priest might have:* a band of followers, the lord's ear, a rival sect, a sacred altar

## THE SEER

Living away from the village, even more so than the witch, the seer has secluded himself from ordinary human contact. He probably lives in the forests near the village, or in the mountains. He may come to town for a festival or wedding, or to beg for a bit of food or cloth, but otherwise the villagers must seek him when they wish to hear a prophecy.

The presence of such a seer may make the village famous, leading travelers and other adventurers to seek out the characters' home so that they might ask questions of its prophet. The seer could have come by his powers naturally, he might be a sorcerer, or he may have made a dark and terrible bargain years ago.

*Your seer might be:* courteous, demanding, elusive, extremely protective

*Your seer might have:* contacts with other prophets, a pack of ancient cards, a scrying pool, a talking goat

## THE SUCCESSFUL MERCHANT

While all villages, even secluded ones, have a little trade with their neighbors, the assumption is that they do not depend on this trade in their day to day lives. If their village houses a successful merchant, however, it will begin to feel more worldly and connected. There are probably more traders who come through, and the village may produce an important good that is worth money or trade from elsewhere.

The merchant might have made his own fortune, or he could have inherited most of his wealth and be just one in a long line of such traders. He might be the parent of one of the children (one of the Playbook childhood results does suggest that the character's parents were merchants), or he may need their help getting his goods to market.

*Your merchant might be:* brave, foolish, honest, unscrupulous

*Your merchant might have:* a caravan, a dark secret, a hired mercenary, the largest house in town

## VILLAGE CUSTOMS

A village is more than a collection of people. Over the course of generations, each village will have naturally developed its own unique set of customs and traditions. A particular village may practice all of the customs described below, or only some. The GM or group can work through the list and answer some questions about how their particular village handles important ceremonies.

### WEDDINGS

Most of the cultures depicted in *Beyond the Wall* engage in monogamous relationships, the culmination of which is a formal wedding ceremony. What makes a particular village special is just how its inhabitants go about celebrating such a union. Other practices are, of course, possible.

*The wedding might be held at:* the parents' home, the couple's new home, the village square, a sacred place

*The wedding might be performed by:* the witch, the village elders, the parents, the couple themselves, an official

### FUNERALS

All mortals must die. At such a sad time, it is usual for the community to gather and remember the departed. Customs vary in terms of how the body is handled and in what ways the survivors display their grief.

*The body might go to:* a funeral pyre, a cairn, a barrow, a graveyard

*Villagers might mourn by:* drinking, telling tales, silence, a funeral procession, games or sports



### NAMING CEREMONY

The giving of a true name is a momentous occasion, one that marks a person's passage into adulthood or greatness. In some cultures, all children are given true names upon coming of age, while in others only heroes or noteworthy people receive such an honor. In some cultures, true names are not given at all. Some cultures make such a naming a public occasion, in the presence of all, while in others this is a solitary affair.

*The name might be given by:* parents, the recipient, the witch, a village elder, the village elders, the crows

*The name might be given:* at home, in a sacred spot, in the village square, in the witch's hut, in the wilderness

### BEATING OF THE BOUNDS

What marks a civilization is its borders. In many villages, the act of renewing and remembering these borders is practiced in an annual gathering called the Beating of the Bounds. This is often a raucous occasion, at which time the villagers together walk the boundaries of their territory, typically marking them with signs and ceremonies.

*The group might be led by:* the witch, the village elders, a special appointee, the head of the watch, the most recently named villager

*The villagers might mark the boundaries by:* leaving offerings, cutting hedges, mending walls, singing traditional songs, leaving border markings, ritual combat

## VILLAGE MILITIA

While the villages depicted in *Beyond the Wall* are too small to have any organized military of professional soldiers, the villagers know that they live in a dangerous world, and they count upon one another for mutual defense. In addition to this, a local lord might require the villagers to drill for his levies. Some villages ask that all able-bodied folk train in arms, while others look only to a few strong souls for such service.

*The militia might consist of:* all adults, only men, only women, landholders, members of the five largest families

*The militia might train:* every week with bows, in formation on a field, by sparring with wooden swords, by hunting dangerous game

## SUPERSTITIONS

All folk have superstitions. Of course, in *Beyond the Wall*, many such customs are born of truth. The villagers often remember old hurts and dangers in their own peculiar practices, and the young would be wise to remember their elders' warnings.

*The village might have a prohibition against:* drawing water at night, killing game during a particular month, wearing a certain color, mentioning the fae

*The villagers might always:* offer hospitality, leave the last morsel of food, garland their doors on the full moon, chant the names of the dead before bed, lie to strangers about the location of the village

## VILLAGE FESTIVALS

While life can be hard for villagers, there is also joy and merriment, and all folk look forward to special holidays. When such celebrations occur, work is set aside, and many special traditions are observed.

## GREAT MARKET

Some villages are too secluded for frequent trade with outsiders, but most are connected to other towns, cities, or lands. For people so connected, a great market often marks the coming together of different folk and a time of plenty, when foreign goods and entertainers find their way to the small village.

*The great market might be held:* in the fall, every season, once every four years, when a particular star shines in the night sky

*The market might be attended by:* lords and ladies, the bravest merchants, the folk from many neighboring villages, mummers and players, the fae

## HARVEST FESTIVAL

In an agrarian society, the wealth and well-being of a village is almost entirely dependent upon a plentiful harvest. Harvest time requires great effort, and, of course, great celebration. When a major crop comes in, all rejoice.

*The occasion might be marked by:* ritual dances, a sacrifice, a remembrance of the dead, a celebration of children

*During harvest all the villagers:* gather at the inn, dry and store surplus, bring trees into their homes, burn a wicker man

## SOLSTICE

For all folk who watch the skies and mark the passage of time, the changing of the seasons is a momentous occasion. At the solstices, the world turns from light to dark, and the villagers mark these times in special ways.

*During solstices the villagers might:* be frightened, elect a fool as head of the village, keep vigils, rise to meet the sun

*To prepare for the solstice the villagers might:* don special clothes, prepare feasts, hold a great dance in the village square, tell stories of their ancestors

## EQUINOX

In opposition to the solstices, the equinoxes mark times of balance. They also mark times when the worlds of men and spirits are closest, and can thus be dangerous for the unwary.

*During equinoxes the villagers might:* stay awake and fast, bar all doors with iron, elect a chief elder, bathe in the river

*To prepare for the solstice the villagers might:* pay taxes, bake special breads or cakes, weave effigies, paint masks



# ADVERSARIES EXPANDED

Just as the previous chapter presents thoughts and guidance on how to expand information about the characters' home village and the NPCs who live there, this chapter serves to help the gamemaster flesh out adversaries for her group. These foes are not mighty, campaign-shaking entities, such as those described by Threats in *Further Afield*. Rather, they are dangers likely near the characters' home and worthy of a few sessions of play. With some small effort, they can be made into recurring villains or perhaps even allies.

Placing these adversaries near the characters' village can make the first forays away from home feel more dangerous and exciting, and they can make the world feel like a real place filled with numerous groups, all pursuing their own goals. If using the hex maps detailed in *Further Afield*, we recommend placing one of these adversary groups in each hex surrounding the village; some hexes may even call for two different groups. They are also an excellent way to spice up a hex farther away from the home village.

Many of the adversaries discussed here are the sorts which show up in the Character Playbooks, perennial villains like bandits, goblins, and barbarians. Should the gamemaster decide to place one of these groups near the village, they may well be the same ones which troubled the characters in the past events from their Playbooks.

## BANDITS

Men in desperate times will turn to banditry, eschewing the comforts of civilization in order to live short but free lives in the forests or mountains. Despite the lack of precise hierarchy, there is almost always a leader in such a group of bandits, whether chosen through strength of arms, cunning, or genuine admiration.

Bandits can be used as easy villains for a GM hungry for a quick combat encounter, but they also make excellent adversaries with the potential for change. The GM may decide that the bandits are wicked and irredeemable, or

she may give them complex motivations and turn them into an adversary whom the characters can befriend and change.

A typical group of bandits will be made up of twelve soldiers (see *Beyond the Wall and Other Adventures*, p.86). One of these will be the leader, but will likely have no other special powers or skills.

*Your bandits might live:* on platforms above the trees, in a series of connected caverns, in an abandoned inn, among scattered farmers

*Your bandits might be:* led by a great warrior (see *Beyond the Wall and Other Adventures*, p.86), extremely hungry, searching for someone lost, accompanied by a minor magus (see *Beyond the Wall and Other Adventures*, p.86)

*Your bandits might have:* a great deal of money, a magical item they know nothing about, the sponsorship of a neighboring lord, several horses

## BARBARIANS

Barbarians are frequent adversaries in fantasy fiction. The material from *From Distant Lands* contained in this volume already gives a great deal of information on barbarians in the form of a Threat Pack, a Scenario Pack, and a Character Playbook. Nonetheless, a group of barbarians from northern lands wandering the countryside is a great adversary to insert into a campaign.

Even more than bandits, barbarians are dangerous but not necessarily enemies. A group of adventurers could well find a way to communicate with the barbarians and make allies of an adversary. Otherwise, they make excellent raiders and combat opponents as well.

A typical group of barbarians will be made up of 15 barbaric warriors led by a barbaric champion (see p.18).

*Your barbarians might live:* on the road and under the stars, in a makeshift village of their own, in covered wagons, among the faerie folk

*Your barbarians might be:* accompanied by a rune master (see p.18), in need of protection from a dark power, great keepers of lore and knowledge, skilled craftsmen

*Your barbarians might have:* a collection of magical lore, knowledge about the threats afoot in the land, friends and backers in distant realms, a secret entrance to another world

## THE DEAD

There is no more terrifying foe for mortal men than the dead. They can serve as inexorable villains, deadly combatants, and reminders of the characters' own mortality. They are innately magical creatures, simulacra of life only powered by foul sorcery.

Lesser undead are largely or completely mindless, and so cannot be reasoned with or befriended. If there is any foe likely to lead immediately to a combat encounter, it is the dead. Necromancers, ghosts, and wight kings are intelligent, though often malevolent.

A typical group of undead adversaries is a single necromancer represented by the minor magus (see *Beyond the Wall and Other Adventures*, p.86) and 8 skeleton or zombie followers (see p.91 and 99).

*Your dead might live:* in a crypt or tomb, in a ruined castle, in a plagued and blasted land, on the outskirts of a faerie forest

*Your dead might be:* attempting to raise an army of angry spirits, working for a much more powerful foe, looking for a lost love, seeking the entrance to the land of the dead

*Your dead might have:* an ancient wizard's staff, the regalia of a lost high king, secret information about a dark lord, a thirst for vengeance

## FAERIE TROUPE

Faeries of various kinds are excellent adversaries for characters in *Beyond the Wall*. Their fickle and inscrutable ways can baffle the characters, and they can be both ally and foe. Some faeries are mostly solitary, or wander in small bands, while others are gathered in great courts of hundreds or thousands of myriad fae creatures.

The faerie troupe represented here is a small but mostly stable band of faeries led by a noble of some sort. They may wander far and wide, but they definitely have a home base and a hierarchy which mimics or mocks that of a human noble court.

A typical faerie troupe will be made up of 1-3 elves (see *Beyond the Wall and Other Adventures*, p.81) who act as the lords and ladies of the troupe, a pack of 4 fae hounds (p.81), and an assortment of around 20 fauns (p.82), gnomes (p.83), redcaps (p.90), and sprites (p.95).

*Your faerie troupe might live:* deep in a fae wood, in mystical caverns of glowing rock, under a lake, in a palace of quartz

*Your faerie troupe might be:* afraid of a terrifying faerie queen from another realm, led by a mighty faerie lord (see *Beyond the Wall and Other Adventures*, p.81), friends with a treant (see *Beyond the Wall and Other Adventures*, p.96), fascinated by human customs

*Your faerie troupe might have:* a magical elven blade, access to the roots of the World Tree, enemies from another faerie court, problems with a monster

## GOBLINS

Perhaps no enemy is more typical for characters of fantasy roleplaying games than goblins. This can, unfortunately, make them seem passe to some players. It is the job of the gamemaster to present interesting and challenging goblinfolk to players should she choose to use them. This entry represents a small goblin warren or family.

Goblins are themselves as enigmatic and strange as faeries; in fact, in your game world, the goblins may well be faeries. They are excellent martial enemies for the characters, but are best served by being given motivations and desires of their own.

A typical group of goblins includes one bugbear leader and around 25 assorted kobolds, goblins, and orcs (see p.33). For help designing their warrens, see p. 36.

*Your goblins might live:* in the tunnels of the mine, in a ruined and abandoned human village, under the lord's keep, in a hidden place beneath the village

*Your goblins might be:* deeply frightened by humans, accompanied by a goblin sorcerer (see p.33), at war with a pair of giants, purveyors of strange goods

*Your goblins might have:* a pack of goblin beasts (see p.34), the ear of an emissary from the great goblin king, plans to take over a human town, access to a wizard's tower

## OGRES

Ogres are strong and dangerous threats for a party of beginning adventurers. Even a single one can kill or seriously injure 1st or 2nd level characters with ease. This makes them ideal opponents to reason with or outwit, and also the perfect enemies for a GM looking to throw a challenge at a party. It is possible to defeat them martially if the group is extremely clever or lucky.

This entry represents a trio of such monsters, perhaps siblings or cousins. They live somewhere on their own, perhaps demanding tolls or raiding for sustenance, or perhaps living an idyllic and quiet life in the wilderness.

This group consists of 3 ogres (see *Beyond the Wall and Other Adventures*, p.89).

*Your ogres might live:* beneath a bridge, in a cave in the mountains, in a large hut of their own making, in the ruins of a human castle

*Your ogres might be:* the outcasts from an even larger ogre enclave, fond of pranking one another, afraid of another monster living nearby, enslaved by a distant sorcerer

*Your ogres might have:* a large treasure hoard, a flock of sheep, a human friend in another village, the keys to a lost city

## RIVAL PARTY

A party of adventurers with their own plans and resources makes for a very fun and challenging bit of opposition. Such a group can bring all of the same abilities and clever plans as the player characters themselves, and they are unlikely to let the PCs achieve their goal if they have also been sent to fetch something or vanquish an opponent.

It is vitally important the the GM determine the motives of these adventurers. Are they in the employ of a powerful benefactor? Are they the heroes of another village in the land, out to protect their people? Are they collectors of arcane lore?

If the GM has time, she may consider picking a few Character Playbooks and designing these NPCs just as the players did their own characters. In a pinch, she can simply pick what level they all are and assume they have a 15 in two ability scores and 10 in the others.

A typical rival party contains 2 warriors, 1 rogue, and 1 mage, all of levels 1 to 3.

*Your rival party might live:* in a dilapidated inn, in their family homes in another village, on the road and beneath the stars, in a noble's keep

*Your rival party might be:* looking for a powerful artifact of legend, trying to stop one of the campaign Threats, out to stop the PCs, the students of another witch

*Your rival party might have:* well-cared for horses, a treasure the PCs are looking for, a book of magical spells, a detailed map of several locations

## RECLUSIVE NOBLEMAN

A nobleman in his court, with his own retinue, can pose a serious threat for the characters and their friends. This reclusive nobleman could be the source of wicked knights or attacks from some of the background events in the Character Playbooks, or could be a madman separated from the world and predisposed to dislike strangers and travelers.

The court should contain a keep in which the nobleman and his family live, as well as a whole household and body of guards. It is unlikely that characters in *Beyond the Wall* will assault the keep or lay siege to it, but it could come to that under particularly dire circumstances. More likely, the noble and his court will present many social challenges for the PCs.

A typical nobleman is an ordinary 1 hit die human. A typical retinue at the keep consists of 14 guards led by 1 great warrior (see *Beyond the Wall and Other Adventures*, p.86).



*Your reclusive nobleman might live:* above a maze of goblin caves, in a keep haunted by the spirits of the dead, near another village, at a fortified mountain pass

*Your reclusive nobleman might be:* obsessed with a magical item, mourning a great loss, at war with another noble, under the sway of a minor magus (see *Beyond the Wall and Other Adventures*, p.86)

*Your reclusive nobleman might have:* a grudge against the characters' home village, an extensive treasury, a spouse from barbarian lands, a faerie consort

### SPIDERS' NEST

The enigmatic spiderlings and their larger cousins make for effective and terrifying villains. They tend to work in organized groups, their poison is dangerous (though not immediately lethal), and they inevitably have elaborate plots of their own. These lawful villains should always be working on building or plotting something or other; they are not creatures of random violence or necessarily malevolent intent, though their ways are inscrutable.

It is certainly possible to communicate with spiderlings, but their minds work on their own terms, which can make reasoning with them extremely difficult. A

clever group of characters can certainly work on understanding what the spiderlings might want and trying to help them achieve it. More likely, however, the characters will stumble across their nests unaware and have to face them with fire and steel. The spiderlings do not take kindly to uninvited guests.

A typical spiders' nest contains 1 great spider and as many as 50 spiderlings (see *Beyond the Wall and Other Adventures*, p.92). Their kings are only present at their mightiest homes, and the ancient arachnids are every bit as much a foe to ordinary spiderlings as they are to men.

*Your spiders might live:* beneath the village or another human settlement, in peace with a family of intelligent bears, in an abandoned chapel or monastery, in a faerie forest

*Your spiders might be:* attempting to cover an entire region in a thick web, servants of a forgotten god, enemies of the fae, repairing a magical blight on the land

*Your spiders might have:* an impressive hoard of human trinkets and treasures, a taste for goblin flesh, an old but remembered debt to Grandmother Weaver, a large collection of true names belonging to spirits and people alike



# USING THE TROUBLED VILLAGE

The Troubled Village Scenario Pack requires a little more improvisation from gamemasters than many of our other packs, but offers great replayability. The Scenario Pack generates a set of seemingly separate problems occurring in the village, some of them quite mundane, and then assists the gamemaster in determining what is tying all of the problems together. This means that, even more than any of the other published Scenario Packs, the Troubled Village can be used many times, but it also means that the GM will have to be quick on her feet.

This chapter provides an extended example of using the Scenario Pack to give the GM an idea of the ways that she can work things together with the Troubled Village Pack. Jesse is running the game for Lori, Peter, and John, and he is going to run two separate adventures.

## THE FIRST ADVENTURE

Lori is playing Esther, the Adventurous Trader. Peter is playing David, the Witch's Prentice. John is playing Hector, the Would-Be Knight. Jesse rolls for the name of the village, gets Sabero, writes it on the village worksheet, and puts the sheet out on the table for everyone to see. We won't walk through the character creation process, but Jesse makes certain, as they go, to fill the blanks in the scenario pack with important (or interesting) NPCs and locations that the players introduce. Once the characters are made and the home village discovered, Jesse turns to the Troubled Village Scenario Pack.

Rolling a 1, he finds that the Great Market is coming. He decides the Great Market is an annual affair: a centerpiece of the local economy and a tradition going back time out of mind. Needless to say, the whole village will be abuzz preparing for it. The characters will get a +1 bonus to Charisma for haggling rolls, everything will cost about 10% less, and unusual items will be for sale.

Jesse figures out the connection between the village problems. Getting a 2 on the next table, he discovers the cause of the troubles: a possessing spirit. He makes a note that chasing a possessing spirit through a crowd could be fun.

Jesse fills in the blanks in the next table with locations the players created, then rolls a 4, where he'd written "The Shield Master's Keep," which John had introduced as a village location. He wonders what kind of possessing spirit might care about a training ground for young warriors, but doesn't come up with an answer right away.

On the fourth table, he can choose an NPC to learn something about. He picks Teresa, Esther's helper. Since Teresa is Lori's character's ally, Jesse wants to introduce her with a great story hook. And he gets one. Rolling a 5, he finds that in Teresa's history is an evil pact, much regretted. This fits in well with the possessing spirit that's been haunting his imagination. Maybe Teresa could have been involved with the people who released the spirit?

Jesse already has the blank lines in the event tables filled in with NPCs and locations the others came up with during character creation. He sees that they've got a couple hours left to play after character creation, so he decides on two complicating events.

For the first event, he rolls 7, 2, then 1 on the tables: A family member of one of the PCs has gone missing in Sofia's Woods. John had mentioned his character Hector's younger brother, Rafel, and Jesse remembers this.

For the second event, Jesse rolls 2, 1, and 8. Inigo the grizzled mercenary is involved in a disrupted trade route in Shepherd's Pass northeast of town. Jesse thinks about Inigo assisting the characters with a dramatic rescue in the pass.

While John, Lori, and Peter go fetch sodas and snacks for the game, Jesse flips through the Bestiary, looking for something that has the power of possession. Rather than use a Phantom, he finds the rules for demons, and realizes that a minor incorporeal demon of fear will provide a lot of opportunity for the characters to be brave, and could become a possible nemesis for future adventures. With this, the background comes together.

Jesse decides that Teresa became involved with a group of students at the Shield Master's Keep who had been tricked by a dark spirit into freeing it from its prison in the dungeons of the Keep. So he rolls up Calsum, a minor demon (Minor Demon: 10% magic resistance, causes fear, and vulnerable to iron). Teresa fled the room during the ritual that summoned the demon. She hasn't talked about it since, and will try almost anything to avoid going back to the Keep.

The spirit lurked there for years, lost in the maze-like tunnels beneath the Keep, until just this morning, when a porter gathering supplies for the Great Market accidentally showed Calsum the way out.

The first event will reveal the demon's existence: It possesses a visitor from the South and tries to flee town through Shepherd's Pass, but a freak rockslide stops him and blocks the pass. Inigo is nearby, and will come to the village for help, while Calsum goes looking for a new host. Since the Market opens today, and Shepherd's Pass is a major way into the village of Sabero, Jesse knows that something will have to be done. He doesn't make any final decisions about how to solve the problem, but makes a note that two hard skill rolls ought to be a good baseline difficulty for this task, maybe two Strength

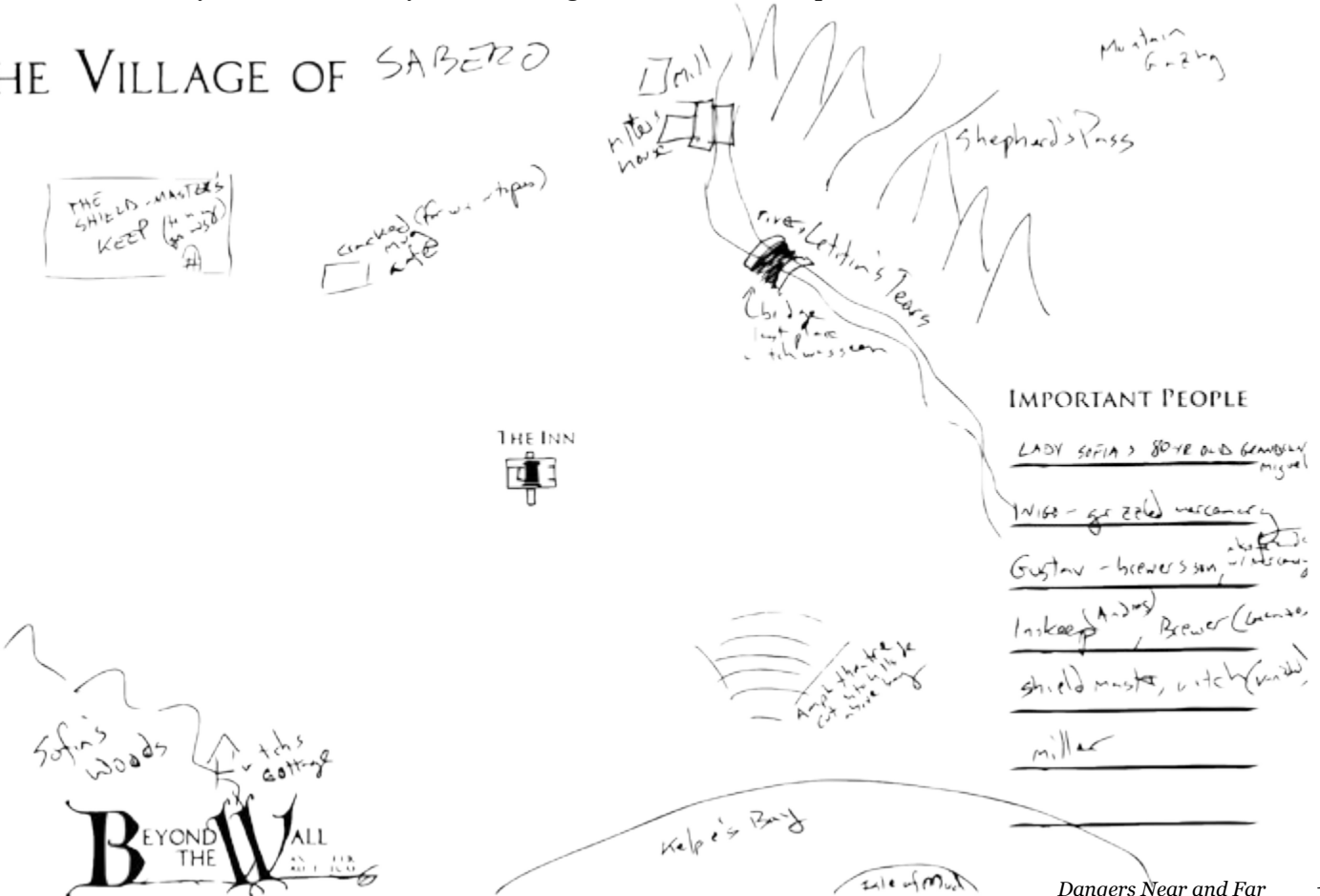
checks if the players decide to muscle the rock out of the way, or a ropes and Intelligence skill check to build a pulley system to help clear the debris.

The second event will be caused by Calsum's next dash out of town, when it possesses Hector's younger brother Rafel and uses him to flee through Sofia's Woods. Jesse knows that tracking and hunting skill rolls would help with this. He decides to have Hector's parents interrupt his work on the rockslide to beg his help finding Rafel. If the players find Rafel, they'll be able to confront Calsum. Jesse puts Calsum's stats down on scratch paper, along with the stats for Commoner and Soldier.

Once everyone gets settled down with chips and drinks, Jesse has the players take turns rolling on the recent events table. Lori, with a 4, talks about Esther's encounter with a pickpocket. She passes her Wisdom check, so Lori describes her pointing out the pickpocket to the innkeep and earning everyone free food and drink at the inn for the rest of the Great Market.

Peter, rolling a 3, describes his character David's argument with the Brewer while setting up market stalls. He flubs his Charisma roll badly, so the Brewer is mad and won't help them no matter what.

# THE VILLAGE OF SABERO





John, rolling 10, got his character Hector pressed into service helping the carpenter. He passed his Dexterity check, and the carpenter decides he owes Hector a favor. Jesse notes that this would be perfect for clearing the pass and wonders if the players will think of it. He starts: "It's the morning of the Great Market, and ..." the game's afoot!

After they save the day for the Great Market and banish Calsum to Sofia's Woods (a problem for another day) the group decides to keep the game going for future adventures. Jesse rolls on The Road Goes On tables.

For their reward, Jesse rolls a 2: The heroes are rewarded with their own home or farmstead. For the adventure seed, Jesse rolls another 2: Neighboring villagers are experiencing troubles of their own and send for help.

Since the adventure ended with the characters revealing the troubles beneath the Shield Master's Keep, the Shield Master grants the characters a farm on its holdings, naming them its protectors and partners. Since the only thing faster than light is gossip, word gets around. They haven't even finished moving out of their parents' houses before a ragged messenger from Oencia, the next village downstream, comes begging for help with a problem of their own. Jesse looks at the Goblin Infestation Scenario Pack and grins

Our heroes set out to help the village of Oencia, but that's a story for another time.

## THE SECOND ADVENTURE

Many adventures later, after saving Oencia from a band of beastmen and journeying deep into the fae wood to battle a Questing Beast, our heroes go home hoping to rest, but life is never that easy. Jesse decides to dust off the Troubled Village Scenario Pack as a break from the quest for the city in the southern lands.

Rolling a 1 on the very first table, Jesse puts the events on the day of next year's Great Market, just like the first adventure. This may become a motif on their visits home. With a 6 on the next table, Jesse finds out that the troubles are connected by gambling debts, extortion, or family secrets.

Jesse rolls a 3 for the location, ensuring the characters will visit Shepherd's Pass on this adventure as well.

Since the last adventures featured Hector's trapping of a Questing Beast, and David's discovery of a magic circle, Jesse picks an NPC Lori introduced: Lady Sofia's 80 year old grandson Miguel, who taught Esther how to play chess.

A quick glance at the clock shows that they have time for about two events in this evening's adventure.

For the first, Jesse rolls 7, 5, and 6, giving him a PC's family member involved with a sudden food shortage at the Cracked Mug Cafe near the Shield Master's Keep.

For the second, Jesse rolls 3, 4, and 2. Gustav, the brewer's son, who's another friend of Inigo, the grizzled mercenary, is involved with a fire spreading in the village from the amphitheatre above the bay.

Hrm, gambling debts... While our players fetch snacks, Jesse puts together the backstory.

Miguel knows about a "friendly game" of Chaturanga, or "gambler's chess," held in the back room of the Cracked Mug. He was there the night two rival gangs of robbers showed up to play. And cleaned them out.

They want their money back, and will take it from the village if they can't get it from Miguel. With hideouts along Shepherd's Pass, the gangs are in a position to ruin the Great Market if their feud isn't settled. One gang's started robbing the Cracked Mug. For now, they've waylaid the trader who supplies that tavern with its better liquors and the sausage for its famous meat pies. The other band of brigands has tricked Gustav into setting the village amphitheatre on fire to distract the everyone while they break into Miguel's house.

The players will have the fun of identifying the culprits, confusing the gangs, and, just maybe, getting a decent meal in their favorite cafe at the end of it all. Let's just hope the fire doesn't scare buyers away from the Great Market.

Jesse jots down stats for the brigands, grabs Miguel's "village elder" stats from *Heroes Young and Old*, and gets the group ready to roll on the recent events table and start the evening.

# MAGIC OF THE WILDS

## NEW SPELLS

### ANCESTOR'S PROWESS

**Range:** Self

**Duration:** 2 rounds/level

**Save:** no

Calling on the power and guidance of a mighty and long dead warrior, the caster fights with savage strength, ferocity, and skill. Such spirits of battle care little for mortal lives, however, and so a mage puts herself at grave risk when invoking them. For the duration, the caster receives a +3 bonus to hit and damage, and may strike foes hit only by magic, but receives a -2 penalty to AC.

### FROZEN WIND

**Range:** Near

**Duration:** Instant

**Save:** yes

As the mage makes the sign of the northern wind and raises her arm with a flourish, a frigid and penetrating wind rushes across the battlefield. This wind is brief but powerful. All people in near range, save the caster herself, must immediately make a saving throw versus spell or suffer 1d4 points of damage.

### LODESTONE

**Range:** Far

**Duration:** Instant

**Save:** no

This powerful but subtle magic has saved many barbarian sorcerers traveling far from home in dangerous and distant lands. Closing his eyes and murmuring a rhyme of power, the caster immediately gains a true and unerring sense of where his home is. This can allow him to determine the direction to head in order to get home, but will not help him navigate any obstacles along the way. With a Wisdom check and the gamemaster's discretion, it may also give the caster a general sense of direction when lost and help him find his way to places other than home.

### SOOTHING THE BEAST

**Range:** Near

**Duration:** 1 day/level

**Save:** yes

It is said that barbarians have a supernatural tie to the beasts of the wild, and that their sorcerers can calm even the most enraged of creatures. This spell affects a single, natural creature of animal intelligence, but has no effect on spirits, people, or other targets. The beast in question must make an immediate saving throw versus spell. Should the target fail, the animal will immediately see the caster and his allies as friends and comrades, and will even fight to protect them against others of its kind. When the spell's effects end, it is likely that the animal will wander off, but it will still be pleasantly disposed toward the caster, and may even become a traveling companion with enough effort and kindness.

### WOLF'S SENSE

**Range:** Self

**Duration:** 10 minutes/level

**Save:** no

With a growled word of power, the caster gains the perceptive powers of a wild beast. While active, this spell gives the caster a +4 bonus on any rolls involving smell or hearing, including rolls to track a foe or detect an ambush.



# CREATURES OF THE NORTH

Below are several monsters and NPCs to expand the gamemaster's repertoire of barbarians and related foes. The default assumption is that these folk and foes come from a frozen northern land, but they might just as well come from elsewhere on the map in your game.

## BARBARIANS

The members of a barbarian tribe or clan are every bit as varied as humans from anywhere in the world. The following bestiary entries provide a range of options for barbaric adversaries and acquaintances.

### BARBARIC WARRIORS

Almost all men and women of age in a barbarian tribe are also accomplished warriors, every bit the equal of their more "civilized" counterparts.

**Hit Dice:** 1d8 (5 HP)

**AC:** 13

**Attack:** +1 to hit, 1d8 (axe)

**Alignment:** usually Chaotic

**XP:** 20

### BARBARIC CHAMPION

The most savage and skilled combatants in a tribe are often found at the forefront of any conflict. They lead by example, and drive their clanmates to ever greater feats of martial prowess.

**Hit Dice:** 2d10 (11 HP)

**AC:** 13

**Attack:** +3 to hit, 1d8+2 (axe)

**Alignment:** usually Chaotic

**XP:** 50

**Notes:** *Martial Inspiration* (the turn after a barbaric champion has successfully wounded an enemy, all his followers gain +1 to hit)

### WILD TRACKER

Some barbarians are wild and aloof, even by their own cultures' standards. Such folk often live apart from their tribe or clan, keeping to the wilderness and providing aid with tracking and scouting when there is need.

**Hit Dice:** 2d8 (9 HP)

**AC:** 15

**Attack:** +3 to hit, 1d6 (bow)

**Alignment:** usually Chaotic

**XP:** 50

**Notes:** *Keeper of Beasts* (the wild tracker is accompanied by a pack of six dogs who are fiercely loyal; these dogs receive a +1 to hit and damage while the Wild Tracker is leading them, and will mourn and protect his body if he is slain)

### RUNE MASTER

Most tribes have a spiritual advisor, either a man or woman of great cunning and knowledge. These sorcerers hold the tribes' runes or other fortune telling devices, and their word holds at least as much weight at that of a chieftain or king.

**Hit Dice:** 3d6 (11 HP)

**AC:** 11

**Attack:** +1 to hit, 1d6 (staff)

**Alignment:** usually Chaotic

**XP:** 150

**Notes:** *Spellcasting* (the rune master casts spells and rituals as a 3rd level mage; assume he has Intelligence and Wisdom scores of 13 for the purpose of casting rolls)

### BARBARIAN RULER

Many tribes are led by a chieftain, king, or queen, who is the foremost warrior and a charismatic leader. Such rulers bear the best equipment in their tribes and are always found exhorting their clanmates in the heat of battle and council. They are powerful and frightening foes in their own right, but their greatest power lies in their ability to exhort their warriors to ever greater feats of arms.

**Hit Dice:** 4d8 (18 HP)

**AC:** 16

**Attack:** +4 to hit, 1d8+2 (enchanted blade)

**Alignment:** usually Chaotic

**XP:** 170



**Notes:** *Lead from the Front* (while the barbarian ruler is leading in combat, all followers receive a +4 bonus to all saving throws and +1 AC; however, should the barbarian ruler fall, all followers will lose these benefits and suffer a -1 to hit and damage for the remainder of the combat)

## THE GREAT FROST

This bitter wind blows through the darkest mountain passes and down into the fertile valleys where humans thrive, and barbarians and civilized folk alike whisper fearful tales of its power. It feeds on the hearts of heroes in the cruelest of ways. Each month, the Great Frost must take the heart and soul from a true hero and carry it back to its frozen lair.

**Hit Dice:** 6d10 (33 HP)

**AC:** 10

**Attack:** +1 to hit, special

**Alignment:** Neutral

**XP:** 600

**Notes:** *The Chill Wind* (the first time the Great Frost hits a foe, the target must make a saving throw versus spell or lose half of its current hit points; should the Great Frost strike the same target again, it immediately loses a level; if the Great Frost is ever slain, those who have lost levels to its attack automatically regain them), *Incorporeal* (the Great Frost has no physical form, and is only affected by magic)

## PLAGUE FOX

Feared by all those in the north, these malicious creatures enjoy finding their way into settlements and fouling the water and grain. At night, their eyes glow with a sickly green, and a foul stench follows them everywhere.

**Hit Dice:** 1d8 (5 HP)

**AC:** 14

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

**Alignment:** Chaotic

**XP:** 20

**Notes:** *Disgusting* (due to their fierce, glowing eyes and foul smell, all foes have a +2 bonus to notice plague foxes or avoid their ambushes), *Foul Bite* (anyone bitten by a plague fox must make a saving throw versus poison or suffer 1 hit point of damage every day for the next week)

## PROWLING TUSK

These horrific monsters from the frozen north appear as great cats or wolves with twisted hind quarters, great yellow eyes, and huge stony tusks protruding from their mouths. Travelers claim that they sometimes follow the hungry, the sick, or the weak, and that they enjoy gorging themselves on unsuspecting groups of stranded wayfarers.

**Hit Dice:** 5d8 (23 HP)

**AC:** 15

**Attack:** +5 to hit, 2d6 (tusks)

**Alignment:** Neutral

**XP:** 360

**Notes:** *Awful Stare* (those who catch the eye of the prowling tusk become frozen in place; every turn, one adversary is completely unable to act, but the prowling tusk must choose a different adversary to be affected in this way every turn; this power has no effect when the prowling tusk faces a single opponent), *Great Leap* (a prowling tusk may leap at great distances and with astonishing speed, positioning itself behind its opponents or crossing most obstacles with ease), *Unending Hunger* (once a prowling tusk has tasted the blood of a foe, it will follow with no end, and may always track its prey)

## WARDEN SPIRIT

According to the northern barbarians, some special people are born with warden spirits, ghostly watchers who warn of danger and give succor in times of need. Such spirits are wholly incorporeal and invisible, though those with the Second Sight can see them as a blue or green mist wreathing their wards.

**Hit Dice:** 2d8 (9 HP)

**AC:** 14

**Attack:** +1 to hit, 1d4 (ghostly touch)

**Alignment:** Lawful

**XP:** 100

**Notes:** *Apart* (warden spirits may only affect the physical world or attack corporeal targets under a new moon), *Incorporeal* (warden spirits have no physical form, and are only affected by magic or silver weapons), *Warning Gift* (wardens may warn their charges of impending danger, granting them a +2 bonus to a single saving throw once per day)

## THE WINTER WOLF

Some say that this horrific monster of legend is a demon, while others hold that it is a god. Indeed, the Winter Wolf is worshipped by some dark and twisted northern tribes as their prime deity, and they make sacrifices to it. According to myth, its howl can raise the dead, and it will one day bring about the end of the world.

**Hit Dice:** 19d12 (124 HP)

**AC:** 21

**Attack:** +19 to hit, 1d10 (claw), 5d6 (bite)

**Alignment:** Chaotic

**XP:** 12,850

**Notes:** *Apocalyptic Chill* (the Winter Wolf is followed everywhere by an unnatural chill; all mortals in near range must make a save versus polymorph or suffer a -2 to hit and AC), *Howl of the Damned* (once per day the Winter Wolf may spend 1d4 rounds howling and thereby raise all of the dead bodies in a one mile radius; each will take the form of Skeleton, Zombie, or Wight, depending on their circumstances, and each will be under the control of the Winter Wolf and will crumble if the Wolf is slain), *Swift* (if there are enough foes in its immediate range, the Winter Wolf may claw twice and bite once each round)



## WRONGFOOT, THE GOAT SPIRIT

This spry creature can be found terrorizing anyone foolish enough to take an unmarked shortcut in the far reaches of the mountains. Indistinguishable from a mountain goat except for its desire for flesh, Wrongfoot usually leads adventurers astray and sends them plummeting to their deaths. It can occasionally be spotted in a valley, lapping at a terrible mess of something red.

**Hit Dice:** 1d8 (5 HP)

**AC:** 16

**Attack:** +1 to hit, 1d6 (headbutt)

**Alignment:** Neutral

**XP:** 30

**Notes:** *Charming Lure* (Wrongfoot makes a deadly path seem safe to passing travelers, who must save versus spell or follow it to an “obviously better shortcut” that ends in a long drop)

## THE YMIRI

Primordial beings of sky and land, these giants were born at the beginning of time and sleep for long ages in frozen caverns and castles in the sky. Standing twenty feet tall, their might and unearthly powers are the stuff of legend, and the waking of one has been the cause of the deaths of entire tribes. At times, they are just as benevolent as they are cruel, however, and they have been known to give great rewards, guidance, and aid to those in need when the mood strikes them. Some say that whole new worlds are born of the Ymiri when they die.

**Hit Dice:** 13d12 (85 HP)

**AC:** 19

**Attack:** +13 to hit, 2d10 (mighty fists)

**Alignment:** Neutral

**XP:** 5,300

**Notes:** *Cloud and Fog* (once per day an Ymir may summon a dense mist or fog over an area several miles wide, or may call a dangerous storm which lasts for an hour), *Earth's Blessing* (the Ymiri bring a blessing of fertility with them; wherever they dwell, the land will become fecund and produce abundant crops and plant life), *Overwhelming Power* (an Ymir may strike twice each round with its fists)

# WAR AND BATTLE

When the war comes to town, even village kids may find themselves rallying the militia or fighting invaders with the duke's guard. When battles of much more than a dozen occur, the standard rules for combat in *Beyond the Wall and Other Adventures* become a bit unwieldy.

These mass combat rules are designed to help play through a battle shaped by the PCs' own contributions. They are not designed to focus on the strategy of the battle, but rather to provide a plausible story in which the characters can prove their mettle and have a meaningful effect on their fate.

The group should use these rules when the PCs are participating in a battle with dozens of combatants on each side arrayed across a large battlefield. While the rules could serve for a bar-room brawl, they are best deployed when the whole village is called to action. Usually commanded by a single leader, each side will be comprised of several groups of warriors. The player characters are disproportionately powerful in the battle, able to affect it during preparation and in the fighting itself, each time with as much effect on the outcome as a dozen of the finest knights. The battle itself can be broken down into three phases.

## PREPARATION

During this phase the PCs help their army prepare to fight its enemies. It is here that we play through the rousing speech to the villagers taking up shovels against the goblin menace, the nervous rush to dig a trench around the village, or the desperate scouting mission behind enemy lines. The aid and preparation of the PCs will establish a modifier called the Tide of Battle.

## THE BATTLE ITSELF

During this phase the PCs and the common soldiers make their stand and fight. Here is the clash of steel, the screams of the dying, and the fall of the meak and the great alike. The generals make their Battle Rolls, modified by the Tide of Battle, and players may role-play vignettes of their characters fighting their foes and, perhaps, altering the course of the battle.

## THE AFTERMATH

During this phase the PCs and the GM discover the toll of the battle and count their losses and victories. Here comrades fall, objectives are seized, and a people can be saved. The sides take turns using their success in battle to seize their objectives and cast down their foes.





## PREPARATION

If they are not taken by surprise, the players can role-play vignettes and make skill rolls to aid their side in the battle. These are the camp scenes the night before the big battle, the scouting of the battlefield, or the laying of clever traps.

Each player is allowed to have their character meaningfully impact the coming battle in one specific way, almost always through an appropriate skill roll. The gamemaster should go around the table in initiative order and ask each player what he would like his character to do. The GM is, as always, the final arbiter of what is an appropriate action, what penalties or bonuses may apply to the roll, and what skills might be applicable.

The degree of success of each of these preparation rolls will add to the Tide of Battle according to the following table. This Tide of Battle number will modify the roll for the battle itself in the next phase.

PC LEVEL OF SUCCESS/FAILURE	RESULTS
lose by 10 or more	-4
lose by 6-9	-2
lose by 1-5	-1
make it by 0-5	+1
make it by 6-9	+2
make it by 10 or more	+4

Since players will tend to succeed most of the time, larger groups will have a decided advantage. If all of the players are on the same side of a battle, the GM should give the other side a +1 modifier for every two players.

If the player characters are surprised, such as by a clever ambush, they not only skip this phase, but also take a -4 to their Tide of Battle.

**Example:** *Helga, Laars, and Noomi have convinced the village elders of Threkeld-upon-Tide that the threat of raiders from the sea is real. With only a day before the raiders arrive, they rush to ready some defenses. Helga leads the women and children to the cliffs above the harbor so they might push rocks down upon the boats.*

*Laars goes with Una the Witch to enlist the help of the selkie folk they saved last adventure. Noomi leads the villagers building a palisade above the harbor.*

*The GM settles each of these individual actions with an ability score check. Helga does a poor job preparing the women and children, missing her roll by 2. This gives a -1 to the Tide of Battle. Laars' plea to the selkie succeeds by 3, evening things out with a +1. Noomi succeeds by an improbable 9 in her roll for the palisade, giving their side +2 to the Tide of Battle for now.*

*Because the PCs' side has three characters, the GM gives a +1 to the raiders' Tide of Battle.*

Between vignettes, the gamemaster should take stock of the armies on each side, briefly describing each of them. We provide sample units based on the number and power of those in it, but these are only guidelines. Each unit gives its side plus 2 to the Tide of Battle.

**Example:** *There are four longships of raiders, each with a crew of sailors supporting 12 warriors desperate to feed their families back home. The raider's Tide of Battle gains +8, taking it to +9.*

*The PCs have raised the entire village: 30 scared peasants, and, of course, their selkie allies - the tribe's 12 most formidable warriors. Their Tide of Battle gains +4, going to +6.*

In *Beyond the Wall and Other Adventures*, battles tend to be small, terrible affairs. The GM can use the same system for battles of different scales by picking out one of the smaller units on either side, assigning it a bonus of 2 points, and then scaling the bonus for all the other units based on that.

In some cases, you may wish to incorporate truly massive beasts: dragons, monstrosities, or demons wreaking havoc on the battlefield. In these cases, a creature with 8-10 Hit Dice could be considered as two units, both for the bonus to Tide of Battle, and for the results of the battle as well. A larger creature might even count for three units.

## TROOPS IN BATTLE

Each of the following examples counts as a unit in the War and Battle rules, and grants their leader +2 to the Tide of Battle.

- 12 of the duke's guards
- 10 dwarven warriors
- 6 mounted soldiers
- 4 mounted knights
- 10 elven archers
- 20 of the village militia
- 12 angry orcs
- 30 scared peasants
- 16 goblin scouts
- A great hero like Ajax or Hercules
- A wizard
- 3 wights
- 1 troll

## THE LAY OF THE LAND

The land is often a participant in the battle. Through the clever use of terrain and maneuver, a skilled general can gain the upper hand. The GM may give one side the advantage and a bonus from 1 to 3, or compare positions from the list below.

THE LAY OF THE LAND	MODIFIER
Attacking across the river	-2
Holding the high ground	+2
Landing from boats	-3
Holding a castle	+4-8
Flanking	+1
Flying against the land-bound	+3

**Example:** *Helga, Laars, and Noomi have been clever in taking advantage of the fjord and the narrow harbor, and the raiders must land as well. The GM gives their side +5 bonus to their Tide of Battle score.*

## THE TIDE OF BATTLE

Each side will have probably gathered a significant set of bonuses for troops, positioning, and the forbidden arts of their summoners. This can lead to large, unwieldy numbers, so we take the NPC's bonus and subtract it from our players' side to get the modifier for their general's roll. If players are on both sides of the battle, give the bonus to the player with the advantage. We call this modifier the final Tide of Battle.

## THE BATTLE OF FIVE ARMIES AND OTHER LOGISTICAL NIGHTMARES

*If you find yourself in a situation where there are three or more major forces trying to hurt each other, all in the same place and at the same time, use this handy technique.*

*Take the average of all the different sides' bonuses and make a note of it. Then, subtract that number from each side to get their final Tide of Battle. Each side will roll separately, and will take turns choosing their victims in clockwise order, starting with the side with the greatest success on its battle roll.*

**Example:** *After all preparations and modifiers are accounted for, Helga, Laars, and Noomi have a Tide of Battle total of +11, while their opponents have a +9. Simplifying this number, the GM determines that the PCs and the villagers have a Tide of Battle score of +2.*

## THE BATTLE ITSELF

To determine the results of the battle, take the Tide of Battle established during the Preparation phase and apply it to a Battle Roll made by each side's general. Once this is established, our heroes can try to bend fate to their will by participating in the fighting personally.

## THE BATTLE ROLL

Each general will make a Battle Roll by testing the most appropriate ability score and applying the Tide of Battle modifier and any personal skills. No matter how physical one's leadership style, there is no way to make a Strength check to win a battle on this scale. Instead, a general will, based on her leadership style, rely on Intelligence, Wisdom, or Charisma to achieve her goals. Skills such as Tactics or Strategy will obviously affect this role.

If an NPC is the leader of the troops, a player will roll for the group's side nonetheless. The GM should remember that the characters, not the players, have Fortune Points. The gamemaster will roll for the villains as usual. The results of these two tactics rolls

will largely determine the course of the battle. Each side will gain a number of successes and failures based on this result, as described below.

Most NPCs do not have ability scores, so the GM will need something to check for the opposition during this step of the battle. We recommend making a quick decision on the fly, remembering that 10 is an average ability score. If the GM needs a rule of thumb, she can simply give the opposition's leader an ability score of 9 plus the leader's hit dice or level.

**Example:** *Noomi leads the villagers guarding the palisade, and the players agree she is the natural leader of the defense, so her player makes a Wisdom check. Her Wisdom score is 10, modified by the Tide of Battle. Noomi's player must roll a 12 or lower. She does so, rolling a 8 and succeeding by 4. The GM rolls for the enemies, deciding that the pirate captain will lead with his Intelligence. Since the NPC does not have ability scores, the GM quickly assigns him a 12 in this ability score. The GM rolls and gets an 11, succeeding by 1.*

Before the results are tallied, however, the characters can now decide to flee, to take on a side mission under cover of the fight, or to leap in and change the course of the battle.

Each PC may take part in one vignette during the battle itself, after the Battle Rolls. This vignette may be a scene of a small combat (three rounds or so), or an ability score check which highlights the charac-

### DEATH IN BATTLE

*To determine how an NPC of note fared in the battle, roll under their Armor Class.*

*If made by 10 or more, take no damage.*

*If made by less than 10, lose 1 HP.*

*If tied, or miss 0-4, lose half their HP.*

*If missed by 5-9, go to 1 HP.*

*If missed by, 10+, die.*

*Use this during battle to highlight a key scene for the NPC, or to determine their fate once the PCs have recovered sufficiently to inquire.*

ter's contributions. If the character risks herself in the battle, the margin of success or failure in the scene will modify the results of the previously made tactics roll. She might save the battle or lose it with these heroics, so players must weigh their options carefully. Since these vignettes come after the Battle roll, that means that the players have an opportunity to see how the battle is going before determining just how much they want to jump in and help.

The GM is free to have the results of the characters' participation modify the Battle Roll in any way that she feels is fit; there will naturally be some subjective decision making as part of this process. We recommend giving the PCs' side a +2 bonus for a successful scene, meaning a successful and pertinent ability score check, or a couple of rounds of combat which obviously go in a character's favor. Likewise, we recommend a -2 penalty to the Battle Roll for a failed ability score check or a bad personal combat which results in a PC's defeat during the battle.

If a PC does particularly well during a vignette, such as by slaying a dozen foes or succeeding on their ability score check by 10 or more, the GM might consider a larger bonus to the Battle Roll.

**Example:** *Helga sees that the battle is going well and decides to stay safely with the women and children at the clifftops.*

*Laars, in his little coracle, leads the selkie into the bay to attack the raider's ships. His player rolls for a few volleys against the sailors left to guard the ships. He dumps a pair of pirates overboard and helps the selkies take a ship, giving the PCs +2 on their Battle Roll.*

*Noomi's player wants to see how she did holding the palisade. The GM has her play out three rounds of combat against a trio of raiders. Noomi wounds two of them without taking a single scratch. The GM determines that this is worth a +2 bonus to the PCs Battle Roll.*

*All told, the enemy's Battle Roll remains unmodified, barely a success, and the PCs have managed to succeed on their Battle Roll by 8. The Day ends in victory for Helga, Laars, Noomi, and the village of Threkeld-upon-Tide.*



Combining the Battle Roll and the efforts of the PCs' scenes, each side looks up its results on the table below. The results from this table happen during the Aftermath phase for both sides as determined by their Battle Rolls. Yes, this means that if I missed my roll by ten, and my opponent succeeded by ten, then she picks three successes and I pick three failures on the table below.

ROLL	RESULTS
lose by 10 or more	pick 3 failures
lose by 6-9	pick 3 failures and 1 success
lose by 1-5	pick 2 failures and 1 success
just make it	1 success and pick 1 failure
make it by 1-5	pick 2 successes and 1 failure
make it by 6-9	pick 3 successes and 1 failure
make it by 10 or more	pick 3 successes

**Example:** *Noomi and the villagers succeeded by 8, so they get to pick 3 successes and 1 failure during the Aftermath. The raiders' forces made it by 1, so they must pick 2 success and 1 failure.*

## THE AFTERMATH

Once the course of battle has been determined and the players have played through their part in the story, it is time to determine the results of the battle. Now, each side must claim its results from the following tables of successes and failures.

The sides will pick their successes and failures in order, starting with the more successful. Successes and failures may be taken in any order but they must all be taken. Note that some of the results may reverse the other side's successes, and the sides may want to be strategic about when they take certain choices, such as capturing hostages.

### SUCCESSSES

#### Deal Damage

Choose a unit of your opponent's forces and describe how, during the battle, they were scattered. There will be some survivors, of course, but you can rest assured that the regiment will not be brought back together without an adventure.

#### Route the enemy

Choose two groups from amongst your opponents' troops. They are dispersed, perhaps routed, and while there are many survivors, their spirit is broken.

#### Take Prisoners

Your forces have captured, but not killed, one of the enemy leaders or an important character. When the game resumes after the battle, they will be ready for questioning, or worse. This might be used on the PCs.

#### Rescue

If someone has been taken hostage during the battle, choose this to stage a rescue. Since the sides take turns choosing their results, a single character might be captured and rescued several times during a battle.

#### Claim Territory

Describe an area near the battle: a nearby hamlet, a bridge across a mighty river, the sacred stone where the summoning ritual must happen. Your forces hold this securely after the battle. Once a territory has been claimed, it cannot be taken from the player except through choosing Lose Territory.



### **Loot**

Gain wealth at the expense of others. If the battle ranges across a village or city, there will naturally be plenty of loot to take from the hapless non-combatants caught in your path. This would also be appropriate for seizing the scepter of a fallen mage, or to claim the Ark of the Covenant Between Man and Gods after a battle with the Dark Blades of Tarn.

### **Collateral Damage**

Organize the destruction of a nearby structure. For example, choose this to destroy the bridge across the river, or to cast down the great statue of the Lich Lord. Describe the plan as it gets into place and ready to act. Another side might choose Protect Collateral Damage to thwart you.

### **Protect collateral damage**

Save a nearby structure targeted for destruction. Describe the effort to stop its destruction. Since the sides take turns choosing their results, a single structure might be threatened and rescued several times during a battle.

## **FAILURES**

### **Take damage**

Choose a unit of your own forces and describe how, during the battle, they were scattered. There will be survivors, of course, but you can rest assured that the regiment will not be brought back together without an adventure.

### **Routed**

Choose two or more groups from amongst your own troops. They are dispersed, perhaps routed, and while there are many survivors, their spirit is broken.

### **Lose Territory**

Describe an area near the battle you once controlled: a nearby hamlet, a bridge across a mighty river, the sacred stone where the summoning ritual must happen. The enemy forces hold this securely after the battle. One may use this to negate an advantage claimed earlier in this process. Describe how your forces gained but then lost the territory.

### **Loss of Loot**

If you claimed some loot earlier in this phase, relinquish it here. Describe its loss, either during flight, or to a greedy or vengeful foe.

### **Loss of prisoners / hostages**

If your forces held prisoners, either before the battle, or as the result of a success chosen earlier in this phase, describe the escape or rescue of a group of hostages.

***Example:** After taking turns with the GM picking success and failures for each side, the results of the battle stand as follows. Noomi and her friends will choose 3 successes and 1 failure, and the GM will choose 1 success and 1 failure for the raiders.*

*Noomi's player goes first, choosing 'route enemy' to drive back two ship's worth of the raiders. The GM chooses hostages to represent Njal and his sons being borne away by the raiders during their retreat.*

*After prompting from Laar's player, Noomi's player chooses 'rescue' to represent a daring effort on the part of the selkie which freed Njal's family. For the raiders, the GM chooses a failure: 'routed.' Another two ships are driven away and will not return this season.*

*Noomi's player has two choices left: a success and a failure. She picks 'loss of loot,' indicating that the raiders got some of the villager's wealth in the fight. The raiders choose 'deal damage' - a dozen villagers fell to their attack.*

*Noomi's player uses her last success to 'route enemy', driving away the last two ships. Heart broken by their losses, but resolute in their victory, the villagers of Threkeld-upon-Tide set about the sad business of rebuilding. For as long as people live upon the earth and beneath the sky, Njal's descendents maintain a little shrine in that harbor.*

# THE UNDERWORLD

There is another world, just beyond ours, where the dead roam freely and the living are not welcome. This is the Underworld, a bleak and unforgiving place. Here the geography resembles that of the living lands in superficial ways, but all is covered in a pall of death and there is no rest or sustenance for the living. There is no day or night, but always a perpetual twilight.

## GETTING THERE

The living will only find themselves entering the Underworld if they pass through a gateway to this other plane.

There may be naturally occurring entrances to the Underworld within the campaign world. These are usually forsaken, lonely places, such as deep caves along rocky coasts, massive gnarled trees in the dark heart of the wood, or lone mountains or volcanoes surrounded by wasteland. Such entrances are inevitably far from civilized lands and ill-omened.

Sometimes entrances to the Underworld are intentionally made by hubristic mages, fanatical holy men, or foolish kings. These are very rare, and may require special commands or rituals in order to function. Naturally occurring entrances to the Underworld also appear at the confluences of other realms and planes; for instance, if you are using the Grey Prince in your campaign, his strange realm may border on the Underworld, as might a series of particularly deep goblin caves.

Very rarely, people may simply wander in an unfortunate direction under unfortunate circumstances and find themselves within the Underworld. This is so rare that it might only happen once in a generation. It is usually the result of a particularly low veil rating as described below.

## TRAVEL IN THE UNDERWORLD

The Underworld is a harsh place for the living, and they will feel the grim weight of the place almost immediately upon arrival. There are several ways in which traveling through the lands of the dead effect the living.

First, no living creature may regain hit points in any way while in the Underworld. Resting may make heroes feel a bit less tired, but they will not recover from their wounds. Healing magic simply fizzles and restores no hit points. Likewise, ordinary healing potions or magic items do not function at all. Characters with knowledge of Forbidden Secrets or Folklore may make an Intelligence check to know about these effects. There may be some very rare and hidden places within the Underworld where the living may recover hit points, like a spring which connects to the world of the living or a secret and holy grove, but such locations, if they exist at all, would be very difficult to find and are left to the GM's decision.

Anyone casting necromantic magic of any kind also receives a +2 bonus to any spellcasting rolls. Other magic may work strangely here. Certain cantrips, spells, and rituals may have unusual effects. For instance, a mage casting the Storm's Wrath ritual may produce a storm without rain, or only a sickly drizzle of oily drops. Rather than list every possible change to all spells, the gamemaster is encouraged to use her discretion. It is not necessary that every spell change in the same way with every casting.

Additionally, living heroes will find it very difficult to find sustenance within the Underworld. Any rations which they bring on the journey will still sustain them, but will taste like ash in their mouths. Water from the lands of the living will likewise still keep them hydrated. Finding new food in the Underworld is very difficult, as the landscape tends to be barren and lifeless.

If living characters do find a fruit tree or bit of sickly game in the Underworld, they will be wise not to partake, as a simple Intelligence check will remind them. Any time a character has food or drink from the Underworld, he must make a saving throw vs. poison; should he fail, he will be forever trapped in the lands of the dead. If there should be any way to return him to the lands of the living, it would involve a great and dangerous quest, and could make for a whole campaign.



The characters may find magical means which allow them to eat safely, such as the Feast's Blessing ritual on p.60 of *Beyond the Wall and Other Adventures*.

## THE DEAD IN THE UNDERWORLD

Just as the living are changed while in the Underworld, so are the dead. The following rules affect all undead creatures while in the Underworld, which is, after all, their home.

All undead creatures gain in strength while in the Underworld, and have a vigor which they lack in the lands of the living. They often still shamble and envy those with life and warm blood, but they are closer to their full faculties here. Undead creatures regain a single hit point every hour while in the Underworld.

All incorporeal ghosts, phantoms, and spirits are fully visible and corporeal in the Underworld; this does mean that they can be harmed by normal weapons.

The greatest lords and ladies of undeath are particularly invigorated by the dark energies of the Underworld. While in the lands of the dead, any undead creature with 10 or more hit dice gains a +2 to all saving throws and to any spellcasting rolls they might make.

Finally, the lesser undead, like skeletons and zombies, are much more active here, remembering a bit of their former selves and having the hints of a personality. This means that they are no longer affected by the 'Dead and Mindless' special rules in their bestiary entries, and that the gamemaster is encouraged to play them with more intelligence and cunning.

## THE LAY OF THE LAND

This section references the rules for travel, locations, encounters, and map generation presented with the supplement *Further Afield*.

A gamemaster running a campaign using the rules in *Further Afield* may wish to develop the Underworld more fully. As mentioned above, the Underworld is a dark mirror of the lands of the living, so the GM may create a map which resembles the geography of the regular campaign map. Feel free to change the course of rivers or the sites of forests somewhat, though, as the lands of the dead are never precise copies of those of the living.

The GM may also add locations to the Underworld just as with the normal campaign map. Many of the major locations created by the players may have dark counterparts in the lands of the dead, or they may be missing here entirely. If the group feels that the Underworld will feature heavily in their campaign, they may even wish to spend a round of location building for the Underworld in addition to the ordinary round for the main campaign map.

The Underworld counts as its own region, with its own dangerous encounter table. This does not mean that the gamemaster cannot make other regions with different encounter tables for the Underworld should she choose. However, the default assumption is that the entire place is haunted and uses the following encounter table. If the entire Underworld is a single region, parts of it may be difficult terrain and other parts not.

## THE UNDERWORLD REGION

This is the very land of the dead. Water is scarce and game almost unheard of. Finding sustenance here is difficult and very unwise. All foraging rolls suffer a -5 penalty.

**Encounter Chance:** 4 in 6

### 1d8 The Underworld Encounters

- 1 Lost!** Make a Wisdom check to find the way or lose a day wandering aimlessly.
- 2 Turned around.** Make a Wisdom check or exit from a random hex edge instead of where you thought you were going.
- 3 Disaster!** Make a Dexterity check or lose half the party's water supply while traversing some difficult terrain.
- 4 Violent Storm.** Make a Constitution check or lose a day seeking shelter from the buffeting winds and dangerous lightning of a rainless thunderstorm.
- 5 Attacked!** Make a Wisdom check or be surprised by a pack of 2d6 undead animals.
- 6 Hunted!** Make a Wisdom check or be surprised by a pack of 2d8 skeletons or zombies.
- 7 Trapped!** Make a Wisdom check or be caught in a dead end by a single hungry wraith.
- 8 Stalked.** A spectre, wraith, or other ghost stalks the party, hoping to follow them back to the land of the living.

# THE VEIL

There is, between the lands of the living and the dead, a veil. Under ordinary circumstances, this is enough to keep the dead at bay and maintain the ordinary functions of the living world. Lost ghosts may still find their way into our world, and necromancers may still be able to work dark magics and cause the dead to walk, but the veil protects men from the worst depredations of those who have passed.

In some places, however, and at some times, the veil weakens. When this happens, our world slowly begins to resemble the lands of the dead more and more, and they find it easier to reach the living.

Using this optional system, the gamemaster may assign veil ratings to various places in the world. The default assumption is that the veil rating is at 10, which means that there are no special effects. If the gamemaster decides that a particular location or building within the world is closer to the lands of the dead, she may give it a lower veil rating. Here are some sample veil ratings for different locations:

- a very haunted house: 9
- a cursed graveyard: 7
- deep in the great catacombs: 5

Additionally, the veil may weaken at certain times or under certain circumstances. Here is a list of sample conditions which the gamemaster may use to change the veil ratings of a location within the campaign.

- the midnight hour -1
- the equinox -1
- Winter Solstice -2
- immediately after the casting of necromantic magic -2

There are certain holy or wholesome places in which the veil is much stronger than elsewhere, such as a temple to the god of light, a faerie grove, or even the common room of a cheery inn filled with good fellowship. In these areas the veil is always considered to be at a rating of 10, and ghosts are loathe to tread.

## THE VEIL TABLE

Rating	Effect
10	At this level, the veil is at full strength. No special rules are in effect.
9	The living and the dead see each other. Even the incorporeal dead are visible. Hauntings are more likely.
8	All undead creatures of 10 or more hit dice have a +2 to saving throws and spellcasting rolls. Anyone casting any necromantic magic has a +2 bonus to any associated rolls.
7	Plants begin to sicken, and food tastes like ash and spoils quickly. Living characters may not regain hit points from rest.
6	Healing magics begin to fail. Any hit points restored by spells or magic items is cut in half, rounding down.
5	All incorporeal spirits are fully corporeal and may be harmed by ordinary attacks.
4	Skeletons and zombies lose the 'Dead and Mindless' special rule.
3	Healing magics no longer function. Characters may still be tended to with an ability score check.
2	All undead creatures regenerate a single hit point every hour.
1	Living characters may not regain hit points in any way, magical or otherwise.
0	The two worlds are one. Anyone in a location with this veil rating is effectively within the Underworld. When characters leave this location, they are just as likely to wander into the Underworld as they are to return to the lands of the living.

### VEIL AND THE OPENED BARROW

*You may want to use the veil mechanics when running the Opened Barrow Scenario Pack. If you do, assume that the disturbances have caused the veil within the entire village to be lowered to 9, and the rating within the barrow itself to be at 7.*

# NECROMANCY

## NEW SPELL

### GHOSTLY COMMANDMENT

**Range:** Near

**Duration:** 2 rounds/level

**Save:** yes

With solemn word and proud bearing, the mage exerts his will over an incorporeal spirit of the dead, like a phantom, wraith, or spectre. For the duration of the spell, the spirit must obey the caster's commands. Ghosts react in different ways after experiencing this spell; some become angry with the caster, others seek to hide, and some become quite fond of the mage and follow him. If the ghost makes a saving throw vs. spell it ignores the commands.

## LEVEL 3 RITUAL

### VEIL WEAVING (Intelligence)

**Range:** Far

**Duration:** 1 day/level

**Save:** no

By manipulating the veil between the lands of the living and the dead, the mage brings the worlds closer together or moves them further apart. When the mage casts this ritual, the veil rating within a five mile radius either rises or lowers by 1. The mage must specify whether he wishes to increase or decrease the rating at the time of the casting. A failed ritual roll often means that the opposite occurs, sometimes drastically.

The material components for this ritual include a newly woven shawl of fresh linen; preferably the mage has woven this shawl himself, but it is not strictly necessary. The mage must wrap within the shawl the fingerbone of a recently dead man and a silver needle, and then bury the components during the three hour casting process.

## LEVEL 4 RITUAL

### ETERNAL WALKER (Intelligence)

**Range:** Touch

**Duration:** Permanent

**Save:** yes

By slicing off a small piece of her own soul and placing it within a human corpse, the necromancer animates it and binds it to her will. The newly made undead creature will follow all of the caster's commands, both spoken and unspoken, until it is destroyed or until the magic is dispelled. The creature will be an undead animal, a skeleton, a zombie, or a wight as appropriate to the target of the ritual; only a nobleman buried in state may be raised as a wight. The cost of this magic can be great: upon completion of the ritual, the caster must make a saving throw vs spell or lose a point of Charisma. Thus do many practitioners of necromancy become foul and isolated.

This ritual requires that the caster have access to the corpse, an offering to the gods of the dead worth at least 100 silvers, and a mystically prepared altar or bier. The corpse is placed upon the slab while the caster reaches a hand into the Underworld and seeks join the corpse's soul with a piece of her own.

### SUMMONING SPIRITS OF THE DEAD

*Using the level two ritual Summoning, a mage may call the ghost of a dead mortal back into the living world. The spirit may make a saving throw as usual. If the mage has the corpse of the deceased at the time of the casting, the caster gets a +2 bonus to the casting roll and the ghost suffers a -2 penalty to its saving throw to resist the call.*

*The type of spirit that comes across the veil depends upon who the deceased was in life. Phantoms are the least of the ghosts who cross into the lands of the living, and the most common. Wraiths are the spirits of more powerful men and enter the living world with a powerful will. Spectres represent the ghosts of the most hateful and cruel of mortals. The GM is, of course, encouraged to make specific, new stats for a particular ghost in her own campaigns.*

# THE DEAD AND THEIR ILK

Below are several monsters and NPCs to expand the gamemaster's repertoire of undead and related foes.

## CAPTAIN OF THE DEAD

This is a mighty warrior in the armies of the dead. It could represent the remains of someone who was a mighty champion in life, or a specially animated officer in an organized army of the dead. It leads not of its own volition, but by the will of its master.

**Hit Dice:** 3d8 (14 HP)

**AC:** 15

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

**Alignment:** Neutral

**XP:** 90

**Notes:** *Dead and Mindless* (the captain is immune to sleep and charm effects)

## THE FOOLISH MORTAL

Whether with good intentions or drawn by dark designs, this foolish mortal is striding boldly down her own personal path to damnation. Either self-taught and overbold or, more often, misled by a dangerous spirit with dark designs, the foolish mortal knows just enough to get herself into trouble.

**Hit Dice:** 2d6 (7 HP)

**AC:** 10

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

**Alignment:** Chaotic

**XP:** 110

**Notes:** *Spellcaster* (the foolish mortal casts cantrips, spells, and rituals as a 2nd level mage; she knows the Second Sight cantrip, the Spell Reanimation, and the rituals Circle of Protection and Summoning; assume she has an Intelligence of 14 and a Wisdom of 8 for the purposes of casting rolls)

## REVENANT

This walking corpse has returned to the lands of the living with a specific purpose. It is the animated remains of one wronged horribly in life and has a particular hatred of murderers, thieves, and liars.

**Hit Dice:** 4d8 (18 HP)

**AC:** 16

**Attack:** +4 to hit, 1d6+2 damage (clawing touch)

**Alignment:** Lawful

**XP:** 200

**Notes:** *Murderous Shriek* (once per day the revenant may let out a horrifying shriek; all living creatures in near range must pass a saving throw vs. spell or cower for 1d4 rounds), *Vengeful Senses* (the revenant immediately knows when it is within the presence of one who has committed murder in cold blood and will always attack such an opponent)

## WHISPERING SPIRIT

A sad ghost, the whispering spirit haunts lonely and secretive homes, slowly driving those within to madness. Sometimes, when a child hears noises in the dark corners of the house, it is not just a figment of the imagination. Some say that such a spirit may be banished when it finds even a small piece of happiness.

**Hit Dice:** 3d6 (18 HP)

**AC:** 16

**Attack:** +2 to hit, 1d8 damage (chilling touch)

**Alignment:** Chaotic

**XP:** 160

**Notes:** *Clanks and Whispers* (always surrounded by ghostly noises, the whispering spirit may increase their volume, forcing those within near range to suffer a -1 penalty on all rolls), *Incorporeal* (the whispering spirit has no physical form, and is only affected by magic and silver weapons)

## UNDEAD BEASTS

*Men are not the only creatures who can return from the dead. Animals too can be raised as undead creatures. The gamemaster may represent such foul things by using the normal entries for the monster and adding to it the 'Dead and Mindless' rule as seen in the entries for skeletons and zombies.*



# GOBLIN MAGIC

## NEW SPELLS

### THE DARK COMMANDMENT

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

Goblins are a cowardly sort, and they are ever ruled by strange laws and customs. A few mortal sorcerers have mastered something of these mysteries and are able to manipulate the rules with ancient words and signs. For the short duration of this ritual, any goblin in near range who fails its saving throw must follow the caster's orders.

### GOBLINS' SIGHT

**Range:** Near  
**Duration:** 1 day  
**Save:** no

While goblins themselves have no use for this magic, mortal mages who hope to traverse their caves and gatherings find it quite useful. The caster and all of her companions gain the ability to see in even complete darkness for the duration of the spell.

## LEVEL 1 RITUAL

### A DOOR IN THE DARK (Intelligence)

**Range:** The Cosmos  
**Duration:** Permanent  
**Save:** no

This frighteningly easy to cast ritual can open or close one of the portals to Goblin Town found in most goblin holes. The portal must already exist and the caster must be in the presence of such a portal, though it does not matter on what side he casts the ritual.

The material components for this ritual are a bit of human blood and a brush of thick and bristling hog hair. Cowardly goblin sorcerers like to drain the blood of sleeping humans and keep it in small black phials on their person at all times.

### GOBLIN FEAST (Intelligence)

**Range:** Touch  
**Duration:** Instant  
**Save:** yes

The recipes for concocting this wicked banquet are many and varied, but all require that the caster spend an hour by the meal (whether he cooks it himself or not), have a vial of clear liquid (the caster can take a sip if he likes), and all ensure that any who eats even one bite of the food must save versus poison or become uproariously drunk, disorderly, violent, and suggestible until dawn, when he will likely crawl into a corner and sleep it off.

The material components for this ritual vary greatly by tribe and are left to the imagination.

## LEVEL 10 RITUAL

### THE FINAL DIVORCE (Wisdom)

**Range:** The Cosmos  
**Duration:** Instant  
**Save:** no

There is a way to permanently and irrevocably separate the wicked darkness of Goblin Town from the mortal world forever. This mighty ritual can do just that, though its working is quite painful. If successfully cast, no goblin doors will ever again work, and no creature can ever again cross from one of the planes to the other. Note, however, that any goblin holes already in the mortal world and their inhabitants will remain.

In order to complete this ritual, the caster must separate two true loves. He himself may well be one of the lovers, or he may be able to find two others willing to make such a sacrifice. One of these lovers will be trapped forever in Goblin Town, and the other forever in the mortal world, never to meet again. The ten hour casting of the magic involves a long goodbye and a ritual severing of the relationship.

# MAKING GOBLINS REVISITED

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 (short sword)

**Alignment:** Chaotic

**XP:** 5

### GOBLIN

**Hit Dice:** 1d6 (4 HP)

**AC:** 14

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

**Alignment:** Chaotic

**XP:** 15

### ORC

**Hit Dice:** 1d10 (6 HP)

**AC:** 14

**Attack:** +1 to hit, 1d8 (longsword)

**Alignment:** Chaotic

**XP:** 20

### BUGBEAR

**Hit Dice:** 3d10 (15 HP)

**AC:** 15

**Attack:** +3 to hit, 1d10 (great axe)

**Alignment:** Chaotic

**XP:** 50

## GOBLIN CHAMPIONS

Goblins have their own heroes and leaders, cruel warriors and sorcerers who have clawed their way to uncertain power among their own treacherous kind. The Bugbear Summoner and Goblin Sorcerer represent the rare goblin with the willpower and attention to master the arcane arts. The King of the Goblins represents a mighty chieftain, a terrible bugbear who has probably managed to organize by brute force several tribes of goblins beneath him. He is almost certainly too strong for a group of beginning adventurers to face.

Goblins are inherently magical. All goblins can perform rituals, but most do not have the patience for it, and few of them actually know any rituals in the first place. If they are frightened or particularly interested, they will obey someone well enough to assist with a ritual. Some few goblins can cast spells. These same few *will* bother to learn rituals, and often hold positions of authority within their tribes. Since monsters do not have ability scores, we recommend that you simply set a goblin sorcerer's Intelligence or Wisdom at 10 plus its hit dice if you need to roll for it to cast a ritual.

### GOBLIN SORCERER

**Hit Dice:** 2d6 (7 HP)

**AC:** 14

**Attack:** +1 to hit, 1d4 (ritual knife)

**Alignment:** Chaotic

**XP:** 80

**Notes:** *Spellcasting* (twice per day the Goblin Sorcerer may cast any of the following spells: Bar the Way, Conjure Darkness, Word of Courage; it also knows the following rituals: Goblin's Feast, Magic Stones, Unseen Servant; the GM can choose other spells and rituals, of course)

### BUGBEAR SUMMONER

**Hit Dice:** 3d6 (11 HP)

**AC:** 15

**Attack:** +2 to hit, 1d6 (spear)

**Alignment:** Chaotic

**XP:** 175

**Notes:** *Spellcasting* (three times per day the Bugbear Summoner may cast any of the following spells: Abjuration, Commanding Word, Reanimation; it also knows the following rituals: Circle of Protection, Gather Mists, Summoning; the GM can choose other spells and rituals, of course)

### FOUL CHIEFTAIN

**Hit Dice:** 5d10 (28 HP)

**AC:** 16

**Attack:** +5 to hit, 1d6+3 (bonesword)

**Alignment:** Chaotic

**XP:** 275

**Notes:** *Great Bellow* (once per day the foul chieftain may issue a horrific shout; all foes in near range must make a saving throw vs. polymorph or cower for 1d4 rounds, all goblins in near range gain +2 to hit for one round, and any other goblins within five miles will come to the chieftain's aid)

### GOBLIN WARLORD

**Hit Dice:** 6d10 (33 HP)

**AC:** 18

**Attack:** +7 to hit, 1d8+3 (sorcerous blade)

**Alignment:** Chaotic

**XP:** 470

**Notes:** *Leader of Goblins* (while the warlord lives, no goblin under his command will flee, and they all gain a +1 bonus to hit and AC), *Masterful Swordsman* (with its sorcerous blade, the goblin warlord may attack twice each round)

## GOBLIN BEASTS

Bands of goblins are frequently accompanied by twisted, goblinoid beasts which share the traits of their masters. These creatures act as guards, hunters, and warbeasts. Below are first the base statistics for the two most common sizes of these goblin beasts; the Foul Beastling could represent a pest or pet, while the Guardian Beast is a monstrous and dangerous creature.

The Gob'lion is a different sort of beast altogether, more hyena than anything else, and it hunts the goblins as its main source of food. This monster takes on the characteristics of his prey, so it will have the traits of the tribe (fear, disease, etc). The Gob'lion looks evil, but has no real interest beyond tending his herd of goblins.

The Horror, on the other hand, is the largest and foulest of goblin beasts, a roiling mass of muscle, claws, and hair. So terrifying is its visage that even brave warriors flee from it, and its very blood is poison to its attacker. Most goblins give the Horror a wide berth when it approaches, and only the mightiest of goblin warlords or sorcerers can truly command the beast. It is said that the Lord of Goblin Town sometimes feeds unruly subjects to such a beast and watches the sport for his own cruel pleasure.

### FOUL BEASTLING

**Hit Dice:** 1d4 (2 HP)

**AC:** 12

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

**Alignment:** Chaotic

**XP:** 5

**Notes:** *Carriers* (there is a 1 in 20 chance that anyone bitten by the beastling will suffer the penalty from the goblins' trait; this lasts until the next full moon)

### GUARDIAN BEAST

**Hit Dice:** 2d10 (11 HP)

**AC:** 14

**Attack:** +3 to hit, 1d4 (bite)

**Alignment:** Chaotic

**XP:** 50

**Notes:** *Steel Jaws* (if the beast successfully bites, it will stay locked on the target, automatically hitting in every subsequent round for 1d4 further damage)

### GOB'LION

**Hit Dice:** 5d6 (18 HP)

**AC:** 16

**Attack:** +5 to hit, 1d4+1 (claw), 2d6 (bite)

**Alignment:** Neutral

**XP:** 125

**Notes:** *Swift* (if there are enough foes in its immediate range, the Gob'lion may claw twice and bite once per round)

## THE HORROR

**Hit Dice:** 11d12 (72 HP)

**AC:** 20

**Attack:** +11 to hit, 1d6+2 (claw), 2d8 (bite)

**Alignment:** Neutral

**XP:** 3500

**Notes:** *Foul Blood* (anyone who wounds the Horror in melee combat must make a Dexterity check or immediately suffer 1d4 HP of damage), *Frightening* (anyone wishing to attack the Horror must first make a saving throw vs. spell or be unable to do so), *Swift* (if there are enough foes in its immediate range, the Horror may claw twice and bite once per round)

## 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. The gamemaster may assign a single trait from the list below to an entire tribe of goblins; all members of the tribe, of whatever type, including the goblin beasts, will then have the special bonus *and* penalty listed with each trait. These traits can make for very diverse tribes of goblins, and it may be that two tribes with different traits would consider each other to be dear friends or bitter enemies depending on the circumstances.

*Darkness* - These goblins are the monsters that come out at night. Being creatures of shadow, they suffer a -1 to all rolls in daylight. They have complete night vision, and may even see perfectly well in even total darkness. They also gain +1 to hit and saving throws in darkness.

*Disease* - Plague goblins are a special horror, 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. However, they are, perhaps paradoxically, very cowardly themselves. They suffer a -1 penalty to all of their own 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.

*Forest* - The deep forest is a dangerous place, with changing paths and hidden dangers. Some goblins are the keepers of twisted groves and ancient yew trees. These creatures must return to their grove each dawn or perish. They gain +1 to all rolls while in their own forests and are camouflaged if remaining perfectly still, requiring an Intelligence check to see even within a few feet.

*Mountain* - These goblins have a decidedly goat like appearance, are extremely nimble on rocks and cliffs, and never fall. Their lungs are not adapted to the rich air of the farmlands, but their strange pact with the mountains make them frightening foes in the highlands. They cannot breathe the thick air of the lowlands, and suffer a -5 penalty to all rolls when out of the mountains or foothills. Additionally, they take 1 HP of damage per day spent in the lowlands. However, they are notorious trappers and tricksters; once per day in the mountains or hills, a band of mountain goblins can cause a minor rockslide around the characters. Each character must make a saving throw versus breath weapon or suffer 2d4 hit points of damage and must spend 1d4 rounds extricating themselves from the rubble. These goblins themselves are wholly immune to the dangers of any rockslides.

*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 can 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.

*Water* - These goblins are at home swimming, rafting, and boating both on black underground rivers and on the starlit seas. Many travelers tell stories of the wicked sea goblins who offer no quarter. They suffer a -1 penalty to all rolls on land, but have many advantages while on or in the water. They can breathe underwater and gain a +1 bonus to all rolls while in boats or in the water. Water goblins are famous saboteurs; given even two minutes unsupervised on a boat, its occupants will suffer -1 to all rolls while on board until the ship has been thoroughly repaired in a dry dock.



# GOBLIN CAVES

The following set of tables allows you to build a network of caves for your goblins to inhabit and you heroes to explore.

On many of the tables, you will be rolling to determine an area of interest within the cave complex, and then how many passages lead out of that area and into others. The passages leading from section to section are not assigned precise distances or depths, so your cave system will not have a neat map to go with it. Goblin caves are not very orderly. Rather, after rolling on all of the tables, you should end up with a series of regions linked together by numerous passageways and tunnels.

## THE CAVE ENTRANCE

First you will need to determine how the heroes will get in and out of the goblin caves. Roll 1d6 to figure out what the entrance to the caverns is like.

### 1. STREAM

The cave mouth is partially submerged. PCs will have to deal with running water or sewage in order to enter the cave complex. Well armored warriors will have trouble swimming through an underground stream, wet bow strings will break, and damp torches are worthless.

Possible tests include: swimming, water beasts, and dangerous bridges.

You may wish to have the stream flow through part of the cave complex, or to include underground streams at opportune moments.

### 2. ANIMALS

The cave mouth is home to one or more animals. Perhaps these are naturally making their home here, or perhaps they are the goblin's foul beastlings. Instead of combat, the characters might make good use of animal skills to avoid a confrontation. This would still earn them experience points for overcoming the threat.

Pick one of these sets of occupants: 1d4 Dogs, or 1 Bear, or 1 Insect Swarm, or 1d6 Foul Beasts.

### 3. GUARDS

The goblins have posted guards at the cave mouth. They'll probably have a way to warn the goblins inside the caves. Hopefully, the characters will plan for that.

Expect to find 1d3 Kobolds, likely playing a dice or card game, or having an argument about one. There will be an alarm of some kind: a trumpet, gong, or rope pulley.

### 4. A MAZE OF TWISTY PASSAGES

Before reaching the goblins' lair, you must pass through a confusing mess of branching passages and caves. The worst danger here is becoming lost in the darkness without light. The characters will have to find the right path through the maze in order to reach the goblins' cave. Perhaps someone working with the goblins has learned the route, maybe there's a map, perhaps there's someone to follow, or just maybe the players will have to figure it out as they go.

Possible tests include: direction sense, caving, and survival.

### 5. TRAP - DAMAGE

Make sure your description of the area includes a hint or two, then if the players don't catch on, let the characters spot the traps using ability checks. The detection and disarming of traps can be a separate affair; don't hesitate to roleplay the process -- think Indiana Jones swapping the weighted bag and the idol.

Here are some examples of damaging traps of which goblins are particularly fond:

*Tripwire* - The tripwire pulls the tunnel's supports, causing a minor, localized cave-in. The cave-in covers a 10'x10' area in 3' of rubble. Anyone caught in the falling debris takes 2d6 damage. A successful saving throw versus breath weapon means that characters caught in the debris take only half damage. If caught, the characters will have to dig their way out, which requires a Strength check with a -5 penalty.

You might hint at this trap with a glint of light on the tripwire or its faint shadow.

*False Floor* - The false floor drops its victims into a pit. There are many ways to set up this trap: leaves over a pit, a wooden floor on a fulcrum, rotten or sawn supports, etc.

A standard fall is a 10 foot drop for 1d6 damage (see the 'Core Rules' booklet, p.18). If you are feeling particularly vicious, you can add spikes at the bottom for +1d6 damage.

## 6. TRAP - ALARM

Make sure your description of the area includes a hint or two, then if the players don't catch on, let the characters spot the traps using ability score checks.

For many alarm traps, spotting the trigger will be sufficient: just step over the tripwire and the trap is avoided. For others, it won't help a bit. So what if you've discovered the magic circle if your mage is unconscious?

If the alarm goes off, all goblins in the rest of this cave system may surprise the PCs on a 4+ on a d6, meaning that they have a free round before the characters can act. They will know that the PCs are coming, and will be lying in wait.

Here are some examples of alarm traps of which goblins are particularly fond:

*Doorbell* - When the door is opened, a bell is rung on a lower level. The opening of the door releases a spring, which pulls a rope. The hint is the weird door frame (with space to house the rope and pulley), which might be caught by paranoid players, or by a dwarf or other character with a history of mining or caving.

*Goblin Wind Chimes* - A thin length of fishing wire hangs an inch above the cave floor. One end is fixed to a rivet, the other descends into the very depths of the goblins' caves, scraps of metal hanging off of it every few feet so that a horrid jangling announces any intruder.

*Floorbell* - A section of floor is supported on two inches of a thin, weak wood. When stepped on, this section of wood collapses, pushing a knife blade through the

rope supporting a number of cymbals hanging above the goblins' town square on a lower level. Its tell is a weirdly raised section of floor. Only an organized goblin tribe would have a trap like this.

## THE HEART OF A GOBLIN CAVE

We call our areas of interest within the goblin caves "neighborhoods." These might be single rooms, such as a throne room for the goblin king, or perhaps a small group of rooms with a similar purpose, such as barracks or storage rooms. Each neighborhood will have between zero and three exits leading to other rooms. For each exit, randomly determine a new neighborhood to which it connects.

Unless you decide otherwise, each neighborhood will be unique in the cave system. This means that, if you already have a throne room, for instance, and later roll that one of your new neighborhood connects to a throne room, that actually means that it has a passage looping back to the original throne room which you already generated. In this way, your cave system will become an interconnected web of corridors and neighborhoods. This is explained further in the example goblin cave system described later in this section.

Because of this looping back, you can limit the likely size of your dungeon by choosing what size of die to roll on the neighborhood table below. If you roll a d6, your dungeon will have a maximum of six neighborhoods.

### NEIGHBORHOODS CONNECTING TO THEMSELVES

*Sometimes, when rolling for the exit from a given neighborhood, you may determine that it connects back to itself. For instance, if you are rolling for an exit from the goblin smithy area you may determine that it connects to the smithy area again.*

*When this happens, assume that there is a special section or a hidden passage somewhere within the neighborhood containing a secret of some sort. Perhaps your smithy has a secret door leading to a small store-room which houses a small quantity of meteoric iron with which the goblins were planning to forge a magical blade.*

Rolling a d10 will tend to make a sprawling cave system which may require more than one expedition for the characters to finish exploring. We recommend using a d6 for an evening, a d8 for a longer one, and a d10 for a dungeon which may take several sessions.

*The cave mouth generated above connects to a single neighborhood, which automatically has two exits. Thereafter, for each new neighborhood generated, roll once each on the Exits and Special Features tables.*

With each neighborhood description is a list of suggested occupants for first level adventurers. Not all of these occupants will necessarily be together. Unless they have been warned about the party's approach, expect to find pockets of goblins going about their business here and there throughout the complex, not huge armed bands waiting in ambush.

## NEIGHBORHOOD TABLES

Roll 1d6, 1d8, or 1d10 on the following table everytime you need to generate a neighborhood for your dungeon. Pick which size of die based on how large you want the dungeon to be, then roll that size of die every time.

### 1. LIVING QUARTERS / SLEEP

Goblins sleep in great barracks, usually either on haphazard pallets on the floors or in something resembling bunk beds for a million evil children. The look will vary by breed of goblin, but in any case, goblins live piled on top of each other, likely with nothing more than a small box and a spot to sleep. That's okay, though, as they don't get too much time off, either. You might have a huge warren of goblin beds, or a forest of goblin hammock webs, but only a few goblins will be here at any given time.

Suggested occupants: 1d6 sleepy goblins.

### 2. COOKING / DINING

The only thing more terrifying than a troll's scullery is the kitchen of a goblin cave system, always handy to their dining halls, and even occasionally sporting leaky chimneys to carry away the smoke. Unless the goblins have been driven off, expect a great fire or two, with a handful of man-sized cauldrons full of suspicious stew, a biped on a roasting spit, and a horrid handful of pallid cooks with long iron ladles and cruel carving knives beating the meat back into the pots.

Suggested occupants: 1d4 kobold scullions, 1 goblin chef who knows the Goblin Feat ritual.

### 3. STORAGE

Goblins are hoarders of strange trash and sullied treasures. Anything too gawdy for a jackdaw or too broken for a junkyard will eventually find its way onto the top of a goblin hoard. As a result, apply the goblin breed's bonus to the piles of goblin "treasure" found in this neighborhood. Diseased treasure leads to a CON check, the treasure of Fear goblins to the terror of searching a serial killer's house, Forest goblins could camouflage or hide their treasures, etc.

Those few brave souls with no sense of smell who work their way further into the piles find one of the following: 2d4 silvers, 3d6 copper, 1d6 flawed gems, a totem revered by the goblins, or a single brilliant gold piece in a pile of muck.

Be warned, though, goblins love their treasures, so expect a couple guards (or would-be thieves) and an alarm trap or two, such as collapsing piles, string-pulls and tripwires.

Suggested occupants: 2 different groups of guards, each of 1-2 goblins or 1d3 kobolds.

### 4. THRONE ROOM

This neighborhood contains all the necessities of government. Possibilities include a court, prison, throne room, and minor flunky's office.

Suggested occupants: the goblin leader, 2d4 goblins or 1d4 orcs.

### 5. KENNELS

Goblins love their beasts more than they love each other. These tunnels may be more reminiscent of an intestinal tract than a kennel, but they're perfectly arranged for the sort of hunt the beasts love, like tracking and make a meal of a group of young heroes.

Sometimes, the kennels will have a separate connection to the upper world far from prying eyes. If so, it will likely seem like a cave that goes a little too deep. Unwary adventurers may just set up camp right next to such an opening.

Suggested occupants: 1d6 foul beastlings, or 1d3 foul beastlings and 1 guardian beast.

## 6. MINING

Goblins are incredibly industrious when worked by the whip. Goblin mines go deep quickly, with strange switchbacks, ladders carved into the walls of pits, and the strange odor of lavender and rotting flesh.

What are the goblins mining for? Gold, silver, mithril, hope, coal, or dreams perhaps?

This is a large neighborhood, likely with many different levels both up and down.

Suggested occupants: split up in various groups and individuals, expect to find 1d4 goblins, 1d4 kobolds, and 1 orc terrorizing the lot of them.

## 7. CRAFTS / WORKSHOP / SMITHY

The clever goblins have set up a veritable factory here; fires spring from furnaces all over this bit of warren, anvils stick out of floors and walls alike, and strange vices hold exotic metals in place against rusting lathes and potter's wheels.

Expect to find a few of the cleverer sort of goblin about, and they will come after the characters with hammer and tongs, because that's what they're holding. They might even try to knock the characters into a furnace or drop an anvil on them.

Suggested occupants: 1d4 goblins willing to stand and fight, and 2d4 kobolds who will flee if at all possible.

## 8. NURSERY

Goblin nurseries are strange places: part day care center, part slaughterhouse. There will inevitably be some cute mammals around for the whelps to kill, eat, and play with, probably in that order. Somewhere nearby, a few lame or older goblins have been set to watch them. The most maternal of them might be found betting on a fight between two whelps.

Every so often, a milchbeast (use the guardian beast stats) from the kennels will have made itself nanny and wetnurse for the whelps. It would be an interesting story indeed if one of those nurtured goblins turned out different from its kin.

Suggested occupants: 2d6 kobold whelps (kobold stats, 1 HP each) tended by 1d3 goblins. There may be 1 guardian beast.

## 9. SPORTS

There are two main goblin sports - Swattit (which we'd call polo) and Kikkit (which we'd call rugby), and both use a head as their ball. The biggest difference is that in Kikkit, you kick the head into the goal, and in Swattit, you hit it with a stick while riding a beast. Either way, it's really a long scuffle punctuated by flying heads, cheering, and the occasional fatality.

Suggested occupants: depending on the sport, there will be either 1d6 times 2 goblins for two teams of Kikkit, or 1d4 times 2 goblins riding guardian beasts for two teams of Swattit. The teams might be convinced to fight one another.

## 10. SACRED / RELIGIOUS

Goblins know that strength is power and think nothing stronger than the sacrifice of sentient beings. This makes them great targets for demons, who can form a symbiotic relationship with the goblins, and for wicked gods, who can always find a use for new servants. Other spirits may be interested in the goblins as well.

Suggested occupants: goblin sorcerer or bugbear summoner and 1d4 kobold helpers.

## SPECIAL FEATURES

When you roll for a neighborhood, throw an extra 1d6 to determine if the area has any special features. This result further describes the neighborhood generated above.

### 1. TREASURE

This room has a particularly valuable item in it. It may be valuable to the plot, or it may only be valuable to the survivors.

### 2. TRAP

This room, or a key part of it, is trapped.

### 3. BARRED DOOR OR PASSAGE

One of the exits here is blocked. The characters will need to make a Strength check to get past, or pick the lock.



#### 4. NOTHING SPECIAL

There is nothing out of the ordinary about this particular neighborhood.

#### 5. GOBLIN HERO

At least one goblin hero is here. Either an orc or bugbear is appropriate.

#### 6. ABANDONED

No one is here. Why? Ignore the usual number of occupants, but feel free to add an undead monster here. A ghoul or phantom will be a good pick for a group of first-level characters.

### EXITS

When you determine what type of neighborhood you are working with and any special features it might have, roll 1d12 to determine how many other exits the neighborhood has, and what type of passages those exits are. After doing this, you are ready to take each of those exits in turn and roll again to determine to which neighborhood they connect.

Once all of your exits are accounted for in all of your neighborhoods, your goblin cave system is finished. You should have several neighborhoods with various kinds of passages connecting them all together.

1d12	# of exits	type of exits
1	0	no exits
2	0	no exits
3	1	a natural passage
4	1	a worked or carven passage
5	1	a secured passage (a door or gate)
6	1	a ladder
7	2	one natural passage, one ladder
8	2	one narrow tunnel, one worked passage
9	2	one secured passage, one hidden door
10	2	one worked passage, one hidden door
11	3	one natural passage, one worked passage, one hidden door
12	3	one ladder, one worked passage, one secured passage

### EXAMPLE OF THE CAVES

Here's an experience making a set of goblin caves. The tables assume that the goblins live in a maze of tunnels, stairs, corridors, and rooms like a bizarre mixture of an antfarm and New York City, built out of the natural materials for that type of goblin.

I'm making caves for Forest Goblins, so I decide to base my idea of their lair on Badger from *Wind in the Willows*. I envision a squatter's version of Badger's house.

We have a short time to play today, so I use a d6 on the neighborhood table. Since each neighborhood is a collection of rooms, alcoves, pathways, tunnels, nooks, and crannies, I think about how they'll look to travel through, and what locations they might provide for a fun scene.

First, I roll to see what the entrance to this goblin lair is. I roll a 6, so I know that I'll see an alarm trap at the start of the caves. The entrance will seem unattended, but if the players don't spot and disarm the hidden trap, all the goblins inside will be expecting them.

The entrance connects to one neighborhood, which automatically has two exits. Normally, I would roll once on the table, getting a number of exits and their description. I will need to roll my d6 to see what the first neighborhood is. Because this is the entrance, it will necessarily connect to two other neighborhoods, so I go ahead and roll on the exits table, ignoring the '# of exits' column and just use the 'type of exits' column. I also need to roll for its special feature. I like to roll my dice together, so I pick up a d12 for the exits table, a black d6 for the neighborhood table, and a red d6 for the special features table and roll them all. I could also have just rolled them all separately. I get the following:

Neighborhood - 5. Kennels

Special Features - 1. Treasure

Exits - 7. one natural passage, one ladder

The entrance to the Forest Goblins' Lair is through their kennels! I start thinking about good forest animals the goblins might have corrupted. Giant weasels, maybe? Since I've got a ladder result for one of my exits, I figure the critters will have to be good scuttlers. It doesn't

have to be a literal ladder. It can be a crawling passage that is almost vertical. The treasure feature can be a clue to help with a later trap, a small bit of coin, or even a magic item.

Each of the exits goes to another neighborhood. I roll for the first one, the ladder, and get:

Neighborhood - 4. Throne Room  
Special Feature - 5. Goblin Hero  
Exits - 3. one natural passage

So I crawl down a passage from the kennels and reach a throne room with one other exit, and one very mean goblin hero in charge. The throne room normally comes with 2d4 goblins. This one will also have the goblin hero who may be the leader of the whole tribe.

I'm going to have them climb down, rather than up, from the kennels to get to the throne room, making the kennels an alarm and guard system for the clan beneath.

I leave the throne room for now and go back to the other exit from the kennels. This was a worked passage from the kennels going somewhere. I get:

Neighborhood - 2. Cooking/Dining  
Special Feature - 4. Nothing Special  
Exits - 5. one secured passage

Now I've got my cave system taking shape nicely in two branches. Let's see how they will connect. I still have to go back and do that one throne room exit, but my whim is an interest in the eating area, so I roll for its single secured exit and get:

Neighborhood - 2. Cooking/Dining  
~~Special Feature - 4. Nothing Special~~  
~~Exits - 5. one secured passage~~

Since I rolled that the Cooking neighborhood exits back to itself, this means that there is a special or secret area here. It also means that I ignore the special feature and exit results. I decide that this hidden area within the cooking region will be where the goblins use the stolen animal blood in a potion to turn their foul beastlings to Chaos.

This neighborhood normally has 1d4 kobold scullions and 1 goblin cook, so I decide that this goblin cook understands the ritual his cooking is a part of. If it comes up, I can use a Goblin Sorcerer for his rules.

Now it's time to return to that hanging exit in the throne room. I roll my dice and get:

Neighborhood - 6. Mining  
Special Feature - 4. Nothing Special  
Exits - 8. one narrow tunnel, one worked

Why would there be a natural connection between a goblin throne room and some mines? Perhaps the forest goblins' beasts (and it's at this point that I've decided that they look like giant mangey badgers) aid the goblins in delving deep for some secret and magical metal or jewels. I mean, badgers can dig. My forest goblins are becoming quite industrious beneath the trees.

So, for the first mine exit, I decide that it is a narrow passage through with the characters must crawl. To determine where it goes, I roll my dice again and get:

Neighborhood - 5. Kennels  
~~Special Feature - 4. Nothing Special~~  
~~Exits - 5. one secured passage~~

So, these mines loop back to the kennels. It doesn't matter what I rolled on for special features or exits, as my kennels are already described and done. I just draw a line looping back from these new mines to the old kennels. Perhaps there is a connection, as if some creature had clawed its way into the mines, called by some dark spirit?

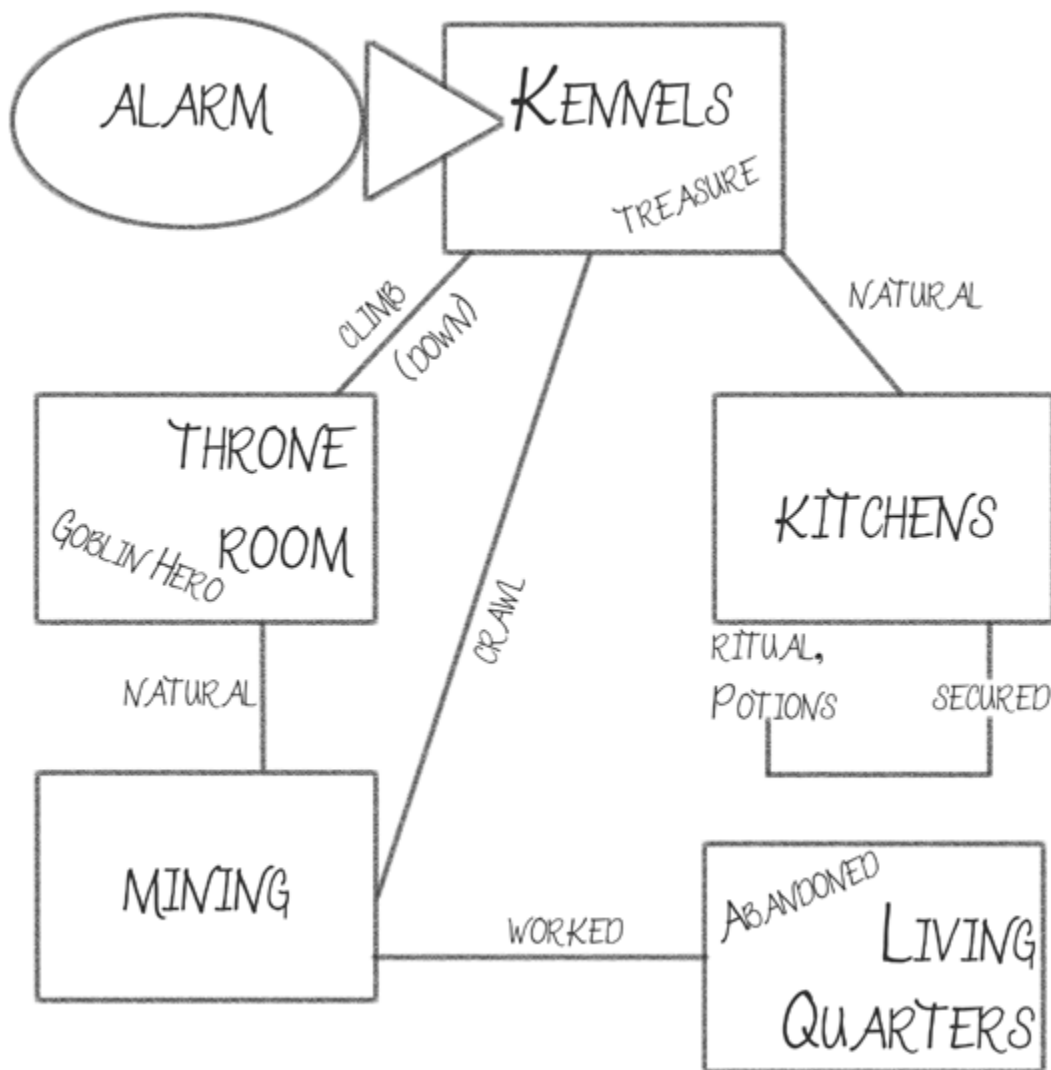
The mines had another exit, so I roll for the worked passageway leading from there and get:

Neighborhood - 2. Living Quarters  
Special Feature - 6. Abandoned  
Exits - 2. no exits

Oh my, that is good and spooky! Abandoned living quarters beyond the mines. I decide to flip through the 'Bestiary' booklet to find a suitable monster which

has set up its residence here and driven the goblins from their own bed chambers. I settle on the minor air spirit, the Breeze, and decide that it has choked the air here so that the goblins have been forced to leave the neighborhood. Placing things like this into a dungeon give the players lots of options. Will they try to make a deal with the Breeze against the goblins? Will they have to fight two foes at once?

Because all of my exits are now accounted for, my goblin cave system is finished and ready to go. My sketch for it looks something like the image below. I don't know precisely how long any of those passages are, or precisely how big any of the neighborhoods are, but that's okay. I don't want my players counting 5 foot increments and making a detailed map of this place; I want them to feel claustrophobic, confused and frightened.



# MAKING SCENARIO PACKS

The Scenario Packs for *Beyond the Wall* are an attempt to take the convenience of traditional adventure modules such as *Keep on the Borderlands* or *Tomb of Horrors*, but to make them feel as rich as *Shadows Over Bögenhafen*, and to tailor them to your playgroup without making you do much preparation. Our secondary goals are to have the scenarios be replayable and even playable after a player has skimmed the text. To accomplish this, we ask a number of questions, and answer them through a series of random tables. Some of the entries are filled with story details from character creation or your game so far. In this chapter, we will walk through the basic formula we use to create a Scenario Pack and then look at ways to expand on it.

*As we talk through the theory, we will also walk through the process of creating an example, published Scenario Pack. For this we will use the Delivery Quest Scenario Pack introduced in this book. It is an interesting example because it varies a little from the basic Scenario Packs included with Beyond the Wall and Other Adventures: the Hidden Cult and the Angered Fae, and we will be able to talk about these differences as we go.*

*Our Scenario Pack will have a special system for describing the perils of the journey, and that little matter of the journey's end.*

## THE DANGER

The first thing we do is to pick a danger or a problem for the characters to solve: angry faeries, goblins, undead, a cult. Once we have the danger in mind, we look for related creatures and take note of our options. We want to find ways to vary the threat; no two cults should be identical, no two clans of goblins interchangeable.

What are the most interesting questions we can ask about the threat? Start making lists of ways they might vary. What does the cult worship, and who leads it? What sort of goblins are these, whom do they follow, and where do they live? Use one table to answer each important question about the danger, ensuring that the

players and their characters do not know quite what to expect.

Because *Beyond the Wall* is focused on the PC's village, we will make sure to include a list of villagers affected by the threat. Did someone anger the fae? Whom do the goblins kidnap? Who has fallen under the cult's influence? By picking a couple village staples here, like the innkeep or the blacksmith, and leaving room for NPCs named by the players during character creation, we can ensure the PCs have a reason to care about what's happening in the village. And here we have another table.

The villains would not be villains (at least from our point of view) if they did not want something the village needs. What people, places, and things might be targets? Here we have the makings of our third table. If you desire a more complex situation, either use this question twice, or split it into two tables, perhaps one for people and things, and another for places around the village. If the Young Woodsman has made friends with charcoal burners outside of town, make sure to include them as an option on the table. When writing a Scenario Pack for others, leave a blank there so that group's GM can fill in something her players care about.

*For the Delivery Quest, we wanted to take on the trope of the young heroes needing to get there and back again. The real threat here is the journey itself, and, perhaps, the constraints under which it must happen. In order to keep the adventure description from including the word MacGuffin too often, we decided that we would provide a more focused prompt than usual for the quest itself, and that we'd use this to show off not only different reasons for the trip, but to add complications to it. We would follow this up with difficulties on the road, and at the destination.*

*For this reason, we decided to use a single question to reveal the threat of the adventure: "What emergency has befallen the village, and why must*



*the heroes deal with it immediately?” Our answers tell us: Why, where, and with what or whom the characters must make their trip.*

*Our answers to this question show how differently the adventure might go each time the Scenario Pack is played. One answer has the characters taking an object to convince someone to come to help: “The witch senses a dark power rising in the land, and fears the worst. She knows someone who can help - a dangerous sorceress who lives far away from the village. The witch sends the characters with a token she says will convince this sorceress to come to their aid.” Another has the characters taking a reluctant prisoner to justice: “A faerie outlaw has been captured in the village and must be delivered to the Forest King’s Justice some leagues away. Can the characters keep this prisoner under control during the journey?”*

*We use a second question to make this personal: “Which villager that the characters know will be most affected? Either this person, or someone dear to them, will be at the center of the trouble.” We then leave this table mostly blank, for the game-master to fill with named NPCs from character creation, or NPCs about whom the characters have come to care.*

*This does not answer our questions about the dangers of the journey, but it does give us a firm base upon which to build. We will collect our interesting questions and answers about the journey, and about arrival later in a pair of special systems we call “Along the Road” and “The Destination.”*

## THE DEVIL IN THE DETAILS

At this point, you have covered the basics of what might happen; some threat of a particular type will appear at important locations in and around the village and threaten (or perhaps subvert) people the PCs care about. You know enough about the threat and the village to address whatever madcap schemes the players might invent en route to solving the problem posed by the Scenario Pack.

Our next concern is to ensure that the characters and their players are prepared for this adventure. We do that with a pair of tables. A recent events table gives us a little backstory and, as importantly, a sense of foreshadowing. A kicker table provides an optional event to ensure that, once everyone’s sat down and started playing, something happens that demands immediate response.

The standard recent events table soft-starts play by posing a problem related to the scenario which each PC has just faced. It has each player make an attribute check to see how well the character handled the event, perhaps modified by any appropriate skills. Both success and failure should offer consequences that affect play. For this table, we use a d12 instead of the standard d6, and have a couple special events to use in case a player rolls a duplicate.

Another way to address this is to have the PCs coming back from a minor affair, as is seen in the Goblin Infestation. This gives the group a mission under their belts, and, perhaps, a reason to be away from home just long enough for trouble to come to roost. In this case, the group should briefly discuss their approach to the problem and pick a representative to roll on the table. Normal helping rules apply.

The kicker table, on the other hand, is there to help the GM should things become slow during actual play. This table should introduce an immediate situation to draw the characters’ attention. Someone is taken! Something catches fire! About fifteen minutes in, just as the players are getting settled into what they are doing, this table can give the GM a bold move by the adventure’s danger or foe. It must be something that requires immediate response.

This kicker isn’t always necessary in each playthrough, but it is an essential part of building the Scenario Pack and understanding the threat. In play, dropping the kicker event on the group really does make sure that the adventure gets into high gear. But if you are already there, there is no need to complicate matters. Knowing the kicker event, the GM gets further insight into the sorts of things the villain will get up to, and this will help her improvise responses to her ingenious players’ “brilliant” plans.

*In the Delivery Quest, we have provided the backstory in our answers to our first question, so we will skip adding this table. Unlike most adventures, we are trying to get the characters on the road. In an adventure set in or near the village, we will use the recent events table as a chance to give out some clues. For example, in the Angered Fae, we have such entries as “All of the milk in the village has turned to butter” and “A lost faerie hound attached itself to you last night.”*

*Since ours is a travelling tale, for our kicker, we use a roadside encounter: “What surprise does the party encounter along the road?” Our answers include both good and bad events, as well as some that will go just as well as the characters decide.*

## A TRICK

Depending on the complexity of your scenario, you may also want to introduce that favorite staple of murder mysteries - the red herring. This table gives you an event totally unrelated to the activities of the central villain, but to which the PCs must respond. While our heroes are dealing with the effects of the hidden cult on village life, perhaps a group of cattle thieves nab the village herd, or perhaps a hungry monster comes out of the dark woods looking for easy prey. This is a great opportunity to introduce a bit of local and cultural flavor to the proceedings.

*In The Delivery Quest, we do not have a red herring in the traditional sense of the phrase, but our special systems for the road and the recipient will give us the opportunity for a bit of a twist.*

## THE ROAD GOES ON

When we write Scenario Packs, we include two tables under a section called “The Road Goes On.” These tables serve to launch the PCs into their next adventure. One table describes their rewards for resolving the threat posed by the Scenario Pack, and the other suggests ways in which the PCs might get into further trouble. In each case, we try to ensure that the rewards are tied to the particular foes and challenges faced, and that the adventures offered are natural continuations of the same. Sating the anger of one group of fae may enrage another, or, even worse, may lead the fae to look to the PCs to solve their problems.

If you are creating Scenario Packs for your own group, the Road Goes On tables lose their importance. You can simply pick rewards that you know your players will appreciate, and leave open hooks touching the parts of the adventure they enjoyed the best.

*For our rewards, we tried to keep a nice balance of options, as well as to favour choices that would lead to further adventures. For this reason, we included healing potions, a farmhouse with a secret, and a treasure that can't be sold locally.*

*When considering our natural followup adventures, we settled on a mixture of being rewarded with success by calls for help, and for new troubles created by the characters' previous adventure. Here, we included a surviving foe come back for revenge, a deeper curse, and another village asking for assistance.*

## SUPPORTING MATERIALS

Knowing that our Scenario Packs might be the first used in a particular campaign, we also include two tables to aid in village creation: a d6 table of village names, and two d20 tables of names for villagers, one for males, and another for females. In each Scenario Pack we try to highlight a different culture or region. Unless you see something missing from the list of published resources, just grab one of the existing sets for your use. It is a lot more fun to think about monsters than to worry about calling the smith Alfred or Athelred.

With all this set, collect to hand the stats for all the monsters you've mentioned in your tables, and anyone, human or beast, who might engage them. If your scenario involves puzzles, traps, or spells, note them here, too. The least exciting sound during play is the flipping of rulebook pages and the drumming fingers of impatient players waiting for their gamemaster.

If the suggested monsters list does not have the foes you need, make them! We will explore this in the next section.

*For your own group, you will want to use names from the same culture or group of cultures, but for our purposes, we try to explore a new culture with each Scenario Pack. This time, we searched out*

*Lithuanian names. Whenever we do this, we try to pick names that won't be too confusing for an English-speaking audience. You know your group of players, and your setting, best. Pick names that will be easy for your players.*

*When it comes to building our monster list, we go down the list of threats and encounters we mentioned throughout our tables, and pick representatives of each of the major types, favoring the more exotic creatures.*

## SPECIAL SYSTEMS AND INSPIRATIONS

It seems like there is not that much to it: pick a danger and a setup, then prepare a trick and establish a way for this adventure to lead to future sessions. Scenario Packs, like Character Playbooks, produce a bit of variation around a central theme. For the Character Playbooks, it is variations on types of heroes, for our Scenario Packs, it is things that go bump in the night. In order to feel both fresh and familiar, we intentionally play with variations on a theme. Each theme will vary in different ways and will feel more distinct if the systems that describe it vary as well.

So far, we have discussed only the most straightforward of Scenario Packs. In practice, though, we have deviated from this formula a few times, and added to it as well. In the Troubled Village, we use two small overlapping problems happening at a busy time to build a challenge for our players. In the Goblin Infestation, we add a system for generating goblin caves.

Gamemasters and groups should feel inspired to experiment with this system. The goal is to provide as much variation as possible in as little time as possible.

When writing for yourself, feel free to build systems as baroque as you like. When writing for others, let simplicity be your guide.

We will now take a look at a few places you might introduce a specialized system for your Scenario Pack.

### THE DUNGEON

Consider the Hidden Cult, the Goblin Infestation, and the Angered Fae. The Hidden Cult, just wanting to ensure a climactic confrontation, has a simple three table dungeon for the players. Wanting to make exploring the dungeon a bit more of the adventure, the Goblin Infestation has special goblin warrens with their own geometry. The Angered Fae's dungeon might be considered its quest, but in some senses its most characteristic location might be the Faerie Court, which has a magically-enforced rule of etiquette in a non-combat location.

*We use two minor systems in the Delivery Quest: Along the Road and The Destination.*

*Our first set of questions is about what makes the journey qualify as an adventure. We decided that we would have a theming question to set the tone, then add three challenges. Therefore, our first question is "What makes the journey most difficult?", and we answer that with a list of possible longer-running difficulties: lack of supplies, an almost-impossible deadline, an unclear path... We know the difficulty added in answering this question will change how the players have to address the other challenges they will face.*

*For those, we settled on having two big obstacles along the road, and a final barrier to reaching the destination. We grouped the obstacles by type,*



*placing all the environmental challenges in the first table. This let us have a give the characters a good chance of an exciting problem with the road, or its disappearance, without reducing the entire evening's adventures to a series of bridge building exercises. That is to say, we use this to ensure our heroes will face a variety of problems.*

*Our second set of questions is about what faces the characters at their destination. This gives us a chance to distinguish this particular delivery quest from others. We were most curious about the destination's location and the person with whom they must deal.*

*About the place, we asked "What is the nature of the place the characters seek?" Our answers took us from a forest bower to the common room of an inn. About the person we asked "What is the nature of the recipient at the journey's end?" Our answers here give an opportunity for quite the twist: Perhaps the recipient must be convinced to trust the characters, or is missing or cloistered, or perhaps has a habit for giving strange gifts.*

## MAGIC AND ARTIFACTS

Think how the addition of a powerful spell, ritual, or item can change the dynamics of a system. The Angered Fae touches on this, but you might take it further. Artifacts and higher level rituals have a way of twisting things into a shape that suits them.

Consider how your village might be affected if the Foundation of Peace (described on page 71 of *Beyond the Wall and Other Adventures*) were used to build the new town hall?

## PEOPLE AND CREATURES

The monster itself might be what introduces a special system - see the Open Barrow Scenario Pack for an introduction to the world of the dead. What might the arrival of a wizard herald, and how might you make it special? The introduction of magical items would allow everyone to join in the rewards, or the summoning of otherworldly spirits might change the fabric of reality near the village.

## NEW MONSTERS

New monsters come in two types. The most common is the monster with a single entry: the palace guards, a troll, a faun, the monster under the bed. For this type of monster, pick a similar creature and modify its stats to the specific needs of the adventure. Add a special ability, if you like, to distinguish it. The second type is part of a family of similar beasts. Examples here include goblins, which can be tagged by type, or monstrosities, which are individual expressions of a type. Page 40 of *Further Afield* describes how to assign experience points for monsters of your own creation.

*We created the Toll Troll for the bestiary for this Scenario Pack because we wanted to be able to capture the experience of facing a troll at a bridge crossing, but we knew that a fearsome troll would be too much for a low level party. The Toll Troll is both smaller, and is bound to the bridge, so the characters can always just go around, or, if they're daring, run quickly by, instead of fighting the beast.*

*Since we introduced the idea of traveling along with a wizard, we adapted the Minor Magus to a slightly more powerful companion. In order to balance out his power, we add a little rule to help us keep track of the idea that he attracts power.*

*To support a noncombat encounter, we include the Obstreperous Ferry Keeper, with some particular abilities and notes to assist the game master.*

The goal of all these systems is the same: to offer a specific way to play with player and genre expectations.

Consider the Troubled Village, which relies as a central theme upon the expectation that the players won't treat their home village like a dungeon full of monsters. The simple tripartite dungeon formula of guarded entrance, dangerous passage, and mighty villain is tried and true, so it makes an excellent default pattern, but not every dungeon should follow that model. Feel free to add a couple tables to ensure some interesting bends in the road.



## FINAL THOUGHTS

Now that we have a clear idea of how Scenario Packs are created, we should return to the question of why we make them.

If you are preparing an adventure for your group, you know their tastes, the circumstances of their characters, and the state of the world around them.

The setup portion of the Scenario Pack is not as necessary, as you can quickly weave in the necessary details to engage your players. What you bring then is more a focus on the particular problem the players, and their characters, will face. You know what they have encountered before, and so can ensure, during its creation, that it will seem fresh and new. Congratulations, you've written an excellent adventure module.

Now, imagine having the same group, players and characters both, face a similar threat again. How would you have them build on the knowledge they won facing the trouble last time, but still have to search for a new way to win the day? You would change a few key details. The goblin chief, perhaps, the sort of undead spirits haunting the town, the nature of the strange cult seen skulking about the town. Once you have run through a similar adventure a few times, recording your choices as GM each time, you have a Scenario Pack.

We have frequently built our own Scenario Packs this way - starting with a good idea, but too few details. As long as you have asked the right questions about the adventure, running the one set of table results you could come up with at first is a great way to get ideas for the next few. One thing that we have found fun is to sketch out the tables but leave them unfilled; we then pass the completely or half empty tables around to a group of collaborators, each adding an entry or two. This is a great way to get a variety of options and ideas in the mix.

Whatever you do, have fun with it and do not feel pressured to create more than you need. As we have said before, entries on Playbooks and Scenario Packs are there to help creativity, not stifle it. Make what will help you and your friends produce a better and easier game at the table.



# MORE MAGICAL ITEMS

This chapter presents a number of new magical items for use in your games of *Beyond the Wall*. Magical items of this sort are a staple of the fantasy genre, and are great rewards (and occasional troubles) for adventurous young heroes. Combined with the magical items presented on p.69 of *Beyond the Wall and Other Adventures*, those on p.50 of *Further Afield*, and those on p.8 of *Heroes Young and Old*, the GM will have a large selection of possible items for her game. Better yet, she can use these items as examples, and tailor-make items appropriate to her game.

For rules on three different ways that the characters can create their own magical items, see p.50 of *Further Afield*.

## 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.

### BELINDA'S BOW

This dark yew bow is of moderate size and seemingly ordinary make. Upon closer inspection, it becomes clear that the silvery hair of a faerie is wound about the grip. The fae-blooded heroine Belinda used this bow in the Three Wars in the southern deserts many years ago. The bow gives its bearer a +1 bonus to hit and damage. In addition, if the bearer has adequate time to search for spent arrows after a battle, he will find them all and be able to reuse them.

### BLADE OF THE FAE COURT

A silvery longsword forged by a faerie prince, this blade is marked with a filigree script which glows with an eerie, bluish light when in the presence of other fae and goblinfolk. It grants its wielder a +2 bonus to hit and damage, and a +3 bonus to all skills to sneak, find sustenance, or command others when in woodlands.

### BRIDGID'S BITE

Long ago a mighty sorceress and worshipper of the old gods named Brigid crafted this dagger to protect her in times of trouble. Its long, delicate blade is wound with ancient writings and deadly magic. The dagger has the uncanny ability to remain hidden on its bearer's person under all but the most magical of searches. It grants the bearer a +1 bonus to hit, and does 3d4 damage.

### THE FROSTBRAND

This ornate greatsword glows with a pale, chill light and is cold to the touch. Forged in northern lands under oath between giants and men, it was used to tame an ancient fire god who had long plagued several tribes of barbarians. It gives its bearer a +3 to hit and damage and may extinguish any ordinary or magical fire into which it is thrust. Once per day, the user may become immune to all fire damage for six rounds. Any supernatural creatures of fire struck by the blade take an additional 2d4 points of damage.

### THE GOBLIN KING'S BLADE

This sword has been enchanted by dark magics, with powerful spells of unmaking and destruction woven around its wicked edge. It is, perhaps surprisingly, a beautiful weapon, its iron blade swirling with hypnotic and intricate patterns which curl down to its delicate silver hilt.

The sword is a longsword and gives its wielder +3 to hit and damage. Furthermore, its wielder may see in even complete darkness so long as the blade is drawn. However, the blade also carries a powerful curse: anyone wielding this sword draws the attention of all goblins within a mile radius. The goblins might not immediately rush to attack the bearer, but they will certainly be aware of his presence and of his general location.

### MACE OF THE DARK LORD

Said to be crafted by an ancient and terrible king from the distant north, this heavy mace instills fear in all who behold it. The wielder receives a -5 penalty to all

Charisma checks, save those to intimidate or command others through fear, on which she receives a +5 bonus. It grants a +1 bonus to hit and damage. If used in battle three times, it immediately turns its bearer's alignment to Chaotic, encourages her to perform wicked deeds, and may never again be relinquished save through mighty magic. If using the rules for magic items with Personality as described on p.52 of *Further Afield*, this item has a Personality score of 1.

### MERCY'S BLADE

Said to be the blade of a fabled thief from a huge city to the east, this lightweight short sword has a hilt bound in notched leather. It gives its bearer a +1 bonus to hit and damage and allows her to pass a single saving throw automatically once per day.

### STAG'S LAMENT

An ancient wooden spear with a dark iron point, Stag's Lament grants its wielder +4 to hit, to damage, and to all hunting rolls.

### THE WITCHES' BLADE

Forged by an ancient coven of witches and enchanted with dark magics, this longsword is made of patterned star metal, its delicate, silver hilt inscribed with subtle runes. It grows in power with its wielder, matching the might of its bearer. The sword gains a new magical property for each level of the character using it. The following table describes these powers. The sword always has the properties of its wielder's level and all previous levels.

Level	Properties
1	The sword is magical, but has no bonus to hit or damage. It can, however, harm any creatures immune to mundane attacks. Also, the sword allows its bearer to see incorporeal or invisible undead when drawn.
2	The sword gives its bearer +1 to hit and damage.
3	The sword glows with the cold light of the moon when drawn and grants its bearer a +2 bonus to rolls to find hidden things at night; this light may be dimmed at will by the wielder.
4	The sword gives its bearer another +1 to hit and damage, for a total of +2.

- 5 The bearer gains a +2 bonus to all saving throws versus the magic of the dead and necromancers, and deals double damage to undead creatures.
- 6 The sword gives its bearer another +1 to hit and damage, for a total of +3.
- 7 The bearer gains a +2 bonus to AC. Additionally, the bearer gains a +3 bonus to command or coerce ghosts and other spirits of death.
- 8 The sword gives its bearer another +1 to hit and damage, for a total of +4.
- 9 The sword emits an eerie howl when first drawn in battle, causing humans and other similar foes to make a saving throw versus magic item or flee for 1d8 rounds; the wielder may silence the blade at will.
- 10 The sword gives its bearer another +1 to hit and damage, for a total of +5.

Because the powers of this item grow as the character levels, it allows a character to begin with a special weapon and keep it for the entire campaign, as in much fiction. It would fit with almost any character in *Beyond the Wall*, but is a particularly appropriate item for characters made with the Lord's Secret or the Student of the Dark Arts Character Playbooks.

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

## 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.

### BREWER'S SAVIOR

A hallowed relic in the village, the elders say that a long-dead brewer was saved in battle by this wooden shield when the Goblin King himself tried to strike him down. While this story is true, it is simply a sturdy, oaken lid to a barrel. This shield gives its bearer a +3 bonus to AC, makes him immune to all ordinary poisons, and confers a +1 bonus to all saving throws.

### HELM OF THE WARY

A mercenary captain known as Wary Weoathow had this helm of sturdy steel made at a distant, southern academy. It has served many owners well both at home and on campaign, and is whispered about by mercenaries and soldiers in many lands. It grants its bearer +2 AC and a +5 bonus to notice or avoid ambushes.

### WINGED PLATE

This suit of plate armor was enchanted by a mighty sorcerer king who ruled an ancient empire in the searing deserts across the seas to the south. It is decorated with winged embellishments, and is quite ostentatious. Its wearer receives a +3 bonus to AC (for a total of +11) and gains a +4 bonus to initiative.

## 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.

### ALDER WAND

Wands of this type take many forms, but are all made of ensorcelled wood, either carved or twisted, and roughly a foot long. If the mage holds the wand and gestures with it when casting a spell, his target suffers a -2 penalty to any saving throws to resist the spell.

### ROD OF THE PRINCE

Made by an ancient chieftan to be used in time of his people's greatest need, this silver-shod rod may only be used once. After blessing a feast, all who partake are healed of all wounds, diseases, poisons, and curses and are made whole once more. The rod becomes a tree that takes root during the course of the feast, growing healthy out of even the deadest rock.

### COURTIER'S WALKING STICK

This thick, gnarled wooden staff bears subtle carvings of words of power and images of crowns. The wielder of this staff gains +2 Charisma, +1 to all Cantrip rolls, and the immediate respect of the noble class.

## 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.

### FOOL'S COIN

A large silver coin of ancient make, the sides of this disk have been worn smooth, rendering the pressings illegible. It was once owned by a young adventurer who was lost across the sea, but has since found its way back and into the hands of countless heroes. The coin makes its bearer completely immune to fear and any mind-controlling magical effects. However, the bearer can never again flee from battle, must accept all challenges, and will never willingly settle and make a home. Once the owner knows the nature of this coin, he will never relinquish it, though it may be taken from him.

### GEM OF THE FIRSTBORN

Crafted in ancient days by a mighty queen who took the throne from her wicked brothers, this is a multifaceted gem of watery blue color the size of a child's fist. When held aloft, it can shed light as a torch upon command. Additionally, the bearer has a +3 bonus to detect lies and to command troops in battle.

### MANTLE OF EASY REST

A warm and comfortable cloak of ordinary make, a wayward witch crafted this for herself years ago before setting off on a great adventure. Anyone who sleeps for a peaceful night beneath this cloak without taking any watch or suffering disease or extreme elements, regains a single Fortune Point.

### RING OF ENSORCELLED IRON

This heavy, dark iron ring grants its wearer impressive protection against blade and spell alike. It was enchanted by Albhe the Arch-Sorceress after she stole the metal from the forges of the Goblin King. Its wearer receives a +1 bonus to AC and a +2 bonus to all saving throws.

### ROBES OF THE ORDER

Crafted by the mages of a secretive and wide-spread order, these sorcerer's robes are as much a sign of office as an item of power. They grant the wearer a +1 bonus to AC, and give any foes a -3 penalty to saves against the wearer's magic. They also act as a calling card of sorts. Any mage who uses the 'Sense Magic' ability at a location where the wearer cast a spell within 24 hours will immediately know the name (but not true name!) and rough location of the wearer.



### ROGER'S BROOCH

Reckless Roger was a champion from a neighboring village during the time of the characters' grandparents. It is said that he never broke an oath, pursuing all tasks with single-minded purpose. If the bearer of this simple, steel brooch ever swears an oath to complete a specific task, any Fortune Point spent in pursuit of the sworn goal has a 50% chance of immediately returning to the character. However, she may not abandon this task until it is completed, she is dead, or she finds some way to be rid of the brooch's power. Some unfortunate owners have sworn dangerous and boastful oaths without yet knowing the power of this item, much to the detriment of their friends and their health.

### ROPE OF THE SKY

A coil of incredibly light-weight, thin, dark grey rope. Even a child can carry it coiled on his shoulder, but no man can cut it. The rope is 60 feet long and weighs less than a pound. It cannot be severed save by magical blades. It gives its users a +3 bonus to all climbing checks.

### SHROUD OF THE GRAVE

This worn and befouled wrap once lay in the tomb of a mighty prince who betrayed his own household in a war two generations ago. Who took it from his grave is a mystery. While worn, undead creatures of 4HD or less will not harm the bearer in any way. Unfortunately, the walking dead and ghosts are also drawn to the wearer, and will feel no compunctions about harming his companions.

### TARNETH'S HARP

This small harp is made of supple maple and decorated with delicate inlays. It was the prized possession of a famous bard who traveled far and wide and never made an enemy. Once per day, the owner may play a song for a willing audience, after which every person present must make a saving throw versus magic item or be affected as by the False Friend spell for one hour (see *Beyond the Wall and Other Adventures* p.50).

### THIEVES' BELT

Enchanted with numerous minor magics, this supple, black leather belt once belonged to a legendary card and robber who traveled the land. It grants its wearer +1 AC and a +1 bonus to all rolls involving stealth, lock-picking, or pickpocketing.

### VORGELL'S TEAR

The fae queen of the sea, Vorgell Brighthelm, recovered this clear crystal from the coral realm of her wicked grandmother when she usurped her throne. Years later, she gifted the jewel to a mortal whom she loved but had to abandon. The bearer receives a +2 bonus to AC while on or in the sea, and may breathe underwater.

## 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 BLESSED AVENGER

A massive, two-handed sword of prodigious power and legendry, this mighty weapon was forged by an order of religious knights to destroy ancient demons once worshipped as gods. The demons of Chaos fear this weapon, and some say that the Princes of the Realm of Chaos search still for a way to destroy it. Its blade is always polished to a high shine, and its hilt is wrapped with rune-inscribed gold. The sheath of the blade is a rich, red leather covered in masterful tooling. No one knows the current location of this greatest of magical weapons; some say that it is held in a forgotten and crumbling keep, protected by a lone knight who waits for a worthy successor, and others say that it is held in captivity by a foul demon prince who now dwells bodily in the world.

This greatsword may only be wielded by those of Lawful alignment and causes 1d8 damage when touched by anyone of Chaotic alignment. It gives its bearer a +7 to hit and damage, and causes double damage to supernatural creatures of Chaotic alignment. When drawn, it bursts into a sunlike radiance of almost painful majesty and creates an aura about the wielder which grants a +7 bonus to saving throws to any in near range versus any magical effects cast by Chaotic creatures. Supernatural

creatures of Chaos immediately know the bearer's location if they are within a mile radius and will be filled with an immediate hatred of the blade's wielder. The sword may never be lost, and the bearer may never again use another melee weapon, though may draw and wield a dagger in grave need. Finally, such is the overwhelming power of this righteous blade that its wielder may never lie, though may choose to stay silent.

### DRACONIC CROWN

This delicate crown of many-colored metals was made in ancient times, when the world was young. According to one legend, it was the crown of a queen who sought dominion over man and dragonkind, but none are certain. Around the curved sides of the circlet are two mighty dragons in flight, each with jeweled eyes. The crown has been lost since the long-forgotten Wyrms War, which felled a thousand empires and forced the dragons into their long repose away from mortals. It is a potent weapon of war; neither dragons nor men may rest when it is active. The crown is currently held in a secret location and guarded closely by a strange draconic cult who refuse to unleash its powers.

The wearer of this crown will notice no particular magical abilities at first, but will become loath to discard it, feeling that it is a precious item of great import. Its wearer must pass a saving throw versus magic item to remove the crown under any circumstances. After wearing it for a week, the bearer will gain a +3 bonus to all saving throws and to AC. Furthermore, he will find his aspect and demeanor beginning to change in subtle ways; his fingers elongate subtly, and his eyes begin to have a tendency to narrow to dangerous slits when he thinks about his treasure hoard.

The crown's true powers become apparent only when confronted with a dragon of any kind. The wearer automatically passes any saving throw required as a result of a dragon's powers or attacks and becomes completely immune to dragon breath. Furthermore, dragons must pass a saving throw versus magic item in order to attack the wearer in any way, and they receive a -5 penalty on all such saving throws. A dragon which passes this save may attack the wearer normally for a day, whereupon they must make another save. Likewise, a dragon which fails this save may make a new save after a day has passed.

For every month that the wearer bears the crown, he will learn the true name of a single dragon in the world. However, the dragon whose name he has learned will also wake and be unable to rest so long as the crown is worn. Thus does the Draconic Crown force a moment of crisis between mortal men and dragonkind.

### THE SEAT OF THE WISE

This circle of standing stones sits far away from civilized lands, deep in the wilderness where it is hidden from the unworthy. It has long been a place of power and a meeting place of sorcerers, witches, holy men, and mages of all sorts. It is unlikely that anyone in the village has ever visited it, save perhaps the witch.

The stones form a circle sixty feet across. Within are seven low seats of stone at which the wise may congregate and discuss matters of great import. When one of the wise has come to the Seat and wishes to call a meeting, all others will be guided to the Seat by dreams and portents.

The Seat has several magical properties, some subtle, some much more obvious. First, it is difficult to find unless one has been invited. If an interloper seeks the location, he must first pass a saving throw vs. magic item. Success means that he may find it by searching for the location as normal. Failure means that the place will be hidden from his eyes for a full week, at which time he may make a new saving throw and continue searching.

All those inside the Seat are completely protected from and oblivious to the happenings outside of the stone circle. Within, the skies are always slightly clouded, the weather always temperate. The proper way to enter the circle is through the northernmost gap in the stones. Anyone entering another way immediately takes 3d6 damage, but may make a saving throw vs. magic item to suffer only half damage.

The most significant property of the Seat of the Wise is its connection to the Underworld. Anyone within the circle who departs by the southernmost gap in the stones returns not to the normal lands, but to the Underworld. The Seat exists fully in the Underworld as well, so a character may return to the lands of the living by entering in the south and departing in the north.

## GRIMIORES

Books of magical lore are often more valuable to mages than any treasure. The following spellbooks are for the GM to use and place in the world as she sees fit, and as inspiration for themed and characterful books.

### AELFLED'S BOOK OF CARE AND HANDLING

Aelfled was a traveling mage whose companion was her familiar, a large grey cat named Swidhelm. Such was their bond that she set out to compile a treatise on familiars so that others might know the joys she had. In addition to information on familiars and their care, this book contains the spell Wild Call, the first level ritual Bind Familiar, and the third level ritual Strengthen the Bond.

### FIRST EXPLORATIONS

Written by a cantankerous wizard in a southern city for his apprentices, this plain volume is heavily worn. Several of its pages are loose, and there are many notes in numerous hands throughout the book. It contains the spells Bar the Way, Flash of Brilliance, Sanctuary of Peace, and Wind Ward.

### FLAMES AND THE INNER LIGHT

This large book bound in scarlet is written in a difficult to read script and tells of numerous secrets about fire and destruction. It contains the spells Brave the Flames, Burning Hands, Flame Charm, and Searing Heat. Additionally, the true name of a minor fire spirit is written on the final page with a note that reads "It likes to be summoned."

### HAM'S WANDERINGS IN FAERIE

A sorcerer named Ham recorded stories of his journeys amongst the fae in this slim volume. The pages are filled with an elegant script. In addition to containing a great deal of faerie lore, the book contains the spells Elf Shot, Great Endurance, Obscurement, and Whispering Wind.

### THE MAD WIZARD'S RECORD

A set of six heavy stone tablets, these records would be difficult for the characters to remove from their resting place, at least all in one batch. Rather than bearing a set of themed magics, the slabs represent a collection of the Mad Wizard Hornngar's favorite spells. Carved with archaic runes, each tablet records a single spell. Altogether, the tablets contain the spells Ghostly Commandment, Feather Fall, Frozen Wind, From the Brink, Spider Climb, and Tinker's Gift.

## ON HEALTH AND VIGOR

This much sought after book is bound in a rich red velvet. It was written several generations ago by an emperor's court sorcerer and physician, a mighty mage called Batjargal the Blessed. It contains the first level ritual Goodberry and the third level ritual Nepenthean Drink.

## ON SEEING AND HEARING

This massive volume can barely be carried. It records the visions and methods of a great oracle from ancient times. Although much of the text is inscrutable, a reader with great diligence will find that it contains the spell Sense Nature, the fourth level ritual Augury, the fifth level ritual Arcane Sight, and the seventh level ritual Scrying.

## A SUCCINCT TREATISE ON THE CONJURING OF ILLUSIONS

The great illusionist Selwyn of Mistwood wrote this five volume set as his life's work. They are bound in matching grey leather. The five volumes are now scattered across the world, most in the possession of jealous mages, unlikely to part with them easily. The first volume is used to teach apprentices the Glamour Weaving cantrip. The second volume contains information on the Conjure Sound cantrip. The third volume contains the spells Conjure Darkness, Greater Illusion, and Masked Image. The fourth volume contains the first level ritual Wizard's Mark, the second level ritual Aura of Power, and the fourth level ritual Mighty Glamour. The fifth volume contains the mighty, eighth level ritual Masterful Illusion.

## SUMMONER'S TOME

This heavy volume is bound in supple, black leather, its cover bearing a single rune which pains the eyes to see. Its author is unknown, and it is written in a cramped, hurried script. It contains the spell Abjuration, the first level ritual Circle of Protection, and the second level ritual Summoning. Additionally, there are five true names scribbled in the margins of the 77th page.

## WAR WIZARD'S EQUINOX

A three volume work on the ways of magic and battles, mages around the world whisper that this is the greatest collection of writings on the ways of a wargame ever recorded. The first volume contains the spells Magic Missile, Smuggler's Luck, and Swiftstep. The second volume contains the first level rituals Mage Armor and Staff of Might. The third volume contains the fourth level ritual Wizard's War and the sixth level ritual Fireball.

# MASTER INDEX

This index gathers the many Traits, cantrips, spells, rituals, Threat Packs, Character Playbooks, and Scenario Packs available to date for *Beyond the Wall and Other Adventures*.

Wherever possible, we have added a short descriptive note to each entry, in addition to the book and page where it can be found. Some entries are found in more than one supplement, in which case they are all listed.

The key to the right should help clear up any confusion about which book you will want to consult in order to find what you are looking for.

## TRAITS

### GENERAL

<b>Always Prepared</b>	<b>HY&amp;O 10</b>
<i>Spend Fortune Point to have brought item along</i>	
<b>Survivalist</b>	<b>HY&amp;O 10</b>
<i>Have enough food and water at all times</i>	
<b>Fast Healer</b>	<b>FA 32</b>
<i>Gain hit points more quickly</i>	
<b>Friendly Face</b>	<b>FA 32</b>
<i>Gain Charisma bonus with strangers</i>	
<b>Gifted Climber</b>	<b>FA 32</b>
<i>Climb any natural surface</i>	
<b>Great Bravery</b>	<b>FA 33</b>
<i>Become immune to fear</i>	
<b>Leader of Men</b>	<b>FA 33</b>
<i>Spend a Fortune Point to give companions a bonus</i>	
<b>Linguist</b>	<b>FA 33</b>
<i>Know twice as many languages</i>	
<b>Pure of Heart</b>	<b>FA 33</b>
<i>Remain loyal under any circumstances</i>	
<b>Reassuring Presence</b>	<b>FA 33</b>
<i>Grant companions Fortune Points</i>	
<b>Tenacity</b>	<b>FA 33</b>
<i>Gain extra hit points</i>	
<b>Unassuming</b>	<b>FA 33</b>
<i>Spend a Fortune Point to be hidden</i>	
<b>Very Helpful</b>	<b>FA 33</b>
<i>Spend a Fortune Point to grant additional help</i>	

## KEY

**BtW** - *Beyond the Wall and Other Adventures*

**HY&O** - *Heroes Young And Old*

**FA** - *Further Afield*

**AtV** - *Across the Veil*

**WD** - *The Wicked Dark*

**FDL** - *From Distant Lands*

**N** - *The Nobility*

**DEH** - *Dwarves, Elves, and Halflings*

**E** - *The Elders*

**HH** - *Hearths and Homes*

**DN&F** - *Dangers Near and Far*

**V** - *The Village*

### ALIGNMENT

<b>Breaker of Chaos</b>	<b>FA 33</b>
<i>Destroy chaotic creature</i>	
<b>Defender of the Balance</b>	<b>FA 33</b>
<i>Gain bonus to saves against Law and Chaos</i>	
<b>Mercurial Will</b>	<b>FA 33</b>
<i>Repel creatures of Law</i>	

### COMBAT

<b>Duelist</b>	<b>HY&amp;O 10</b>
<i>Gain a bonus when fighting one-on-one</i>	
<b>Shield Fighter</b>	<b>HY&amp;O 10</b>
<i>Sacrifice a shield to ignore an attack</i>	
<b>Combat Mastery</b>	<b>FA 33</b>
<i>Gain an extra attack against weak foes</i>	
<b>Distracting Fighter</b>	<b>FA 33</b>
<i>Use Charisma for AC bonus</i>	
<b>Favored Enemy</b>	<b>FA 33</b>
<i>Gain bonuses against a type of foe</i>	
<b>Fighting Finesse</b>	<b>FA 34</b>
<i>Use Dexterity for melee to hit bonus</i>	
<b>Mighty Shot</b>	<b>FA 34</b>
<i>Shoot bows further</i>	
<b>Unarmed Combat</b>	<b>FA 34</b>
<i>Strike with fists</i>	



## SPELLCASTING

**Flexible Ritualist** HY&O 10

*Change ability score of rituals*

**Ultimate Enchantment** HY&O 10

*Cast an extra spell and fall unconscious*

**Potent Magic** FA 34

*Cast spells with penalty to target's saves*

**Skilled Caster** FA 34

*Gain a bonus with two rituals*

**Touched By Magic** FA 34

*Gain ability to cast a single cantrip, spell, or ritual*

**War Wizard** FA 34

*Increase damage of spells*

## SUPERNATURAL

**Friend to Mice** HY&O 10

*Speak to and befriend mice only*

**Ghost-touched** HY&O 10

*See the dead at night*

**Fae Blood** FA 34

*Gain one advantage from a fantastic creature*

**Insight** FA 34

*Spend a Fortune Point try to learn a true name*

**King's Touch** FA 34

*Heal with a touch*

**Oathkeeper** FA 34

*Enforce a sworn oath*

**Shapechanger** FA 34

*Spend a Fortune Point to turn into an animal*

**Spirit Friend** FA 34

*Gain a bonus with spirits*

**Unusual Companion** FA 34

*Gain a remarkable ally*

## CANTRIPS

**Beast Ken (Wisdom)** BtW 47

*Speak to and befriend animals*

**Blessing (Wisdom)** BtW 47

*Grant a bonus to a roll*

**Conjure Sound (Intelligence)** BtW 47

*Produce small sounds*

**Druid's Touch (Wisdom)** BtW 47

*Make plants grow and blossom*

**Hexing (Wisdom)** BtW 48

*Give a penalty to a roll*

**Glamour Weaving (Intelligence)** BtW 48

*Produce small illusions*

**Magelight (Intelligence)** BtW 48

*Produce small lights*

**Second Sight (Intelligence)** BtW 48

*Perceive and interact with spirits*

## SPELLS

**Abjuration** BtW 49

*Banish a spirit*

**Ancestor's Prowess** FDL 3, DN&F 17

*A spirit aids in battle*

**Banish undead** BtW 49

*Make undead flee*

**Bar the way** BtW 49

*Hold a door or gate closed*

**Blight of Loneliness** BtW 49

*Cause target to fail Charisma checks*

**Brave the Flames** BtW 49

*Make caster immune to fire*

**Burning Hands** BtW 49

*Shoot a fan of flame*

**Call the Swarm** BtW 50

*Summons many small animals*

**Commanding Word** BtW 50

*Issue a single word command*

**Clear Eyes** BtW 50

*See through illusions*

**Conjure Darkness** BtW 50

*Summon impenetrable darkness*

**Dark Commandment, the** WD 3, DN&F 32

*Bend goblins to your will*

**Elf Shot** HY&O 5, DEH 2

*Make an immobilizing magical arrow*

**Entanglement** BtW 50

*Trap target with plants*

**Evade the Dead** BtW 50

*Become undetectable by undead*

**Faerie Cloak** HY&O 5, DEH 2

*Cover party with obscuring mist*

**False Friend** BtW 50

*Charm a person*

**Feather Fall** BtW 50

*Fall slowly and without harm*

**Flame Charm** BtW 51

*Control fires*

**Flash of Brilliance** BtW 51

*Create brief, blinding light*

**Forgetful Mind** BtW 51

*Cause amnesia in a target*

<b>Friend's Call</b>	<b>BtW 51</b>
<i>Alert friends to caster's location</i>	
<b>From the Brink</b>	<b>BtW 52</b>
<i>Save dying target</i>	
<b>Frozen Wind</b>	<b>FDL 3, DN&amp;F 17</b>
<i>Harm with cold</i>	
<b>Ghostly Commandment</b>	<b>AtV 3, DN&amp;F 30</b>
<i>Give orders to a ghost</i>	
<b>Goblins' Sight</b>	<b>WD 3, DN&amp;F 32</b>
<i>Party sees in complete darkness</i>	
<b>Great Endurance</b>	<b>BtW 52</b>
<i>Pass constitution checks, ignore poisons and fatigue</i>	
<b>Greater Illusion</b>	<b>BtW 52</b>
<i>Create complex illusions with sound</i>	
<b>Healing Touch</b>	<b>BtW 52</b>
<i>Heal a target</i>	
<b>Howling, the</b>	<b>BtW 52</b>
<i>Summon a deafening sound</i>	
<b>Hunger and Thirst</b>	<b>HY&amp;O 5</b>
<i>Create intense hunger in a target</i>	
<b>Inspiration</b>	<b>BtW 52</b>
<i>Give allies a bonus on to hit and saving throws</i>	
<b>Lodestone</b>	<b>FDL 3, DN&amp;F 17</b>
<i>Find your way home</i>	
<b>Magic Missile</b>	<b>BtW 52</b>
<i>Shoot unerring bolts of magical damage</i>	
<b>Masked Image</b>	<b>BtW 52</b>
<i>Change caster's appearance</i>	
<b>Mystical Shield</b>	<b>BtW 53</b>
<i>Grant AC bonus to caster</i>	
<b>Night Craft</b>	<b>HY&amp;O 5</b>
<i>Gain great crafting skills</i>	
<b>Obscurement</b>	<b>BtW 53</b>
<i>Make caster difficult to notice</i>	
<b>Opening Touch</b>	<b>BtW 53</b>
<i>Open any ordinary lock</i>	
<b>Pass Without Trace</b>	<b>BtW 53</b>
<i>Leave no tracks or prints</i>	
<b>Petrifying Gaze</b>	<b>BtW 53</b>
<i>Temporarily hold a target in place</i>	
<b>Phantom Skill</b>	<b>BtW 53</b>
<i>Give target a skill</i>	
<b>Reanimation</b>	<b>BtW 53</b>
<i>Raise mindless corpses</i>	
<b>Sanctuary of Peace</b>	<b>BtW 53</b>
<i>Make opponents save to attack caster</i>	
<b>Searing Heat</b>	<b>HY&amp;O 5, DEH 2</b>
<i>Cause metal object to become extremely hot</i>	

<b>Sense Nature</b>	<b>BtW 53</b>
<i>Determine alignment, supernatural qualities of target</i>	
<b>Shared Vision</b>	<b>HY&amp;O 5</b>
<i>See through another's eyes</i>	
<b>Silence</b>	<b>BtW 54</b>
<i>Remove sound from an area</i>	
<b>Smuggler's Luck</b>	<b>BtW 54</b>
<i>Hide a small object</i>	
<b>Soothing the Beast</b>	<b>FDL 3, DN&amp;F 17</b>
<i>Charm an animal</i>	
<b>Spider Climb</b>	<b>BtW 54</b>
<i>Cling to any surface</i>	
<b>Swift Step</b>	<b>BtW 54</b>
<i>Be fast and gain a bonus to Dexterity rolls</i>	
<b>Terrifying Presence</b>	<b>BtW 54</b>
<i>Cause target to run, hide, or cower</i>	
<b>Tinker's Gift</b>	<b>BtW 54</b>
<i>Fix a broken object</i>	
<b>True Strike</b>	<b>BtW 54</b>
<i>Gain bonus to hit and damage</i>	
<b>Veil of Sleep</b>	<b>BtW 54</b>
<i>Put multiple targets to sleep</i>	
<b>Warping Song</b>	<b>HY&amp;O 5, DEH 2</b>
<i>Twist wood</i>	
<b>Web</b>	<b>BtW 55</b>
<i>Fill an area with thick spider webs</i>	
<b>Whispering Wind</b>	<b>BtW 55</b>
<i>Send a message across a distance</i>	
<b>Wild Call</b>	<b>BtW 55</b>
<i>Summon animals</i>	
<b>Wind Ward</b>	<b>BtW 55</b>
<i>Summon winds that ward off fliers and missile attacks</i>	
<b>Witch Laugh</b>	<b>BtW 55</b>
<i>Debilitate target with laughter</i>	
<b>Wolf's Sense</b>	<b>FDL 3, DN&amp;F 17</b>
<i>Gain lupine perception</i>	
<b>Word of Courage</b>	<b>BtW 55</b>
<i>Make friends immune to fear</i>	
<b>Wrenching Curse</b>	<b>HY&amp;O 6</b>
<i>Cause intense pain</i>	

## RITUALS

### LEVEL 1

<b>Arcane Experiment (Intelligence)</b>	<b>BtW 56</b>
<i>Determine magical properties of an item</i>	

<b>Bind Familiar (Intelligence)</b>	<b>BtW 57</b>
<i>Gain animal companion</i>	
<b>Circle of Protection (Intelligence)</b>	<b>BtW 58</b>
<i>Ward off creatures of chaos</i>	
<b>Door in the Dark, A (Intelligence)</b>	<b>WD 3, DN&amp;F 32</b>
<i>Open or close goblin doors</i>	
<b>Faerie's Call (Intelligence)</b>	<b>HY&amp;O 6</b>
<i>Summon Fairies</i>	
<b>Fair Weather (Intelligence)</b>	<b>FA 58</b>
<i>Grants party easy traveling weather</i>	
<b>First Enchantment, the (Intelligence)</b>	<b>FA 54</b>
<i>Make an item magical</i>	
<b>Gather Mists (Intelligence)</b>	<b>BtW 58</b>
<i>Summon obscuring fog</i>	
<b>Goblin Feast (Intelligence)</b>	<b>WD 3, DN&amp;F 32</b>
<i>Bewitch a feast</i>	
<b>Goodberry (Wisdom)</b>	<b>BtW 58</b>
<i>Make healing berries</i>	
<b>Last Call (Wisdom)</b>	<b>HY&amp;O 6</b>
<i>Force people from caster's home</i>	
<b>Mage Armor (Intelligence)</b>	<b>BtW 58</b>
<i>Gain bonus to AC</i>	
<b>Naming Ceremony (Wisdom)</b>	<b>FA 58</b>
<i>Grants willing target a true name</i>	
<b>Staff of Might (Wisdom)</b>	<b>BtW 58</b>
<i>Enchant cudgel or shillelagh</i>	
<b>Steed of the Sorcerer (Intelligence)</b>	<b>BtW 59</b>
<i>Summon magical horse</i>	
<b>Unseen Servant (Intelligence)</b>	<b>BtW 59</b>
<i>Summon an invisible assistant</i>	
<b>Wanderer's Fortune (Intelligence)</b>	<b>FA 58</b>
<i>Stumble upon interesting locations</i>	
<b>Witch's Watchman (Intelligence)</b>	<b>BtW 59</b>
<i>Enchant an area with an alarm</i>	
<b>Wizard's Mark (Intelligence)</b>	<b>BtW 59</b>
<i>Make a permanent magical rune</i>	

#### LEVEL 2

<b>Aura of Power (Intelligence)</b>	<b>BtW 59</b>
<i>Make an item seem magical</i>	
<b>Call Storm (Intelligence)</b>	<b>BtW 60</b>
<i>Summon an intense thunderstorm</i>	
<b>Cleansing Ritual (Wisdom)</b>	<b>FA 58</b>
<i>Reverse loss of ability scores</i>	
<b>Endure the Elements (Wisdom)</b>	<b>BtW 60</b>
<i>Make party immune to weather</i>	
<b>Feast's Blessing (Wisdom)</b>	<b>BtW 60</b>
<i>Makes food safe and tasty</i>	

<b>Magic Stones (Wisdom)</b>	<b>BtW 60</b>
<i>Enchant slingstones</i>	
<b>Patient Word, the (Intelligence)</b>	<b>FA 59</b>
<i>Store other rituals for later</i>	
<b>Order's Communion (Intelligence)</b>	<b>HY&amp;O 7, DEH 2</b>
<i>Communicate with other wizards</i>	
<b>Summoning (Intelligence)</b>	<b>BtW 60</b>
<i>Bring a spirit from another realm</i>	
<b>Traveler's Blessing (Wisdom)</b>	<b>FA 59</b>
<i>Grant party bonus to encounter rolls</i>	
<b>Wizard's Home (Intelligence)</b>	<b>HY&amp;O 7</b>
<i>Enchant caster's house</i>	

#### LEVEL 3

<b>Bear's Endurance (Wisdom)</b>	<b>FA 60</b>
<i>Grant party bonus to Constitution checks and healing</i>	
<b>Continual Light (Intelligence)</b>	<b>BtW 61</b>
<i>Create an eternal light</i>	
<b>Friends (Wisdom)</b>	<b>BtW 61</b>
<i>Gain large bonus to Charisma</i>	
<b>Minor Animation (Intelligence)</b>	<b>BtW 62</b>
<i>Grant life to an object</i>	
<b>Nepenthean Drink (Wisdom)</b>	<b>BtW 62</b>
<i>Make healing potions</i>	
<b>Scribe Scroll (Intelligence)</b>	<b>FA 60</b>
<i>Record other ritual on a scroll</i>	
<b>Skin of the Treant (Wisdom)</b>	<b>BtW 62</b>
<i>Grow bark, gain bonus to AC and saves</i>	
<b>Strengthen the Bond (Intelligence)</b>	<b>FA 60</b>
<i>Increase connection between mage and familiar</i>	
<b>Veil Weaving (Intelligence)</b>	<b>AtV 3, DN&amp;F 30</b>
<i>Weaken or strengthen the Veil</i>	
<b>Wizard Lock (Intelligence)</b>	<b>BtW 62</b>
<i>Magically seal a door or chest</i>	

#### LEVEL 4

<b>Alter Self (Intelligence)</b>	<b>BtW 62</b>
<i>Change appearance</i>	
<b>Augury (Wisdom)</b>	<b>BtW 62</b>
<i>Divine the future</i>	
<b>Eternal Walker (Intelligence)</b>	<b>AtV 3, DN&amp;F 30</b>
<i>Create a permanent undead creature</i>	
<b>Heart of the Ox (Wisdom)</b>	<b>BtW 63</b>
<i>Grant the party great strength</i>	
<b>Invisibility (Intelligence)</b>	<b>BtW 63</b>
<i>Make a target invisible</i>	
<b>Mighty Glamour (Intelligence)</b>	<b>FA 61</b>
<i>Create large, independent illusions with sound</i>	

<b>Second Enchantment, the (Intelligence)</b>	<b>FA 54</b>
<i>Enchant an item with a minor power</i>	
<b>Shape of the Forest (Wisdom)</b>	<b>FA 61</b>
<i>Transform into a tree</i>	
<b>Wizard's War (Intelligence)</b>	<b>FA 62</b>
<i>Gain bonuses to combat rolls</i>	

#### LEVEL 5

<b>Arcane Sight (Intelligence)</b>	<b>FA 62</b>
<i>See with perfect clarity</i>	
<b>Dispel Magic (Intelligence)</b>	<b>BtW 63</b>
<i>Remove magic from the area</i>	
<b>Greater Bond (Intelligence)</b>	<b>FA 62</b>
<i>Increase the effect of Strengthen the Bond</i>	
<b>Ritual of Healing (Wisdom)</b>	<b>BtW 64</b>
<i>Heal many great wounds</i>	
<b>Storm's Wrath (Intelligence)</b>	<b>BtW 64</b>
<i>Summon a storm and call down lightning</i>	
<b>True Identification (Intelligence)</b>	<b>BtW 64</b>
<i>Learn the secrets of a magical item</i>	
<b>Witch's Blessing (Wisdom)</b>	<b>FA 63</b>
<i>Makes crops grow throughout the area</i>	

#### LEVEL 6

<b>Contagion (Wisdom)</b>	<b>BtW 64</b>
<i>Bring plague to a region</i>	
<b>Fireball (Intelligence)</b>	<b>BtW 65</b>
<i>Rain fiery destruction</i>	
<b>Full Restoration (Wisdom)</b>	<b>FA 63</b>
<i>Grant full health</i>	
<b>Great Curse, the (Wisdom)</b>	<b>BtW 65</b>
<i>Curse a target forever</i>	
<b>Shape of Stone (Wisdom)</b>	<b>FA 63</b>
<i>Transform into stone</i>	
<b>Wizard's Flight (Intelligence)</b>	<b>BtW 65</b>
<i>Grant target the ability to fly</i>	
<b>Wizard's Tome (Intelligence)</b>	<b>FA 63</b>
<i>Protect a spell book</i>	

#### LEVEL 7

<b>Awaken the Wood (Wisdom)</b>	<b>BtW 65</b>
<i>Bring a forest to life</i>	
<b>Determine True Name (Intelligence)</b>	<b>BtW 65</b>
<i>Learn a target's true name</i>	
<b>Scrying (Intelligence)</b>	<b>BtW 66</b>
<i>See and hear at great distance</i>	
<b>Third Enchantment, the (Intelligence)</b>	<b>FA 55</b>
<i>Enchant an item with a moderate power</i>	

<b>Master's Bond (Intelligence)</b>	<b>FA 64</b>
<i>Form the ultimate bond between caster and familiar</i>	
<b>Wall of Flame (Intelligence)</b>	<b>FA 64</b>
<i>Summon a sheet of fire</i>	
<b>Word of Truth (Wisdom)</b>	<b>FA 64</b>
<i>Stop lies</i>	

#### LEVEL 8

<b>Beating Back The Dark (Wisdom)</b>	<b>FA 64</b>
<i>Weaken powers of a Threat</i>	
<b>Masterful Illusion (Intelligence)</b>	<b>FA 65</b>
<i>Create the greatest of illusions</i>	
<b>Raise Undead Horde (Intelligence)</b>	<b>BtW 66</b>
<i>Raise all dead in an area</i>	
<b>Wooded Guardian (Wisdom)</b>	<b>BtW 66</b>
<i>Turn a tree into a treant</i>	
<b>Shapeshift (Intelligence)</b>	<b>BtW 67</b>
<i>Turn target into an animal</i>	
<b>Storm of Ice (Intelligence)</b>	<b>FA 65</b>
<i>Summon a blizzard</i>	

#### LEVEL 9

<b>Dream (Wisdom)</b>	<b>BtW 67</b>
<i>Control a region's dreams</i>	
<b>Nightmare (Intelligence)</b>	<b>BtW 67</b>
<i>Summon a horrific creature of shadow</i>	
<b>Change Name (Intelligence)</b>	<b>FA 66</b>
<i>Change a target's true name</i>	
<b>Perfect Health (Wisdom)</b>	<b>FA 66</b>
<i>Heal an entire village</i>	
<b>Spectral Guardian (Intelligence)</b>	<b>FA 66</b>
<i>Summon permanent spirit ally</i>	

#### LEVEL 10

<b>Break Enchantment (Intelligence)</b>	<b>FA 67</b>
<i>End all magic in an area</i>	
<b>Final Divorce, the (Wisdom)</b>	<b>WD 3, DN&amp;F 32</b>
<i>Sunder two realms</i>	
<b>Final Enchantment, the (Intelligence)</b>	<b>FA 55</b>
<i>Enchant an item with a greater power</i>	
<b>Gate Between The Dawns (Intelligence)</b>	<b>FA 67</b>
<i>Travel to other planes</i>	
<b>Mortality (Wisdom)</b>	<b>FA 67</b>
<i>Make any spirit mortal, even a god</i>	
<b>Resurrection (Wisdom)</b>	<b>BtW 68</b>
<i>Bring the dead to life</i>	
<b>Wall of Stone (Intelligence)</b>	<b>BtW 68</b>
<i>Create a great wall of earth</i>	



## THREAT PACKS

<b>Barbarian Invasion</b>	<b>FDL 13, DN&amp;F 62</b>
<i>A host of barbarians moves into the land</i>	
<b>Blighted Land</b>	<b>FA 77</b>
<i>A dark ritual curses the land</i>	
<b>Goblin Raiders</b>	<b>WD 14, DN&amp;F 67</b>
<i>Goblins erupt across the landscape</i>	
<b>Grey Prince</b>	<b>FA 81</b>
<i>A terrible haunting</i>	
<b>Imperial City</b>	<b>FA 87</b>
<i>An empire seeks to expand</i>	
<b>Risen Dead</b>	<b>AtV 8, DN&amp;F 73</b>
<i>The dead are on the march</i>	
<b>Vengeful Wyrn</b>	<b>FA 93</b>
<i>A mighty dragon stirs</i>	
<b>Wicked Tradesmen</b>	<b>HH 12, DN&amp;F 78</b>
<i>Evil merchants endanger the land</i>	

## CHARACTER PLAYBOOKS

### VILLAGE

<b>Adventurous Trader</b> (Rogue)	<b>HH, DN&amp;F</b>
<b>Assistant Beast Keeper</b> (Rogue-Mage)	<b>HY&amp;O, V</b>
<b>Devout Acolyte</b> (Mage)	<b>HY&amp;O, V</b>
<b>Dungeon Delver</b> (Elder, Rogue)	<b>HY&amp;O, E</b>
<b>Fae Foundling</b> (Warrior-Mage)	<b>HY&amp;O, V</b>
<b>Goblin's Child</b> (Warrior-Rogue)	<b>WD, DN&amp;F</b>
<b>Heir to a Legend</b> (Warrior-Rogue)	<b>HY&amp;O, V</b>
<b>Initiated Magician</b> (Elder, Mage)	<b>HY&amp;O, E</b>
<b>Last of a Fallen House</b> (Warrior-Rogue)	<b>HY&amp;O</b>
<b>Local Performer</b> (Rogue)	<b>HY&amp;O, V</b>
<b>New Watchman</b> (Warrior)	<b>HY&amp;O</b>
<b>Recluse Wizard</b> (Elder, Mage)	<b>HY&amp;O</b>
<b>Reformed Bully</b> (Warrior)	<b>HY&amp;O, V</b>
<b>Retired Veteran</b> (Elder, Warrior)	<b>HY&amp;O, E</b>
<b>Self-Taught Mage</b> (Mage)	<b>BtW</b>
<b>Student of the Dark Arts</b> (Mage)	<b>AtV, DN&amp;F</b>
<b>Untested Thief</b> (Rogue)	<b>BtW</b>
<b>Village Hero</b> (Warrior)	<b>BtW</b>
<b>Witch's Prentice</b> (Mage)	<b>BtW</b>
<b>Would-be Knight</b> (Warrior)	<b>BtW</b>
<b>Young Woodsman</b> (Rogue)	<b>BtW</b>

### BARBARIAN

<b>Barbarian Namer</b> (Mage)	<b>DN&amp;F</b>
<b>Lost Barbarian</b> (Warrior-Rogue)	<b>FDL, DN&amp;F</b>

## NOBILITY

<b>Apprentice Court Sorcerer</b> (Mage)	<b>HY&amp;O, N</b>
<b>Forgotten Child</b> (Rogue)	<b>HY&amp;O, N</b>
<b>Future Warlord</b> (Warrior-Rogue)	<b>HY&amp;O, N</b>
<b>Gifted Dilettante</b> (Rogue-Mage)	<b>HY&amp;O, N</b>
<b>Knightless Squire</b> (Warrior)	<b>HY&amp;O</b>
<b>Nobleman's Wild Daughter</b> (Warrior)	<b>HY&amp;O, N</b>
<b>Novice Templar</b> (Warrior-Mage)	<b>HY&amp;O, N</b>
<b>Landless Noble</b> (Elder, Warrior-Rogue)	<b>HY&amp;O, E</b>
<b>Learned Tutor</b> (Elder, Rogue)	<b>HY&amp;O, E</b>
<b>Lord's Secret</b> (Warrior-Mage)	<b>DN&amp;F</b>

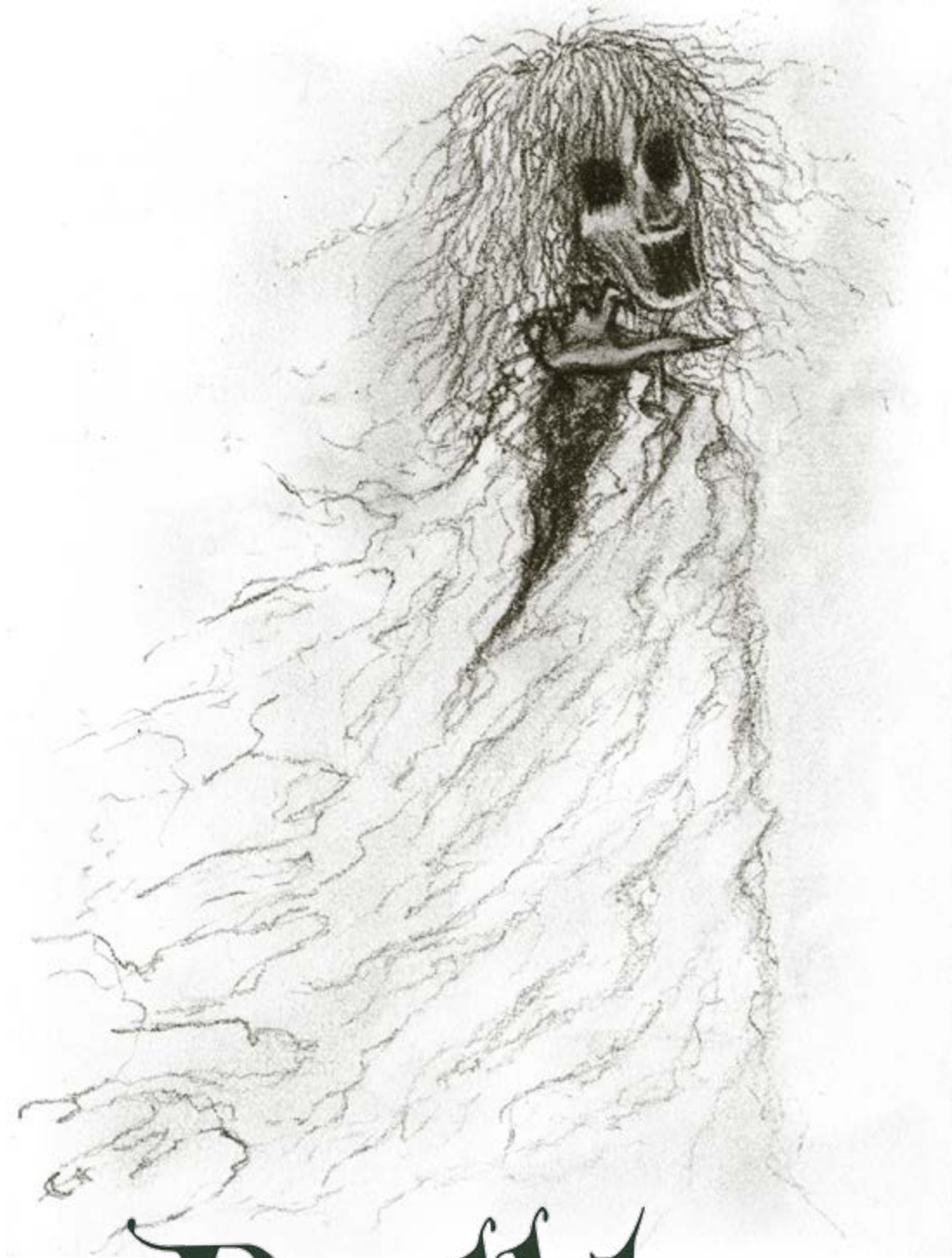
## FANTASTIC CREATURES

<b>Dwarven Adventurer</b> (Warrior)	<b>HY&amp;O, DEH</b>
<b>Dwarven Mentor</b> (Elder, Warrior-Rogue)	<b>HY&amp;O, E</b>
<b>Dwarven RuneCaster</b> (Warrior-Mage)	<b>HY&amp;O, DEH</b>
<b>Elven Enchanter</b> (Mage)	<b>HY&amp;O</b>
<b>Elven Highborn</b> (Warrior-Mage)	<b>HY&amp;O, DEH</b>
<b>Elven Ranger</b> (Rogue-Mage)	<b>HY&amp;O, DEH</b>
<b>Gnomish Godparent</b> (Rogue-Mage)	<b>HY&amp;O</b>
<b>Halfling Outrider</b> (Warrior-Rogue)	<b>HY&amp;O, DEH</b>
<b>Halfling Vagabond</b> (Rogue)	<b>HY&amp;O, DEH</b>
<b>Trickster Fox</b> (Magical Creature, Rogue)	<b>Web</b>
<b>Village Bear</b> (Magical Creature, Warrior)	<b>Web</b>

## SCENARIO PACKS

<b>Angered Fae</b>	<b>BtW</b>
<i>Someone in town has upset the fairies</i>	
<b>Barbarian Tribe</b>	<b>FDL, DN&amp;F</b>
<i>Many strangers come to town</i>	
<b>Delivery Quest</b>	<b>DN&amp;F</b>
<i>Travel from the village on a quest</i>	
<b>Goblin Infestation</b>	<b>WD, DN&amp;F</b>
<i>A warren of foul goblins blights your town</i>	
<b>Hidden Cult</b>	<b>BtW</b>
<i>Some villagers have secretly turned to evil</i>	
<b>Lordling's Lament</b>	<b>DN&amp;F</b>
<i>Everyday problems at the manor</i>	
<b>Opened Barrow</b>	<b>AtV, DN&amp;F</b>
<i>The dead move in the village</i>	
<b>Troubled Village</b>	<b>HH, DN&amp;F</b>
<i>Everyday problems in the village</i>	
<b>Witch's Mistake</b>	<b>DN&amp;F</b>
<i>Your mentor's past haunts the village</i>	

# THREAT PACKS



**B** BEYOND **W** ALL  
THE AND OTHER  
ADVENTURES

# THE BARBARIAN INVASION

A mighty host of barbarian warriors has come to the land. It seems that they cannot be stopped and that they will conquer the whole of the realm. Their armies are large and well-equipped, and all of their folk are trained from childhood for war. Who can stand against them? Can the simple folk of the villages band together and form an opposing force?

This Threat Pack adds a clearly martial bent to the campaign. The Barbarian Invasion will show up early in the game and then move inexorably across the map. Characters will need to organize defenses, form alliances, and train warriors in order to slow or stop the Invasion's approach. This Threat therefore is a good choice for players who like combat, war stories, and politicking.

## DURING CHARACTER CREATION

The barbarians have always been a part of life for the village, though usually in the form of rumour and folklore. Whether from the distant north or across the seas, the barbarians have a history of raiding, warring,

and sometimes trading with the characters' ancestors. When the players add NPCs to the village map during character creation, the gamemaster should determine one of them to be associated with the barbarians. She can prompt the players to fill in the details of how the character knows the barbarians, or she can make the determination herself; maybe the NPC is himself of barbarian heritage or regularly travels to their lands to trade or fight.

When adding sites to the village map, the GM may add an additional one, on the outskirts of the village. If she chooses to do so, this will be an ancient monument or holy place related to the barbarians, perhaps a burial site or mystical spring. Should the barbarians enter the characters' village, they will treat this place with special reverence.

Finally, at least one character should make a roll on the following table as their fourth roll during character creation.

<b>1d6</b>	<b>How did the barbarian invaders affect your childhood?</b>	<b>Gain</b>
1	Your grandparents or parents were immigrants from the barbarian lands, and you keep some of their ways.	-1 Cha, +1 Con
2	When you were small, the witch shared a dread omen that barbarous invaders would come and that you would help save the village.	-1 Con, +1 Str
3	Years ago, a warband of barbarians came and attacked the farms near the village. In the skirmish, the uncle who helped you hide was taken as a hostage by the barbarians and you have not seen him since.	-1 Str, Skill: Stealth
4	There is a rumor in the village that you were actually a barbarian child yourself, swapped at birth by faeries as a cruel joke.	-1 Dex, +1 Str
5	Someone in your family married a mighty barbarian warrior who had left the tribe and came to live in the village.	-1 Wis, a magical weapon
6	You do not know why or how, but you have heard voices in dreams for years now telling you of the barbarians' approach and their plans.	-1 Int, Skill: Barbarian Lore

## ON THE CAMPAIGN MAP

Before anyone has added a location to the campaign map, the group should determine from which of the cardinal directions the barbarians will come. If the players cannot come to a consensus, the GM should choose instead. Note that most Character Playbooks and Scenario Packs make reference to the barbarians “from the north,” so that is a natural answer to this question. Should the group choose a different direction for the barbarian homeland, the GM should be prepared to change some small pieces of fiction on the fly. Perhaps the barbarians from the west or south arrive in great ships, or perhaps those from the east have crossed a scorching desert in large caravans.

Additionally, the GM should choose one of the major locations created by the players. In addition to whatever else is at this location, there is a small clan of outcast barbarians living in the same hex. These outcasts could become allies against the barbarian invaders, or perhaps rejoin with their kinsmen during the war. In any case, they are of the same people as the barbarian invaders and can be a source of information to the PCs.

Finally, the GM should add the Cavern of the Sisters minor location somewhere on the edge of the map in the direction of the barbarian homeland. This location is presented in full below.

## THE CAVERN OF THE SISTERS

This minor location is home to three strange and potentially immortal sisters. The barbarians call them the Norns, though they may have other names in different languages. The sisters are able to predict future actions with unnerving accuracy and, sometimes, to change the fates of those with whom they make bargains. The three are aligned with all the forces of the Cosmos; one is of Lawful alignment, one Neutral, and the last Chaotic.

The barbarians hold the Sisters and their home in awe and reverence, almost worshipping them as deities. At the beginning of the campaign, the Cavern will be under barbarian control, and it will be hard to wrest it from them. So long as the barbarians hold the hex which contains the Cavern, the GM may assume that there is a ramshackle barbarian settlement within half a mile, constantly filled with barbarian folk making pilgrimage to the Sisters.

The Cavern itself is carved by time and weather in a rocky outcrop or mountain. An imposing arch of jagged stone leads into an amphitheatre-like structure beneath the open sky, behind which narrow tunnels wind their way to the Sisters’ personal chambers and to their treasures. When the Norns are receiving audiences, they sit in a semi-circle in the amphitheatre, casting runes by a sacred fire. When at rest, each is usually found in her own chamber, as they cannot stand one another. They are left offerings by the barbaric folk, but whether they actually need to eat or drink is unclear.

Those seeing the Sisters may ask for their fate to be read, to be healed or blessed, or for an augury. Those who anger them may find that they have been cursed instead.

The Sisters are not picky about whom they see or what fortune they tell. While it is common practice to bring offerings and gifts, it is not required, and they will grant an audience to a common villager as soon as to a barbarian king. However, the Sisters do turn visitors away at times for their own fickle reasons. The characters may wish to see the Norns and hear their fate at any time, though the barbarians may not let them pass, depending on current relations and campaign circumstances. Should they do so, the GM may use the stats below for the Norns, and see the associated ‘Asking the Fates’ power.

The characters may instead choose to learn the secrets of the cavern and its treasures for themselves. Through diplomacy or favors, they might be able to befriend the Norns in such a way that they are granted gifts from their personal collections, or taught magical rituals. Doing so would probably involve a quest, perhaps taking two or three sessions of play. The GM is encouraged to use another minor location or adventure module as the source of this quest.

Finally, particularly direct or bloodthirsty characters may wish to seize the Cavern by force. This is a difficult prospect, as it would mean fighting the barbarians who stay close by and facing the Norns themselves.

## ASKING THE FATES

Knowing a destiny is a difficult and unsure thing. Anyone in audience with the Norns may ask them about a single person, creature, or location. The Sisters will read the threads of fate and tell the asker whether they



have a good omen regarding that thing or a bad one. The GM should secretly roll a d6; on a 1-3, the omen is bad, while it is good on a 4-6. If the omen is good, the supplicant receives a +5 bonus on all ability score checks and saving throws directly involving the subject of the query, while a bad omen gives a -5 penalty on all such rolls. This bonus or penalty lasts for one year and one day. Should a character receive a bad omen and then try to avoid the subject of that omen, the GM is encouraged to make it show up at least once for the character, though she should not make it completely unavoidable.

### THE THREE SISTERS

**Hit Dice:** 7d6 (25 HP)

**AC:** 15

**Attack:** +3 to hit, 1d4 (knife)

**Alignment:** see above

**XP:** 1,100

**Notes:** *Asking the Fates* (see above), *Force of Will* (the Sisters are immune to all magical forms of mind control), *Full Knowledge* (the Sisters see and hear all; they immediately know everything about anyone with whom they speak, including their true names), *Magical Protection* (the Sisters wear magical jewelry which gives them a +3 bonus to AC and saving throws), *Spellcasting* (the Sisters cast spells and rituals as 7th level mages; assume they have Intelligence and Wisdom scores of 17 for the purpose of casting rolls; their favored rituals are Augury and Scrying)

### IMMINENCE AND SCHEMES

The Barbarian Invasion is a nearly inexorable force which moves slowly and steadily across wide swathes of territory. At the beginning of the campaign, the barbarians have just begun to enter the map from the direction established earlier. The GM should somehow mark or color the extent of the barbarian advance, and should assume that they have advanced across a single hex-wide line at least six hexes long on the edge of the map. As the Invasion continues to grow, the GM will have to use common sense and discretion when marking barbarian territory on the map; in general, the line will continue to advance straight across the map, but the GM might determine that the barbarians go around mountains or ignore certain dangerous or magical locations.

The Barbarian Invasion begins the campaign with an Imminence Rating of 2.

**1d6**

#### Threat Effects

- 1** A boastful barbarian warrior comes to the characters' home village and issues a challenge to combat. If the PCs are home, one of them may accept the challenge and fight it out, or, should they decline, the Invasion's Imminence increases by one, as the reputation of the barbarians' warriors grows. If the PCs are not home, one NPC in the village is slain.
- 2** A barbarian champion forms a warband and goes raiding far and wide. The next random encounter the PCs have will be with a barbarian warband.
- 3** Hungry for loot and sustenance, the barbarians send many raiders out from their own territory. The two human settlements closest to barbarian lands are raided and plundered. Goods there will be scarce, and an NPC known to the characters may be dead or injured.
- 4** The barbarians make some small inroads in their invasion. The GM should advance the barbarian territory by a single hex in four different locations.
- 5** The barbarians push forward in a particular direction, settling lands and attacking those in their way. The GM should advance the barbarian territory by a single hex along the entire edge of the map from which they entered. The Barbarian Invasion's Imminence increases by one.
- 6** The barbarians make impressive inroads, moving their border two hexes forward across the entire edge of the map from which they entered. The Barbarian Invasion's Imminence increases by one.

### PLAYER ACTIONS

The PCs can choose to face the barbarians either militarily or diplomatically. Of these, the latter is much easier, though still a challenging task.

The only way for the characters to decrease the Invasion's Imminence rating militarily is to defeat a large barbarian army on the field of battle; dispersing small

raiding parties or counter-raiding barbarian settlements will not prove sufficient. The GM might address such matters using the Battle rules found on p.7 or through some other means, but it will be a significant task to defeat the barbarians in such a manner. Any significant victory on the field of battle will decrease the Invasion's Imminence by one. However, if the barbarians should be victorious in such a battle, the Invasion's Imminence will increase by one.

Diplomatically, it may be that the characters can lead an effort to help the barbarians to settle peaceably and to make terms with the locals. This would require intense effort and focus, and is such a complex subject that the GM is ultimately responsible for adjudicating such matters. As a rule of thumb, the GM might skip an activation roll for the Barbarian Invasion if the PCs have been actively involved in a successful diplomatic effort during that week, and might decrease the Threat's Imminence by a point if the PCs have helped broker a deal between the barbarians and a significant settlement or region of the map. For instance, should the PCs negotiate a peaceable settlement for the barbarians in the region of a significant town, and have worked for several sessions to improve relations between the locals in that area and the barbarians, the Invasion's Imminence may decrease by one.

## NPCs AND MONSTERS

### BARBARIAN WARBAND

During the invasion, the barbarians are likely to send out numerous raiding parties. These warbands are not meant to take and hold territory, but only to attack settlements and make off with spoils.

Each such warband will be unique, and the GM is encouraged to personalize them all. The typical warband is led by one barbarian champion, and contains 20 barbarian warriors and 2 barbarian trackers as described on p.4. A particularly wise or lucky champion may travel with a rune master as well. The warband will also be accompanied by numerous pack animals and at least three carts.

### BARBARIAN ARMY

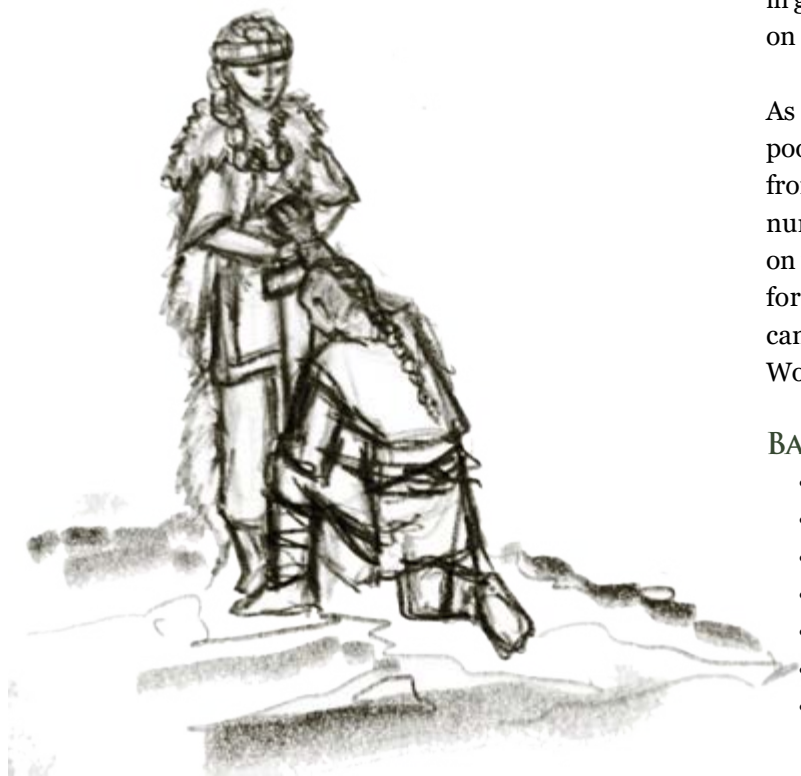
Unlike the barbarian warband above, a barbarian army is a powerful force which can take the field, hold land, and threaten keeps. The barbarian army described here uses the rules for Battles as described on p.7.

An average barbarian army is led by a barbarian ruler and his retinue of elite soliders, counting as two units. It further contains over one hundred barbarian warriors in groups of 12 and at least thirty barbarian cavalymen in groups of 4. All told, this gives a barbarian horde +40 on the Tide of Battle.

As the barbarians gain territory, they will press more poor souls into their service, and bring more warriors from their native land. Where they are strongest, their numbers will swell. Conversely, clever manoeuvring on the part of the player characters may trap a smaller force away from reinforcements. The Game Master can track the army's average strength on the Threat Worksheet.

### BARBARIAN BATTLE ROSTER

- 12 barbarian warriors
- 10 barbarian archers
- 4 mounted warriors
- 1 barbarian ruler and her bondsmen
- 8 bonded berserkers
- 20 frightened conscripts
- 1 shaman and her 4 wards



# THE BARBARIAN INVASION

## IMMINENCE

## COMMON FOES

### THREAT EFFECTS:

- 1** *A boastful barbarian warrior comes to the characters' home village* and issues a challenge to combat. If the PCs are home, one of the may accept the challenge and fight it out, or, should they decline, the Invasion's Imminence increases by one, as the reputation of the barbarians' warriors grows. If the PCs are not home, one NPC in the village is slain.
- 2** *A barbarian champion forms a warband* and goes raiding far and wide. The next random encounter the PCs have will be with a barbarian warband.
- 3** Hungry for loot and sustenance, *the barbarians send many raiders* out from their own territory. The two human settlements closest to barbarian lands are raided and plundered. Goods there will be scarce, and an NPC known to the characters may be dead or injured.
- 4** *The barbarians make a small inroad in their invasion.* The GM should advance the barbarian territory by a single hex in four different locations.
- 5** *The barbarians push forward in a particular direction,* settling lands and attacking those in their way. The GM should advance the barbarian territory by a single hex along the entire edge of the map from which they entered. Imminence increases by one.
- 6** *The barbarians make impressive inroads,* moving their border two hexes forward across the entire edge of the map from which they entered. Imminence increases by one.

## BARBARIAN ARMY

WARLORD'S NAME:

AVERAGE ARMY STRENGTH:

BARBARIAN WAR LEADERS:

VILLAGERS LOST TO THE HORDE:

### BARBARIAN WARRIORS

**Hit Dice:** 1d8 (5 HP)

**AC:** 13

**Attack:** +1 to hit, 1d8 (axe)

**Alignment:** Chaotic

**XP:** 20

### BARBARIAN CHAMPION

**Hit Dice:** 2d10 (11 HP)

**AC:** 13

**Attack:** +3 to hit, 1d8+2(axe)

**Alignment:** Chaotic

**XP:** 50

**Notes:** *Martial Inspiration* (the turn after he wounds an enemy, his followers gain +1 to hit)

### WILD TRACKER

**Hit Dice:** 2d8 (9 HP)

**AC:** 15

**Attack:** +3 to hit, 1d6 damage (bow)

**Alignment:** Chaotic

**XP:** 50

**Notes:** *Keeper of Beasts* (a pack of six loyal dogs who receive +1 to hit and damage while she leads them)

### WAR DOGS

**Hit Dice:** 2d6 (7 HP)

**AC:** 13

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

**Alignment:** Neutral

**XP:** 45

**Notes:** *Pack Bonded* (as long as three or more dogs from the same pack are in the fight, each gets +1 to hit and damage)

### RUNE MASTER

**Hit Dice:** 3d6 (11 HP)

**AC:** 11

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

**Alignment:** Chaotic

**XP:** 150

**Notes:** *Spellcasting* (13 Int and Wis; Casts at 3rd level; Spells, perhaps: Abjuration, Mystical Shield, and Terrifying Presence; Rituals, perhaps: Circle of Protection, Magic Stones, and Summoning)

### BARBARIAN RULER

**Hit Dice:** 4d8 (18 HP)

**AC:** 16

**Attack:** +4 to hit, 1d+8+2 damage (enchanted blade)

**Alignment:** usually Chaotic

**XP:** 170

**Notes:** *Lead from the Front* (while the barbarian ruler is leading in combat, all followers receive a +4 bonus to all saving throws and +1 AC; however, should the barbarian ruler fall, all followers will lose these benefits and suffer a -1 to hit and damage for the remainder of the combat)

# THE GOBLIN RAIDERS

Bands of goblin raiders scurry across the countryside at night, waylaying travelers, and stealing sheep. Villagers stay indoors at night and farmers sleep in their barns to guard their cattle. This is little defense, however, for the goblin raiders go where they like, take what they will, and leave nothing but sorrow behind. Can the characters save their realm from the depredations of the wicked dark? And why are the goblins out and about in the mortal realms in the first place? Why is all of Goblin Town emptying and invading the world?

This Threat Pack will create a foreign power that needs resources from the characters' world. The raiders move across the campaign map affecting the land as they go. The Lord of Goblin Town is chaotic, but not entirely without reason, and so may be met either in the field or across the negotiating table. Use multiple goblin kingdoms to introduce competing agendas amongst your foes. This Threat is a good choice for a campaign where the players travel, and for struggles with how to treat one's foes.

## DURING CHARACTER CREATION

The fourth NPC named by the players during character creation. After each player has added a location to the village map, mention a site just off the map. This location is in an unpopulated area, is a full day's journey from the village, and should be an opening into the deep earth: a mine, a cave system, or a river disappearing underground. Here, you will find a goblin hole, a rift between the Goblin Kingdom and our own world. The tribe of goblins you have been thinking about make their warren here.

When the players introduce a well-suited NPC, mention that this NPC sometimes talks about her encounter with goblins long ago. Her description should reveal a little of the nature of the tribe inhabiting the nearby goblin hole.

Finally, at least one character should make a roll on the following table as their fourth roll during character creation.

<b>1d6</b>	<b>Why are you so worried about the goblins?</b>	<b>Gain</b>
<b>1</b>	You still have a goblin arrowhead lodged in your leg from the time you barely escaped them.	-1 Dex, Skill: Stealth
<b>2</b>	Long ago, you saw a goblin raiding party take a member of your family prisoner and swore revenge. While you do not know where the goblins took your kin, you still believe them to live.	-1 Wis, +1 Str
<b>3</b>	You rescued the Miller's youngest child from the goblins, but were badly scarred in the process.	-1 Cha, Skill: Investigation
<b>4</b>	When a band of goblin raiders came to town you were too scared to fight, but helped the witch tend to the wounded.	-1 Con, +1 Wis
<b>5</b>	You had trouble sleeping throughout your childhood because the goblins always whispered from beneath your bed.	-1 Int, you know the goblins' language
<b>6</b>	Once, when playing as a child, you fell into and then climbed out of an abandoned but still terrifying goblin hole.	-1 Str, +1 Dex



## THE GOBLIN TRIBE

The following tables will help the GM determine what type of goblins the characters are dealing with, as well as the motive of their lord.

### WHAT MANNER OF BEAST IS THIS?

The kings of the many tribes of goblins direct their forces to the whims of the Lord of Goblin Town. Each tribe's nature is twisted by what the hold most dear. Some are focused on the evils in the hearts of humankind, while others are bent to fit the places they haunt. For any group or encampment for which you are unsure, consider using a feature of the local environment. Otherwise, darkness, fear, and disease are classics in almost every story.

The GM should pick the nature of the tribe of goblins nearest to the players' village. She will place their warren during character creation. The following goblin traits are described in full on p.6.

*Goblin Traits - Darkness, Disease, Fear, Forest, Mountain, Underground, Water*

### REASONS FOR THE INVASION

While there are always tribes of goblins found at the periphery of human lands, this invasion is from a far more dangerous source. These are the soldiers of Goblin Town, sent by their lord, he who holds the center of the warrens. Now the goblins have tunneled between their home world and ours. What is their lord's motive?

#### **Famine**

Goblins do not farm, so their homeland is devastated, and their people starve in the streets. They come to take food, and sometimes we are the food. These goblins won't stop until the player's home is their plantation, and they work the fields under goblin whips.

#### **Slavery**

The goblins are here looking for men and beasts to send to fight in their coliseum complexes and great entertainments. As they grow bolder, the goblins will go to the characters' adventuring locations to kidnap the monsters, and whoever else might be there as well. The goblin king will not be satisfied until our world is nothing but a scouting camp for his war games.

#### **Avarice**

The Lord of Goblin Town's reach is as long as his sight, and now both turns towards a mighty artifact secreted not far enough from the player's village for safety. The goblin raiding parties are following clues to locate an item of power. Perhaps the item is only wanted for the King's collection, or to celebrate a feast day. Or, just maybe, they will take their toy and go home.

#### **Exile**

The Lord of Goblin Town has exiled several tribes to vicious even for Goblin Town. Their search for a path home takes them back and forth across the region. The goblins want to get home, by force or by stealth. They will amass strength here to carry their war home, unless the Lord of Goblin Town can be convinced to accept them back.

## ON THE CAMPAIGN MAP

The goblins' realm is dangerous beyond human understanding. They come into our world from deep cracks in the earth and rifts in the fabric of reality; these rifts are called goblin holes. The gamemaster has already placed one a day's journey away from the starting village. The gamemaster will need to have about six goblin holes on the campaign map by the end. The rules for these locations are described above, under 'Making Goblin Holes.'

If players pass their turn when coming up with a location for the campaign map, the gamemaster should ask them to point to an existing location, or just a random spot on the map, and should tell the players about that location's history of moonlight goblin raids, and place a goblin hole nearby.

Other goblin holes should occur in appropriate locations. The gamemaster should look for opportunities to introduce a new goblin hole near the major locations introduced by the players. There does not need to be a goblin hole attached to every single major location, but one or two will certainly keep the campaign focused. Following are some ideas for how the GM might connect a goblin hole to a major location.

*Recent Ruins: Were these abandoned because the goblins attacked? Are there still goblins here now?*

*Ancient Ruins: Is there a portal to Goblin Town beneath these ruins? Did the goblins themselves dwell here long ago?*

*Monster's Lair: Are the goblins the monsters here? Or are the monsters who dwell here equally bothered by the goblins?*

*Major City: Are the goblins infesting the sewers beneath the city? Are they tunneling beneath the harbor district?*

*Otherworld: Is the Otherworld in question Goblin Town? Or is there a connection here to another plane? If so, are the goblins interested in spreading to this plane as well?*

The gamemaster will probably need to add a few more goblin holes to get the recommended six. Adding a couple of small hamlets and villages with nearby goblin holes is a useful way to do this. The village trade network tool from the Wicked Tradesman Threat Pack can be useful for this. The GM should place Goblin Holes so that each village is within a week's travel of one. Given the size of the standard campaign map, the GM will probably only need a couple Goblin Holes for this.

When the map is finished, the gamemaster should check if there is any major region of geography still lacking a goblin hole; if so, now is the time to add one. When this is done, the world is sufficiently riddled with entry points to the Goblin Kingdom.

## IMMINENCE AND SCHEMES

The goblins have just begun their raids into human lands. The Lord of Goblin Town has sent a few bands of goblin raiders out to scout the territory. Wherever they find someplace interesting, the hordes follow. Goblins will mostly harry those villages nearest to their holes, but they are quite willing to make a special trip for a little extra loot. The gamemaster will need to track the location of these raiding parties on the campaign map.

The Goblin Raiders start with an imminence between 1 and 3. For each point of imminence, the GM should place one raiding party at a random goblin hole. Each time that the GM rolls to check imminence, she will

also move the raiding parties on the map. She will do this whether or not the threat is activated by the imminence check. See 'Raiding Parties' below for the procedure for moving the raiding parties across the map.

### 1d8

### Threat Effects

- 1 A great deal of food has been taken or destroyed by goblin raids. Villagers are on short rations and food becomes incredibly expensive, when it can be purchased at all.
- 2 News of trouble. If the players have discovered the location of any goblin holes, they also learn of daring new raids nearby. If not, new raids reveal the location of a goblin hole.
- 3 The goblins grab a powerful artifact or great treasure in a raid. One raiding party returns to the nearest goblin hole to return its loot and begin its raids anew.
- 4 There is trouble at home. The goblins take a relative of the PCs, or raid their home village.
- 5 Strange creatures are driven from their caves by the goblins. The next random encounter the players have is with creatures of the dark or the deep. Monstrosities on p.88 of *Beyond the Wall and Other Adventures* are perfect adversaries.
- 6 Another Threat or power in the campaign world is set back by a goblin attack. Another Threat is temporarily thwarted, or a local lord is killed, or a castle is sacked and burned.
- 7 Add a new goblin raiding band to the map at a random goblin hole. The goblins' Imminence increases by one.
- 8 A new goblin hole. The goblins tear into the world in a new location. This location should be important to the upcoming events of the story. Place it near the starting village, beneath an existing map feature, or near a different Threat. The goblins' imminence increases by one.

## RAIDING PARTIES

In addition to the normal Imminence rolls and Threat effects, the goblins have their own raiding parties which move about the map. Each raiding party moves independently every time an imminence roll is made. It is a simple matter to track their movements on the hex map.

Under most circumstances, a raiding party will move 1d4 hexes in a random direction. If a raiding party

has a particular goal and they are near to it, the GM may instead have them move straight in that direction instead of randomly. Goblins have their motives, and know their cruel business well; at the same time, they are an undisciplined lot, and cannot be counted on to make regular progress, so they sometimes head away from an objective even when near to it.

Whenever a goblin raiding party enters the same hex as a major or minor location on your map, they will try to raid it. Whether they are at an inn on the crossroads, a farming village, or the Great Wyrms' lair, they will stage an attack using their favorite tactics. They will try to attack with the element of surprise, in an ambush if at all possible. They snatch and grab, enjoying as much violent indulgence as possible along the way. As soon as they meet significant resistance, they will turn tail and run, only to reform at a little distance.

When a party makes such a raid without player character intervention, the game master should not feel obligated to play out the combat in detail. Feel free to assume that they will gain some plunder and take some losses, and move on from there.

After they collect significant plunder, or suffer significant losses, they will return without further raiding to the nearest goblin hole to deliver their goods to Goblin Town. Under most circumstances, the GM may stop tracking their progress on the map at this point and simply have them return home using the Goblin Door ritual detailed below. However, if they are carrying significant or important plunder, like a mighty ring on its way to a mountain or a hero's beloved familiar, then the GM may want to continue charting their progress as they physically head to the nearest goblin hole; this will give the PCs a chance to stop them. Under these circumstances, the goblins will continue moving 1d4 hexes during every imminence check, but will always move on a straight path toward the nearest goblin hole.

If the goblins do make it back to Goblin Town with a significant piece of treasure or plunder, the GM should immediately increase the Goblin Raiders' imminence by 1.

If PCs or important NPCs ever find themselves in the same hex as a raiding party, they will encounter the

raiders that day or night. PCs may spot the goblins first by making a very difficult wisdom check with a -5 penalty to the roll. If they succeed, they may turn the tables on the raiders and set an ambush, or attempt another roll to sneak around them. Otherwise, assume that the goblins' scouts notice the PCs first.

The GM should be prepared for the goblins to collide with other threats. A raiding party might run into an opposing army, chewing through their supply lines, or they might attempt to breach a wizard's tower. Clever PCs may even attempt to turn other threats against the raiders, or try to lure the raiding parties toward the Imperial City or the ancient necropolis.

## A BAND OF GOBLIN RAIDERS

Preceding a raiding party is their screen of scouts. These scouts are at least two dozen kobolds or goblins; there might even be a lesser goblin sorcerer or a couple of orcs present. These scouts spread out in all directions. Anything worth taking they take, and anything that can be ruined, they ruin before moving on. Some things, though, attract their deeper interest. This screen of scouts is arranged so that each raider can easily call on his neighbours, who can call on theirs, until the entire raiding band descends in force upon anything unlucky enough to gain their attention.

Traveling in the midst of the scouts are a dozen or so goblin warriors (usually orcs and bugbears) with their own goblin sorcerer. They are always to hand when the cry goes up.

Never far behind is the chief and his bodyguard. The GM can add flavor to each individual raiding party by carefully considering its chief. The Foul Chieftain makes an excellent leader of a party, as does a cunning Bugbear Summoner. Some parties might be led by the greatest agents of the Lord of Goblin Town, and are better represented by a Goblin Warlord. In any case, the leader will be accompanied by five or six guards, usually bugbears or orcs. These guards might be more unusual creatures, however, like hell hounds or even an ogre or two.

Particularly ambitious GMs may even want to create their own, unique leaders for these raiding parties; if so, use the existing monsters for guidelines and ideas

and check the rules for assigning XP values found on p.40 of *Further Afield*.

All told, then, a raiding party consists of two or three dozen scouts (kobolds and goblins), around a dozen or so warriors (orcs and bugbears, with a goblin sorcerer), and the chief and his retinue.

## PLAYER ACTIONS

As frightening and otherworldly as goblins are, they can still be stopped by brave hearts and cold steel. If a raiding party is destroyed, the Goblin Raiders' imminence is reduced by 1. Sealing the portals between these goblin's home and our own will also blunt their strength; for each goblin hole that the players seal, whether through its physical destruction or by closing its portal to Goblin Town with the Goblin's Door ritual, reduce imminence by 1. If the Goblin Raiders' imminence drops to 0, but some Goblin Holes remain, it will automatically increase to 1 at the next equinox.

Violence is certainly not the only answer to this threat. If the players can figure out what the goblins want, they may be able to find another way. Goblins are cunning creatures, and their kings and queens especially so. If the goblins are hungry or exiled, for example, they will care more about resolving those issues than tormenting villagers. Like their human counterparts, the goblins will accept an expedient solution if the characters can provide one.

If the goblins' imminence is reduced to zero, and all their goblin holes are sealed, they will be unable to return. Unable, that is, until someone or something opens a new portal between the realms. As noted above, the players may find another way to satisfy the goblin hordes. This won't necessarily block their return in the same way.

## MAKING GOBLIN HOLES

The gamemaster should use the goblin infestation cave creation system from page 7 of *The Wicked Dark* to make most goblin holes. Alternatively, she may want to an existing location for which she already has a map or other ideas and simply say that the goblins have taken it over and infested it.

In one room in each goblin hole, there will be a temporary portal to Goblin Town. Whenever the characters stumble upon such a portal, the GM should check the Goblin Raiders' imminence; if the check is successful, the portal has been left open. Otherwise, the portal is currently closed, but may be opened with the Goblin Door ritual.

## GOBLIN TOWN

Goblin Town is at once a city, a warren, and a supernatural realm. Streets cross over each other, traveling in and out of buildings in a dreamlike and dizzying topography. The only constants are the clamor and noise of the goblin markets and the frightful stillness of the Lord's throne room.

The Lord of Goblin Town keeps peace between his quarrelsome subjects with one simple law, enforced by the magical nature of his realm: no goblin but he may strike first in Goblin Town. This stops the violence that would otherwise make such a large gathering of goblins impossibly unstable. It also means that the characters can actually travel throughout Goblin Town without a constant string of combat encounters, as unwelcome as they might be. The inhabitants will consider them outsiders and recognize the danger that they pose, but the Lord's word is law, and their very natures stop them from disobeying. There are plenty of goblins to fight in the mortal world; while traveling through Goblin Town itself is not the time for foolishness.

Given this peculiar situation, the characters might be able to have numerous social encounters in Goblin Town. There might be merchants willing to trade with them (though what goblins take as recompense for goods and services can be very disturbing), various factions who might seek their favor, or even the occasional friendly goblin inn or public house where they can find some rest.

The current Lord of Goblin Town is a minor goblin sorcerer, a clever fellow with a hard heart who clawed his way to the top. He bears a blade forged of purest goblin misery, but only rarely draws it from its scabbard. Instead, he prefers to use his handful of spells and the power of his office to enforce his will.



# THE GOBLIN RAIDERS

## THE REASON FOR INVASION

## THE LORD OF GOBLIN TOWN

NAME:  
NOTES:

### IMMINENCE

### THREAT EFFECTS:

**1** A great deal of food has been taken or destroyed by goblin raids. Villagers are on short rations and food becomes incredibly expensive, when it can be purchased at all.

**2** News of trouble. If the players have discovered the location of any goblin holes, they also learn of daring new raids nearby. If not, new raids reveal the location of a goblin hole.

**3** The goblins grab a powerful artifact or great treasure in a raid. One raiding party returns to the nearest goblin hole to return its loot and begin its raids anew.

**4** There is trouble at home. The goblins take a relative of the PCs, or raid their home village.

**5** Strange creatures are driven from their caves by the goblins. The next random encounter the players have is with creatures of the dark or the deep. Monstrosities on p.88 of Beyond the Wall and Other Adventures are perfect adversaries.

**6** Another Threat or power in the campaign world is set back by a goblin attack. Another Threat is temporarily thwarted, or a local lord is killed, or a castle is sacked and burned.

**7** Add a new goblin raiding band to the map at a random goblin hole. The goblins' Imminence increases by one.

**8** A new goblin hole. The goblins tear into the world in a new location. This location should be important to the upcoming events of the story. Place it near the starting village, beneath an existing map feature, or near a different Threat. The goblins' imminence increases by one.

### GOBLIN BREEDS

**DARKNESS** - Night terrors. See in total darkness, get +1 to hit and save in darkness. But -1 to all rolls in daylight.

**DISEASE** - Plague goblins. A horrible stench (cannot sneak) and a virulent disease (save vs poison).

**FEAR** - Cowardly fear-mongers. Mobs (-1 to rolls unless they outnumber foes) and terrifying (save vs spell or -3 to counter goblins).

**FOREST** - Keepers of dark parts of the forest. Must return to their grove each dawn or die. While in forest, +1 to all rolls. Camouflaged when motionless in woods (test Int if searching).

**MOUNTAIN** - Rock-born and nimble. Cause rockslides in mountains (save vs breath weapon or 2d4 damage, 1d4 rounds to climb free) but while in the lowlands, -5 to all rolls and take 1 damage per day.

**UNDERGROUND** - Agoraphobic tunnelers. Can see in low light, and makes save vs polymorph to set traps and cause cave-ins while underground. In open spaces, -5 to all rolls.

**WATER** - Swimmers & pirates. Breathe underwater, +1 to rolls in or on the water, -1 on land. Sabotages unattended boats: -1 to all rolls onboard.

**Hit Dice:** 10d6 (36 HP)

**AC:** 19

**Attack:** +5 to hit, 2d6+2 (Blade of Misery)

**Alignment:** Chaotic

**XP:** 2,200

**Notes:** The One and Only Lord (while in Goblin Town, the Lord can see and speak to creatures and spirits of all types and can summon goblins at will), Spellcaster (the Lord may cast spells and rituals as a 6th level mage; assume he has an Intelligence of 16 and a Wisdom of 14 for the purposes of casting rolls), True Name (the Lord has a true name that his enemies can use against him)

### RAIDING PARTIES

*Goblin raiding parties move 1d4 hexes in a random direction each time Imminence is rolled. They move whether the roll hits or misses.*

CHIEF: \_\_\_\_\_  
RAIDERS: \_\_\_\_\_

NOTES: \_\_\_\_\_  
\_\_\_\_\_

CHIEF: \_\_\_\_\_  
RAIDERS: \_\_\_\_\_

NOTES: \_\_\_\_\_  
\_\_\_\_\_

CHIEF: \_\_\_\_\_  
RAIDERS: \_\_\_\_\_

NOTES: \_\_\_\_\_  
\_\_\_\_\_

CHIEF: \_\_\_\_\_  
RAIDERS: \_\_\_\_\_

NOTES: \_\_\_\_\_  
\_\_\_\_\_

CHIEF: \_\_\_\_\_  
RAIDERS: \_\_\_\_\_

NOTES: \_\_\_\_\_  
\_\_\_\_\_

# THE RISEN DEAD

Once, the dead slept easy in your lands. Now a dark ruler is causing them to rise and gather in a great necropolis. Worse still, the veil between the lands of the dead and the lands of the living is weakening. Can the characters discover who is leading these fell warriors and spirits? Can they stop it before all the lands of men are as dark and still as the mighty necropolis of the undead warriors?

This Threat Pack will place a supernatural and frightening Threat in your campaign. The Risen Dead will present powerful foes and martial challenges, as well as supernatural problems, and is a good choice of villain for players who enjoy horrific enemies and magical problems.

## DURING CHARACTER CREATION

The fourth NPC named by the players during character creation is currently haunted by a powerful spirit. This spirit was put to rest in or near the village in ages past and is one of the lieutenants of the ruler of the dead, but is trapped in the village because of a powerful warding

rune. This is a very dangerous ghost; use the stats for a wraith found on p.99 of *Beyond the Wall and Other Adventures*.

Secretly pick one of the locations on the village map. This is the location of the ward which holds the spirit in place. So long as the ward is undisturbed, the wraith cannot directly harm anyone in the village, nor may it leave. Unfortunately, it is slowly driving the poor villager it haunts to madness, and this villager may yet discover the location of the ward and break it.

The GM should also place, along with the players, the location within or just outside of the village where the dead are buried. Talk about the burial customs of the characters' home village and use this information throughout the campaign when you think about how and where the dead might rise.

Finally, at least one character should make a roll on the following table as their fourth roll during character creation.

1d6	How did the Risen Dead affect your childhood?	Gain
1	When you were small, you stumbled upon a hidden warding rune somewhere in the village. Even being near the thing made you feel weak and frightened.	-1 Str, +1 Int
2	Two years ago, foolishly, you packed a sack with food and set out to the Barrow Downs. While there you ate lunch upon the barrow of king Osred before being scared off by a ghost.	-1 Wis, Skill: Direction Sense
3	Last winter, the ruler of the dead sent an emissary to the village to announce its master's rising. A lock of your hair turned white at the passing of the dead.	-1 Con, +1 Wis
4	When the dead began to rise, one of your family members told you a terrible secret: you are related to the ruler of the dead.	-1 Cha, +1 Int
5	When you were small, someone else took you to the Barrow Downs. You don't talk about what happened that day, and do everything you can to forget the experience.	-1 Int, +1 Con
6	You were a sickly child, but were able to spend a harsh winter listening to Grandmother Weaver tell you ghost stories.	-1 Dex, Skill: Forbidden Secrets

## ON THE CAMPAIGN MAP

The GM will need to place the ancient necropolis on the map herself. The second time that a player places a 'far' location on the campaign map, the GM should place the necropolis even farther past that location, saying something like: "Yes, the Grove of the Druids is there, and past that is the ancient city of the dead!"

The PCs will undoubtedly have heard of this place in whispered legends. It was made by a forgotten and long fallen culture of men and was the burial place of their ruling elite, an empty city filled only with tombs and the remains of the dead. No one that the characters have ever met has traveled there, and everyone is afraid of the place.

Finally, the GM should place the Barrow Downs within two days' travel of the characters' home village. As with the necropolis, this is a place of terrible rumor and legend for the characters.

## THE RULER OF THE DEAD

The gamemaster will need to decide just who is responsible for the dead rising and congregating within the necropolis. We present four different options from which the GM may choose to represent the ruler of the dead. However, she could just as easily come up with her own villain.

The vampire, presented on p.97 of *Beyond the Wall and Other Adventures*, might have decided to raise an army of the dead. Of all possible adversaries, the vampire is most likely to be interested in temporal power, and so her motivation could be as simple of wishing to rule the lands around the characters' village. Perhaps in the distant past, in her mortal days, she was a noble from the region and wishes a return to the trappings of her former life.

The lich lord, presented on p.87 of *Beyond the Wall and Other Adventures*, is probably the most terrifying of all possible rulers of the dead. His motivations are likely simple and entirely unreasonable; consumed with a hatred of all living things, his desire is probably to end all life in the region and rule over a perfect and immutable land of the dead. His magical powers are great, and he is a foe who will likely last for a long-term campaign.

The skilled necromancer, presented at the end of this Threat Pack, would be the weakest ruler of the dead, though still formidable. He might be motivated by the desire for more magical knowledge, particularly the knowledge of how to become a lich and thus cheat death entirely. He likely has ties to one of the mortal settlements in the region, and so learning about his past and his drives can present social challenges to the players.

The risen king, presented at the end of this Threat Pack, is the most martial of the rulers of the dead. He was once a great king, and he likely sees no difference between ruling his lands now and ruling as he did in life. The characters might even be able to negotiate with him, though this would be incredibly difficult; not only would the characters have to get him to see them as worthy, they would also have to figure out what they could possibly have to offer to an ancient and reanimated king.

## THE VEIL BETWEEN WORLDS

Use the rules presented on p.7 to represent the veil between the lands of the living and the dead. Because of the great awakening of the dead, the veil across the entire campaign map is failing. Any reference in this Threat Pack to changing veil ratings affects the rating for the entire land. If the gamemaster would like to keep notes of different veil rating for specific places on the map, she is encouraged to.

## THE NECROPOLIS

This is the home of the Risen Dead, and entering is almost a sure death for any but the mightiest of heroes. The veil rating within the necropolis is always zero; there is no distinction here between the lands of the living and those of the dead. Additionally, the place is always swarming with the armies of its dark ruler, and no living thing may pass unnoticed. Only powerful magic, a special invitation, or a complete invasion will allow the characters to survive this location.

## THE BARROW DOWNS

This is the site of numerous tombs and burials. The inhabitants have never rested entirely easily, and now that the dead are rising, the place has become even more dangerous. However, the Barrow Downs may also contain clues, magic, or weapons which will aid the

characters in their fight with the risen. For this reason, it can be a location for the PCs to return to again and again for adventure.

The veil rating of this area is 10 only during its sunlit hours. At night, the veil weakens to 7, though it may be lower due to other factors, like time of year or the effects of the Risen Dead on the veil rating of the whole campaign map.

The gamemaster may place any number of small dungeons and adventure locations within the Barrow Downs. It is a very dangerous place, and each tomb presents its own challenges. However, there are rewards to be had here as well. As an example, we present a sample two-room dungeon, which contains a special reward that might help the characters combat the Risen Dead.

### KING OSRED'S TOMB

Osred was a minor king during days of barbarism and turbulence. Nonetheless, he was beloved by many of his subjects, and they placed him in this small barrow centuries ago.

This nondescript tomb is located near the edges of the Downs. A brief and faded inscription on a small standing stone directly in front of the barrow is the only indication that the tomb is that of Osred. A character with a knowledge of ancient languages may decipher this inscription with an Intelligence test. A further Intelligence check using a skill like Ancient History will remind a character that Osred was particularly fond of the daylily and would decorate his keep with them; this is a very obscure bit of knowledge, and so a character receives a -5 penalty to remember it.

A large stone was rolled in front of the barrow when Osred was put to rest. Two men can just manage to move it with difficulty, while a single actor would require a Strength check to do so.

Directly within the tomb is a small circular chamber with earthen walls. The air is chill and dank. This room contains Osred's guardian, a much more dangerous foe than the king himself. The guardian is the angry spirit of a wizard put to death by the king in the latter days of his reign and bound to serve him in death. Use the stats for a spectre found on p.91 of *Beyond the Wall and*

*Other Adventures*. This is a foe likely beyond the characters' abilities. However, the spectre is unable to leave this chamber, and a large shaft of sunlight pours in from the entrance during daylight hours. Clever players can put this to their use. Very clever players may even decide to use their own manual labor to remove the top of the barrow and fully expose the chamber to sunlight.

A small hallway connects the chambers. The workmen who made the tomb placed here a simple trap: one of the stones in the floor will depress when stepped upon and trigger a small cave-in. Should any character step on the stone, all within the hallway immediately suffer 1d10 damage; characters who make a saving throw vs. breath weapon take half damage. The hallway will be partially blocked by this cave-in, and the characters will have to spend an hour or so digging their way through.

Beyond lies the burial chamber of king Osred himself. The king is laid out in state upon a bier in the center of the chamber, but begins to rise as soon as the characters approach the chamber. Use the stats for a wight found on p.97 of *Beyond the Wall and Other Adventures* to represent Osred. The king is angry that intruders have awakened him from his slumber and will attack any in the chamber. However, his wrath can be appeased with a presentation of daylilies. If the characters present the king with these flowers, he will return to his rest and allow them to take what they wish.

Lying at Osred's feet is a small, plain iron cap. All undead creatures must pass a saving throw versus magic item to see any person wearing the cap.

## IMMINENCE AND SCHEMES

The dead are only now beginning to rise and congregate in the necropolis. However, this process will accelerate dramatically as the veil between the living and dead weakens. The Risen Dead's Imminence rating starts at one and increases by one on each equinox, in addition to the ways presented below.

## PLAYER ACTIONS

The characters are likely to begin the campaign without any great fears of this Threat. It has a low Imminence rating and characters will not notice the weakening of the veil for some time. Nonetheless, the Risen Dead can quickly become very dangerous. The roving bands of dead are incredibly dangerous to low level characters,



**1d6****Threat Effects**

- 1** The dead are wandering the lands! If the characters have an encounter this week, it will be with 2d6 skeletons and a captain of the dead. If it is winter, a wraith joins the patrol as well.
- 2** A pack of mindless dead roam. If the characters have an encounter this week it will be with 3d12 confused and unorganized zombies.
- 3** Hauntings abound. An NPC in the characters' home village or another settlement on the map suffers from disturbing and frequent hauntings. The NPC will be unable to deal with the characters in any meaningful way for the next month (no trading, no offer of help, etc). If you get this result twice in a row, the poor fellow has died of fright.
- 4** There is an organized attack by a warband of undead warriors. Randomly determine which human settlement (but not a city) is attacked. The warband consists of 50 + 2d20 skeletons or zombies, two captains of the dead, and one wight. If the characters are present in the attacked settlement during this week, they may try to mount a defense. Otherwise, when they return to the settlement, they will find it badly damaged. Should a settlement be attacked twice in the same year without significant repairs taking place between the attacks, it is wiped out.
- 5-6** The veil weakens. Decrease the veil rating for the land by one. If the veil is already at zero, increase the Risen Dead's Imminence by one instead.

who would be wise to run if they encounter them, and the warbands are capable of destroying whole settlements on the map.

When characters do decide to work against the Risen Dead, they have several options. If the characters find creative, supernatural means of slowing the Threat, raise the veil rating. If they do something particularly significant, decrease the Risen Dead's Imminence rating too. Examples of supernatural means which might counter the Threat include special and difficult rituals in the village during the Solstices, cleansing various tombs and burial places throughout the lands, or spreading the worship of deities of life and light. Martial actions against the Risen Dead are ultimately futile, but they can buy the characters some

time. Fighting off one of the patrols about the land does nothing, but completely destroying one of the warbands will lower the Threat's Imminence by one.

To end the danger posed by the Risen Dead for good, the characters must rid the land of the ruler of the dead. This will be difficult, as the ruler is not only a powerful foe in its own right, it is also surrounded by minions and is loathe to leave the necropolis. Clever players will need to lure out the ruler, find a way to negotiate, or attack the necropolis in force with many friends and allies.

## NPCs AND MONSTERS

### THE RISEN KING

Once a famous high king or emperor, this mightiest of wights holds great sway in the lands beyond the veil. All lesser undead bend knee to this great warrior-king, and it conducts the movements of its troops effortlessly.

**Hit Dice:** 12d10 (66 HP)

**AC:** 21

**Attack:** +12 to hit, 2d4 (touch)

**Alignment:** any

**XP:** 4,000

**Notes:** *Drain Strength* (anyone touched by a wight must make a saving throw vs. polymorph or lose a point of Strength), *Enscorcelled Blade* (instead of using its touch, the king may strike with its sword, causing 1d8+4 damage), *Lead Troops* (instead of attacking, the risen king may grant all other undead in near range a +1 bonus to hit for the round), *Swift* (if there are enough foes in its immediate range, the king may attack twice per round)

### THE SKILLED NECROMANCER

Driven by a foolish lust for power or a personal tragedy, this sorcerer has mastered the dark arts and now seeks to exert his power over the dead and living alike.

**Hit Dice:** 7d6 (30 HP)

**AC:** 19

**Attack:** +3 to hit, 1d4 damage (ceremonial dagger)

**Alignment:** Lawful

**XP:** 1,000

**Notes:** *Spellcaster* (the necromancer casts cantrips, spells, and rituals as a 7th level mage; he knows the Hexing and Second Sight cantrips and any spells or rituals the GM sees fit; assume he has an Intelligence of 18 and a Wisdom of 12 for the purposes of casting rolls)

# THE RISEN DEAD

## IMMINENCE

## VEIL RATING

### THREAT EFFECTS:

- 1** The dead are wandering the lands! If the characters have an encounter this week, it will be with 2d6 skeletons and a captain of the dead. If it is winter, a wraith wanders with the patrol as well.
- 2** A pack of mindless dead roam about. If the characters have an encounter this week it will be with 3d12 confused and unorganized zombies.
- 3** Hauntings abound. An NPC in the characters' home village or another settlement on the map suffers from disturbing and frequent hauntings. The NPC will be unable to deal with the characters in any meaningful way for the next month (no trading, no offer of help, etc). If you get this result twice in a row, the poor fellow has died of fright.
- 4** There is an organized attack by a warband of undead warriors. Randomly determine which human settlement (but not a city) is attacked. The warband consists of 50 + 2d20 skeletons or zombies, two captains of the dead, and one wight. If the characters are present in the attacked settlement during this week, they may try to mount a defense. Otherwise, when they return to the settlement, they will find it badly damaged. Should a settlement be attacked twice in the same year without significant repairs taking place between the attacks, it is wiped out.
- 5-6** The veil weakens. Decrease the veil rating for the land by one. If the veil is already at zero, increase the Risen Dead's Imminence by one instead.

## THE DEAD

### SKELETON

**Hit Dice:** 1d8 (4 HP)  
**AC:** 13  
**Attack:** +1 to hit, 1d8 damage  
**Alignment:** Neutral **XP:** 20  
**Notes:** Dead and Mindless

### WRAITH

**Hit Dice:** 5d8 (22 HP)  
**AC:** 15  
**Attack:** +6 to hit, 1d8 damage  
**Alignment:** Chaotic **XP:** 550  
**Notes:** Drain Will (on touch: save vs. Polymorph or lose 1 Cha), Incorporeal (no physical form; only magic and silver weapons)

### WHISPERING SPIRIT

**Hit Dice:** 3d6 (18 HP)  
**AC:** 16  
**Attack:** +2 to hit, 1d8 damage  
**Alignment:** Chaotic **XP:** 160  
**Notes:** Clanks and Whispers (-1 to those in near range), Incorporeal (no physical form; only magic and silver weapons)

### ZOMBIE

**Hit Dice:** 1d6 (4 HP)  
**AC:** 10  
**Attack:** +0 to hit, 1d6 damage  
**Alignment:** Neutral **XP:** 15  
**Notes:** Dead and Mindless

### CAPTAIN OF THE DEAD

**Hit Dice:** 3d8 (14 HP)  
**AC:** 15  
**Attack:** +3 to hit, 1d8 damage  
**Alignment:** Neutral **XP:** 90  
**Notes:** Dead and Mindless

### THE FOOLISH MORTAL

**Hit Dice:** 2d6 (7 HP)  
**AC:** 10  
**Attack:** +1 to hit, 1d4 damage  
**Alignment:** Chaotic **XP:** 110  
**Notes:** Spellcaster (2nd level); Cantrip: Second Sight, Spell: Reanimation, Rituals: Circle of Protection and Summoning; Int 14 and Wis 8

### THE VEIL:

- 10** At this level, the veil is at full strength. No special rules are in effect.
- 9** The living and the dead see each other. Even the incorporeal dead are visible. Hauntings are more likely.
- 8** All undead creatures of 10 hit dice or greater have a +2 to saving throws and spellcasting rolls. Anyone casting any necromantic magic has a +2 bonus to any associated rolls.
- 7** Plants begin to sicken, and food tastes like ash and spoils quickly. Living characters may not regain hit points from rest.
- 6** Healing magics begin to fail. Any hit points restored by spells or magic items is cut in half, rounding down.
- 5** All incorporeal spirits are fully corporeal and may be harmed by ordinary weapons and attacks.
- 4** Skeletons and zombies lose the 'Dead and Mindless' special rule.
- 3** Healing magics no longer function. Characters may still be tended to with an ability score check.
- 2** All undead creatures regenerate a single hit point every hour.
- 1** Living characters may not regain hit points in any way, magical or otherwise.
- 0** The two worlds are one. Anyone in a location with this veil rating is effectively within the Underworld. When characters leave this location, they are just as likely to wander into the Underworld as they are to return to the lands of the living.

## VEIL RATINGS AND INFLUENCES

### LOCATION

a very haunted house: 9  
a cursed graveyard: 7  
deep in the great catacombs: 5

### TIME

the midnight hour -1  
the equinox -1  
the winter solstice -2  
following the casting of necromantic magic -2

## THE RULER OF THE DEAD

NAME:

SYMBOL:

NOTES:

# THE WICKED TRADESMEN

Sometimes there is nothing worse for a people's happiness than the simple and daily evils of the marketplace. Bad men, acting selfishly, can bring a village to its knees as easily as a sinister wizard in a far-off tower. A network of wicked tradesmen has grown up in the area of the characters' home and are attempting to control the village and surrounding lands, and they will use all the means at their disposal to do so. This threatens the characters' homes, their families, and all of the tradesmen in the region.

This Threat Pack provides a group of crooked traders looking to increase profits. While their powers may not be fantastical, they are not to be underestimated. The characters cannot slay a business the same way they would a dragon, and they will be drummed out of town if they take up arms against their neighbors. This Threat gives non-combat characters a chance to shine.

## DURING CHARACTER CREATION

When the group is designing the village and coming up with significant NPCs, it is important that one or more of them have ties to the wicked tradesmen and their organization. The gamemaster should feel free

to embellish on this relationship as the players create NPCs. Perhaps Richard, the farmer, had a season of failed crops and is now in debt to the tradesmen, or perhaps the Miller's family has been bullied by the organization's thugs. The PCs will know some, but not all, of these connections.

If, at the end of village creation, there are not any NPCs with such connections, the gamemaster should introduce one or two herself. The GM should be sure to connect these NPCs not just to the tradesmen but also to the players' characters.

Should any of the PCs end up with trade or crafting skills as a result of their Character Playbooks, the group should make a note of where the character learned these skills and what his apprenticeship was like. It is likely that the character learned his craft inside the village. If this is the case, make sure that the character's old master is listed as an important NPC and that the master's workshop or home is on the village map.

Finally, at least one character should make a roll on the following table as their fourth roll during character creation.

<b>1d6</b>	<b>How did the tradesmen cheat you or your kin?</b>	<b>Gain</b>
1	You spent a lot of your childhood hungry because of a crippling debt owed to the tradesmen.	-1 Con, Skill: Foraging
2	One of your siblings has gone to work for the tradesmen and loves it there.	-1 Wis, Skill: Haggling
3	One of your parents was put out of work and publicly humiliated by the tradesmen, much to your family's shame.	-1 Cha, +1 Wis
4	When you were more foolish and younger, one of the wicked tradesmen sold you some "magic" beans.	-1 Int, +1 Cha
5	You worked in the tradesmen's stables until one of the mules kicked you and broke your leg. You were dismissed and the witch nursed you back to health.	-1 Dex, +1 Con
6	For several winters, you kept books for the tradesmen and learned their methods.	-1 Str, +1 Int

## ON THE CAMPAIGN MAP

When the players are ready to start making the campaign map, but before they begin to place major locations, the group should work together to build a trade network between small villages on the map. This will involve everyone taking turns placing a village on the map and saying a couple of things about it, then determining how the villages connect to one another. This process will also set up some of the geography for the campaign map.

The gamemaster should determine how many villages to include in the trade network before starting. We recommend having every player, including the gamemaster, be responsible for one new village. If you have a particularly small or large group, however, this may not work. Five villages is ideal, but nine would be too many.

The trade network will begin in the characters' home village and move outward from there. Each player will make a village within the network in turn. When a player does this, he must first determine the direction to move from the starting village. For direction, the player may simply pick or roll 1d6 to determine a random hex edge from which to move.

Now the player picks up a d4, a d6, and a d8 and rolls them. Using these dice and the tables below the player will learn how far away the village is, what sort of trade route connects it to the starting village, and what the village's primary industry is.

1d4	Distance
1	one day (20 miles, 2 hexes)
2-3	two days (40 miles, 4 hexes)
4	three days (60 miles, 6 hexes)

1d6	Trade Route
1	ocean or lake
2	river
3-4	road
5	pass (mountain, swamp, bog)
6	bridge

1d8	Village Industry
1	craft
2	minerals
3	fishing or ranching
4	grain farming
5	hunting or logging
6	orchards
7	vegetable farming
8	commerce

Using these results, the player should feel free to embellish on the new village a bit. In particular, he should name the village and one important NPC within it. This might be someone with a lot of clout in the village, like a mayor, elder, or guild master, but it is just as likely to be a simple person whom the player's character met at market last winter.

Each time you add a village, start from the most recent addition. Sometimes, while following these steps, the network will end up with a very strange result, like an overlap, or a village off the edge of the map. If this happens, the group may either move the village to a sensible location, or return to the characters' home village as the new starting point instead. The trade network will be uninteresting if it just goes in a straight line in one direction, for instance.

After completing the network, the group should discuss the results with one another and add any appropriate additional routes. The type of routes and industries the group has come up with will say a lot about the terrain around the area of the characters' home village.

If the process of creating such a network of villages seems complicated, see p.16 to see some step-by-step examples.

Once this process is complete, the group can move on to placing major locations around the map as normal, described on p.6 of *Further Afield*.

## THE WICKED ORGANIZATION

The gamemaster will need to determine the particulars of the tradesmen's organization. She can roll on the following tables for inspiration or choose the results



that she prefers. The tables will tell you what trade the organization's founding members first practiced, who the current leader is, and what that leader's dark secret might be.

An organization made with these tables represents a trade cartel run by a particularly powerful merchant. Like any other chimera or money-making organization, cutting off the head will just make room for a new one to grow, so direct force against the leader is not usually effective. However, learning the leader's secret may give the characters leverage over the organization.

Knowing what sort of group the characters are dealing with is very important to using this Threat Pack. Different guilds of wicked traders will have different motives and different favored means of control, and the GM should give some thought to the character of this particular group. The gamemaster may even want to use this Threat Pack more than once in a single campaign to represent multiple guilds in opposition to each other. This can create several Threats for your particularly capitalist campaigns.

**1d8 What trade did the group practice in the beginning of their rise to power?**

- 1 carter
- 2 milling
- 3 smithing
- 4 innkeeping
- 5 herding
- 6 forestry
- 7 shipping
- 8 fishing

**1d8 What is the group's mark or standard?**

- 1 a fist
- 2 an eye
- 3 a coin
- 4 a stag
- 5 a scythe
- 6 scales
- 7 a tree
- 8 a field of stars

**1d6 How did the group's current leader come to power within the organization?**

- 1 good business sense
- 2 blackmail, extortion, or forbidden secrets
- 3 bribes
- 4 fraud
- 5 hired muscle
- 6 whisper campaign

**1d8 What is the dark secret of the head of the organisation?**

- 1 possessed by a minor demon
- 2 raising ransom for loved one
- 3 is a changeling, and follows a fae agenda
- 4 haunted - by whom, or what, and why?
- 5 magic Item - has it, wants it, or wants to destroy it?
- 6 secretly fighting another threat. (working against other threat pack used in campaign)
- 7 exiled nobleman from distant land
- 8 thinks he's bringing stability and order to the region, if not nicely, then effectively

## IMMINENCE AND SCHEMES

The Wicked Tradesmen begin with an Imminence rating of 3. The organization affects the characters' home village and all the other villages in the trading network in several ways.

First, the actions of the organization can change the mood of the local populace, and this results in bonuses or penalties to all Charisma related rolls made by the PCs while within the trade network. The Wicked Tradesmen worksheet has a simple tracker to help the gamemaster remember the mood of the NPCs within the trade network. Many of the organization's activation results affect the peoples' mood, thus making it harder for the PCs to make friends, get proper housing, or gather information. While interacting with NPCs within the trade network, characters receive a bonus or penalty to all Charisma checks equal to the mood rating.

The second way in which the organization's actions affect the trade network is, unsurprisingly, by upsetting the local economy. This is, after all, the organiza-

tion's main goal. Their actions and growing centralized base of wealth make it harder and harder for the PCs and their friends to find certain items, and prices rise throughout the network. As with mood, there is a simple scarcity tracker on the Wicked Tradesmen worksheet. As scarcity rises, so do prices; each point of scarcity raises the cost of a good by 25%. Round up all fractions of a copper cost. For example, a pint of oil for a lantern normally costs 1 copper, but at even +1 scarcity it would cost 2 coppers.

The organization's Imminence can fluctuate quite a bit over the course of the campaign, and always does so as a result of its activation table below, or as a result of PC actions. Sometimes the organization's own plans backfire and it finds itself weakened as a result.

When the Wicked Tradesmen manage to pull off a scheme, the GM should refer to the charts above and think about the character of the organization and its leader. Some groups will be more inclined to using muscle or intimidation, while others prefer to give bribes or spread rumors. Use this information to color the game when the PCs ask what happened and why all their neighbors are so sad.

If the organization activates, it always adds its Imminence rating to the activation table below, and takes any penalties as mentioned below under 'Player Actions.' This result cannot be less than 1.

The Wicked Tradesmen use the activation table on this page.

## PLAYER ACTIONS

Some groups may try to solve things the simple way, dispensing their own justice and attempting to kill the head of the organization. This is ineffective. If players kill the leading tradesman, not only will they have assassinated a supposed law abiding citizen, but another will simply rise in his place. The organization is a hydra and cannot be foiled so easily. Characters who have taken part in such an act are likely to find former friends and neighbors distrustful or frightened of them, and may have to deal with legal repercussions.

More effective is helping neighbors and other NPCs deal with the negative effects of the tradesmen, including

### 1d8 Threat Effects (1d8+Imminence)

- 1** The people grow tired of the tradesmen and attempt to do business without them as much as possible. Imminence -1, Scarcity -1, Mood +1.
- 2** The organization has made a blunder and lost out on a deal of some import. Imminence -1, Mood +1.
- 3** One of the organization's plots backfires. Mood +1, Scarcity -1.
- 4** The leader of the organization intervenes personally in a neighboring village, bringing his thugs with him. Mood -1, Imminence -1.
- 5-6** The organization blocks trade from one distant village to another, increasing the scarcity of goods (except, of course, the ones they have in their own warehouses). Scarcity +1.
- 7** The organization pulls off a scheme in a distant village. Mood -1.
- 8-9** The organization pulls off a scheme in a neighboring village. Mood -1, Imminence +1.
- 10** The organization blocks trade from one nearby village to another, increasing the scarcity of goods (except, of course, the ones they have in their own warehouses). Scarcity +2.
- 11-12** The organization pulls off a scheme in the characters' home village. Mood -1, Imminence +1.
- 13+** The organization takes over all commerce in one of the villages in the network. This will always happen to the farthest village in the network first, and then get progressively closer to the PCs' home village, which will always be the last to fall. Mood -1, Scarcity +1, Imminence +1.

gifting or investing money from their adventures. When players invest in their home village, or successfully organize the villagers, this will hinder the expansion of the organization in the region. If the players do so, it will certainly give a temporary penalty to the Wicked Tradesmen's threat effect rolls (that is, the roll the Threat makes if it activates). Simple, kind acts and small gifts give the organization a -1 to its threat effect roll, while significant acts, like large feasts or the gifting of a new anvil to the smithy, give a -5 to the next such roll.

If the PCs wish to deflate the organization in more permanent ways, they are going to have to find a way to beat it at its own game. By using large sums of money found while adventuring, the characters can help their friends and neighbors (or even each other) to set up new businesses and trade deals not beholden to the organization at all. Each such action requires a large investment (at least 2,000 silvers worth, depending on the type of business in question), but will permanently decrease the organization's Imminence by one. Be warned: these new ventures will require protection, which may mean that the PCs get personally involved or that they hire their own muscle to guard their investment.

Should the organization's Imminence be reduced to zero from such actions, it has been disbanded and the PCs have saved their friends and family from the Wicked Tradesmen.

## TRADE NETWORK EXAMPLE

Making a trade network using this Scenario Pack can seem a bit confusing at first. This example should help the GM and group see how things work.

Lori is playing Esther, the Adventurous Trader. Peter is playing David, the Witch's Prentice. John is playing Hector, the Would-Be Knight. Jesse is running the game.

Lori goes first, rolling a 1d6 for the direction of the first village in the trade network. This means it will be to the south-east. She then rolls 1d4 for the distance, getting a 4, for three days travel (or 6 hexes), 1d6 for the key feature of the trade route, getting a 5, for a pass, and rolls a 1d8 for the village's primary export, getting a 5 for logging. The group decides that the village lies in old forests over a mountain range. Lori names the village Elderham, and places it six hexes to the south-east, amidst a forest, with a ridge of mountains just before it.

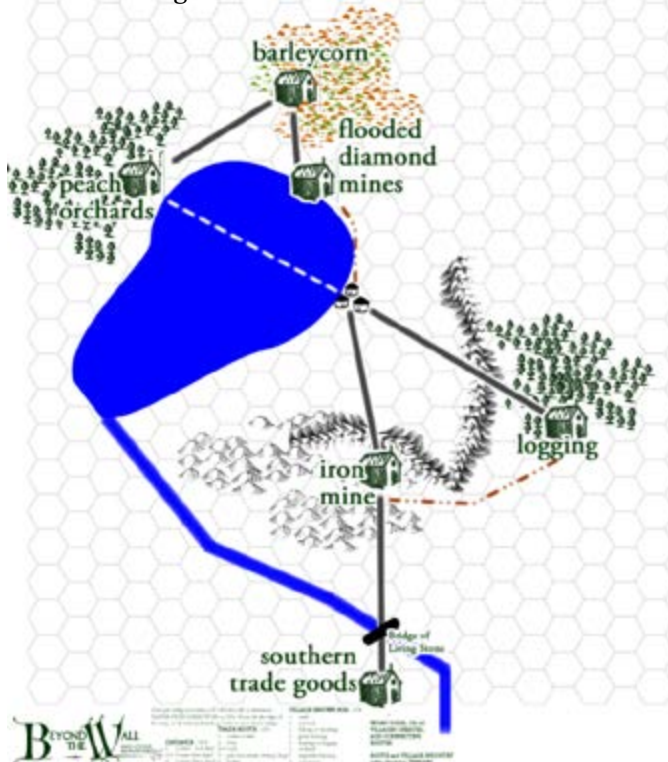
Then Peter goes, rolling a 6 for direction - north-west. Since this would have the road retrace its path, instead they reset to start the path from their home village. He then rolls a 4 for distance - six hexes, a 1 for the trade route - an ocean or lake, and 6 for the village's primary industry, getting orchards. They decide that the village is named Groveholm, and lies across a great lake, near a forest of fruit trees, some cultivated.

John rolls 2 for direction, sending the network to the north-east, where he discovers that it is only two day's travel (a 2) along a flat road (3), and is known for its fields of grain. He names it Barleton, after the barley-corn they grow, and passes the dice back to Lori.

She rolls a 3, putting the next village south, towards their home, then a 1, 3, and 2. Seeing that they're still near the lake, she decides that Lakehaven is known for its flooded diamond mines.

Peter rolls another 3 for direction, which would put his next village too close to home, so they reset again. He next rolls a 3, a 5, and a 2, so two days south of their home village, he places the mining village of Irnborn, across a mountain pass. Since it, too is separated from Oxley by mountains, and is known for its mines, they group decides that it must live along the foothills of the same mountain range as Elderham.

John, for the last village, rolls another three, sending the path south again, then changes out the group's d6. He rolls a 4, 6, and 8, giving him a village three day's journey from Irnborn, across a bridge, and famous as a center of commerce. Jesse mentions that this must be the Bridge of Living Stone, crossing a mighty river flowing from the great lake on Oxley's shore. John names the town Goldwatch, and mentions it is famous for its trade goods from far to the South.



# THE WICKED TRADESMEN

IMMINENCE

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MOOD

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SCARCITY

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PARTICULAR GOODS UNAVAILABLE

## THREAT EFFECTS: 1D8+IMMINENCE

- 1** The people grow tired of the tradesmen and attempt to do business without them as much as possible. Imminence -1, Scarcity -1, Mood +1.
- 2** The organization has made a blunder and lost out on a deal of some import. Imminence -1, Mood +1.
- 3** One of the organization's plots backfires. Mood +1, Scarcity -1.
- 4** The leader of the organization intervenes personally in a neighboring village, bringing his thugs with him. Mood -1, Imminence -1.
- 5-6** The organization blocks trade from one distant village to another, increasing the scarcity of goods (except, of course, the ones they have in their own warehouses). Scarcity +1.
- 7** The organization pulls off a scheme in a distant village. Mood -1.
- 8-9** The organization pulls off a scheme in a neighboring village. Mood -1, Imminence +1.
- 10** The organization blocks trade from one nearby village to another, increasing the scarcity of goods (except, of course, the ones they have in their own warehouses). Scarcity +2.
- 11-12** The organization pulls off a scheme in the characters' home village. Mood -1, Imminence +1.
- 13+** The organization takes over all commerce in one of the villages in the network. This will always happen to the farthest village in the network first, and then get progressively closer to the PCs' home village, which will always be the last to fall. Mood -1, Scarcity +1, Imminence +1.

THE CARTEL

HEADQUARTERS:

ORIGINAL TRADE:

MARK OR STANDARD:

THE CARTEL'S LEADER

NAME:

RISE TO POWER:

DARK SECRET:

## LIST OF OUTRAGES

Keep a list of the effects of the Wicked Tradesmen here, as well as any actions or investments by the PCs that undermine them.



# CHARACTER PLAYBOOKS



**B** BEYOND **W** ALL  
THE AND OTHER  
ADVENTURES

You always dreamed of taking to the road, selling your wares, and making your fortune. Recently, you actually managed to come into possession of some goods, a cart, and a trusty mule. With a helpful ally by your side, your plan is to take to the road, help the village, and become a wealthy merchant.

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

## What was your childhood like?

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



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

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



You learned the ways of the merchant. You become a level 1 Rogue. You gain the class abilities *Fortune's Favor* and *Highly Skilled*, and the skill *Appraisal*. The tables below will give you all your bonus skills from your class abilities. **How did you decide to begin your career?**

1d6	When did you first show aptitude for trading?	Gain
1	Before you had come of age you were able to name the value of every good at market. The other villagers came to rely on your keen eye.	+3 Int, Skill: Appraisal
2	You have never paid full price for a meal at the inn. At this point, the innkeep finds your constant haggling amusing.	+3 Cha, Skill: Haggling
3	When an unusual traveler from distant lands came to market two years ago, you recognized the value of several of his strange wares.	+3 Int, Skill: Forbidden Secrets
4	You briefly apprenticed with the best woodworker in town. In that time, you showed skill not just with the craft, but with getting the best buyer for each item.	+3 Dex, Skill: Carpentry
5	When a minor lady visited the town, you got her to forget your station and managed to buy a small piece of her jewelry for an affordable price.	+3 Cha, Skill: Haggling
6	Even as a child, you were never lost when you went wandering, and always knew the lay of the land and the directions of the roads.	+3 Con, Skill: Direction Sense

1d6	What other talent do you have?	Gain
1	You are tireless and love wandering in the lands surrounding the village.	+2 Con, Skill: Survival
2	You were always one of the best climbers in the village, and won your share of the foot races.	+2 Str, Skill: Athletics
3	With natural aptitude and the witch's guidance, you can name every berry and shoot in the forest.	+2 Wis, Skill: Herbalism
4	You have a good head for the old stories and are one of Grandmother Weaver's favorites.	+2 Int, Skill: Folklore
5	You can move very quietly while on the road or in the forest.	+2 Dex, Skill: Stealth
6	Though you do not always like to admit it, you can hide your motives and spin a tale very well.	+2 Cha, Skill: Deceit



1d6	Recently you got your hands on some valuable goods. How did you find your wares? <i>The player to your right was there when it happened.</i>	Gain
1	You came upon the scene of a battle in the forest and found an abandoned cart full of goods. <i>The friend to your right helped you find your way back quickly, and gains +1 Wis.</i>	+2 Wis, Skill: Direction Sense
2	Starting with a small bit of money, you made deal after deal last autumn at the festival until you ended up with a large pile of goods to sell. <i>The friend to your right followed you all day and convinced the tersest merchant to hear you out, and so gains +1 Cha.</i>	+2 Cha, Skill: Hagglng
3	When some travelers came to the inn and told stories of an abandoned cart far in the wilderness, you decided to follow their directions. <i>The friend to your right protected you on your dangerous journey, and gains +1 Con.</i>	+2 Con, Skill: Survival
4	A boastful nobleman from the south came to town and challenged all comers to a dice game. You beat him at his game and took his goods. <i>The friend to your right spotted a flaw the dice and showed you how to get them to land as you needed, and gains +1 Dex.</i>	+2 Dex, Skill: Gambling
5	Starting with two large backpacks full of herbs, you set out over difficult terrain to sell medicines to the mountain folk who needed them. After several trips, you have gathered enough to start trading in wider lands. <i>The friend to your right helped pull you up some of the steepest parts of the path, and gains +1 Con.</i>	+2 Con, Skill: Mountaineering
6	A woman with a touch of faerie about her came to town to barter last spring. She did not know the worth of her goods in your lands, and you made a very good trade with her. <i>The friend to your right first spotted her wares, and gains +1 Int.</i>	+2 Int, Skill: Appraisal

1d6	Who is your special helper?	Gain
1	A young man with a gift with animals.	+2 Wis, an ally
2	A cunning and clever lad who knows the roads.	+2 Int, an ally
3	A young woman who is quick on her feet.	+2 Dex, an ally
4	One of the veterans of an old war.	+2 Str, an ally
5	A retired peddler who wants to take to the roads again.	+2 Cha, an ally
6	The miller's daughter, who is a hearty traveler.	+2 Con, an ally



## FILL OUT YOUR SHEET!

1. Record your name, class, and level.
2. Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
3. Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Adventurous Trader begins with the following equipment: dagger, nice clothes, your chosen weapon, your helper (counts as an ally), a cart and mule, 200 silvers' worth of goods (according to you, at least), and 4d6 silvers.
4. Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
5. Your Base Attack Bonus comes from your class. As a level 1 rogue, you have a BAB of +0.
6. Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being a rogue.
7. Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
8. Your Fortune Points are 5.
9. Your hit points are 8 plus your Constitution bonus.
10. Fill in your saving throws using the chart on the back of this booklet.
11. Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon.



# REFERENCE

## MAKING TESTS

**Ability Score Checks:** Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

**Saving Throws:** Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

**Combat Rolls:** Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

## CLASS ABILITIES

**Hit Dice:** d8

**Initiative Bonus:** +2

**Armor:** Rogues may wear any armor lighter than plate.

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

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

## FORTUNE POINTS

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

**Help a Friend:** Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

**Second Chance:** A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

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

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

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+0	13	16	13	15	14
2	1,500	+1	13	16	13	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

In the northern homeland of the barbarian folk, you were a child apprentice of the tribe's Namer, from whom you learned many secrets and the power of names. After being separated from your people and your ancestral lands, you found a new home in the village. You still keep the stories and secrets of your people, though now you share them with new friends.

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

## What was your childhood like?

1d12	What was life like in your tribe? What did you learn from them?	Gain
1	Your kinfolk lived in frozen lands and hunted seals and fished in cold fjords in order to survive the long winters.	+2 Con, +1 Str, +1 Wis, Skill: Boating
2	Your tribe was famous for its great leatherworkers and intricate tooling.	+2 Dex, +1 Int, +1 Wis, +1 Cha
3	Your tribe was feared by its enemies due to its great and savage warriors.	+2 Str, +1 Dex, +1 Con, +1 Cha
4	Your ancestors were famous for traveling to distant places and trading with the other tribes along the way.	+2 Cha, +1 Con, +1 Int, Skill: Haggling
5	Your family were lorekeepers and storytellers for generations and kept the runes.	+2 Int, +1 Wis, +1 Cha, Skill: Storytelling
6	Your mother was the wise and courageous warrior queen of your folk.	+2 Wis, +1 Str, +1 Con, +1 Cha
7	For generations your tribe was bound in servitude to the Dark One. You chafed under his rule before finding your freedom.	+1 Str, +1 Dex, +1 Con, +1 Int, +1 Cha
8	Your tribe followed the great herds and culled them during their migration.	+2 Con, +1 Dex, +1 Wis, Skill: Hunting
9	Across great plains and moors, your ancestors rode on great, shaggy steeds.	+1 Str, +1 Dex, +1 Int, +1 Wis, Skill: Riding
10	Your folk lived in peaceful villages ruled by councils of wise elders.	+2 Cha, +1 Con, +1 Int, +1 Wis
11	Your people thrived by preying on the deadliest monsters of the northern wastes.	+2 Str, +1 Con, +1 Int, Skill: Hunting
12	In trackless, verdant forests, your people lived off the land and made their homes in great trees.	+2 Dex, +2 Wis, Skill: Herbalism



1d8	How did you come to this village in the southern lands?	Gain
1	Your family was driven from the tribe for a terrible crime, real or imagined.	+2 Wis, +1 Str
2	Wicked raiders came and destroyed your home. Only you escaped.	+2 Dex, +1 Int
3	A great imperial power took your land to settle their veterans.	+2 Str, +1 Cha
4	The Dark Lord has risen in the north, and it is safe there no more.	+2 Int, +1 Dex
5	Your ancestral lands have become barren and the streams hold no fish.	+2 Con, +1 Dex
6	Another barbarian tribe stole your people's lands and forced you south.	+1 Str, +1 Wis, +1 Cha
7	You were kidnapped by a sorceress and then accidentally rescued by the miller.	+1 Con, +1 Int, +1 Cha
8	Your parents came to the south to look for a better life.	+1 Con, +1 Wis, +1 Cha

1d8	When you came to this village, who, besides the other characters, made you feel at home?	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 Str, +1 Cha
2	You found a quiet contentment working the loom with Grandmother Weaver.	+2 Dex, +1 Wis.
3	One of the shepherds and his flock adore your company.	+2 Con, +1 Int
4	The village elders taught you the ancient game of chess.	+2 Int, +1 Dex
5	The inkeep gives you a free drink when you share one of your people's tales.	+1 Con, +1 Int, +1 Cha
6	You broke someone's heart, or maybe they broke yours.	+2 Cha, +1 Con
7	The old widow needed help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary who settled in town taught you a thing or two.	+1 Dex, +1 Con, +1 Wis



You learned the secrets of your people. You become a level 1 Mage. You gain the class abilities *Sense Magic* and *Spell Casting*, the skill *Storytelling*, the ritual *Naming Ceremony*, and the cantrip *Beast Ken*. The tables below will tell you your other spells. **What happened when you learned the ways of names?**

1d6	What secrets did the old Namer teach you when you were his apprentice?	Gain
1	Power over and with the animals of the wild places. You learned the following magics: the spell <i>Soothing the Beast</i> , the ritual <i>Bind Familiar</i> , and the cantrip <i>Conjure Sound</i> .	+2 Int, spells to left
2	The ways of the inscrutable and capricious fae of the frozen wastes. You learned the following magics: the spell <i>Elf Shot</i> , the ritual <i>Faerie Call</i> , and the cantrip <i>Hexing</i> .	+2 Wis, spells to left
3	The true language and knowledge of things that grow. You learned the following magics: the spell <i>Entanglement</i> , the ritual <i>Staff of Might</i> , and the cantrip <i>Druid's Touch</i> .	+2 Wis, spells to left
4	How to keep the tribe alive in the harshest and deadliest of circumstances. You learned the following magics: the spell <i>Healing Touch</i> , the ritual <i>Goodberry</i> , and the cantrip <i>Blessing</i> .	+2 Wis, spells to left
5	The names and histories of the spirits of the unseen world. You learned the following magics: the spell <i>Abjuration</i> , the ritual <i>Circle of Protection</i> , and the cantrip <i>Second Sight</i> .	+2 Int, spells to left
6	How to be a figure of authority among all people. You learned the following magics: the spell <i>Petrifying Gaze</i> , the ritual <i>Last Call</i> , and the cantrip <i>Druid's Touch</i> .	+2 Wis, spells to left

1d6	What craft did you learn from the Namer and now practice in the village?	Gain
1	Secret signs and marks which tell a worthy recipient's story.	+2 Dex, +1 Con, Skill: Tattooing
2	The ancient and closely guarded riddle of steel.	+2 Str, +1 Int, Skill: Blacksmithing
3	The ways of shaping tree and branch.	+2 Wis, +1 Dex, Skill: Woodworking
4	The making of potions, poisons, and poultices.	+2 Con, +1 Wis, Skill: Herbalism
5	Singing the ancient rhymes and stories of the northlands	+2 Cha, +1 Int, Skill: Singing
6	The keeping of old lore and histories.	+2 Int, +1 Wis, Skill: Ancient History



1d6	When trouble came to the village, you and a friend were the only ones able to help. What happened? <i>The player to your right was with you.</i>	Gain
1	A warband of violent barbarians from your forgotten, rival tribe arrived to pillage. <i>The friend to your right rallied the village as you frightened them away, and gains +1 Int.</i>	+2 Int, Spell: The Howling
2	When a band of enormous, intelligent spiders came upon the village at night, few were awake. <i>The friend to your right slew one of the largest while you trapped the others using their own tricks, and gains +1 Int.</i>	+2 Int, Spell: Web
3	A cruel knight errant and his retinue came to raid the village. <i>The friend to your right struck the knight a terrible blow while you forced the warband away, and gains +1 Con.</i>	+2 Con, Spell: Frozen Wind
4	The champion of a rival village came to town and won a brawling contest, but then refused to leave and began attacking the villagers. <i>The friend to your right demanded he face a warrior or leave before you bested him, and gains +1 Con.</i>	+2 Con, Spell: Ancestor's Prowess
5	Twisted goblins burst from a hole near the well and began putting fire to buildings. <i>The friend to your right slew their leader while you dispatched his guards, and gains +1 Wis.</i>	+2 Wis, Spell: Mystical Shield
6	The ghost of a wronged villager refused to rest and was haunting many folks. <i>The friend to your right bravely refused to flee while you commanded the spirit to depart, and gains +1 Wis.</i>	+2 Wis, Spell: Ghostly Commandment

1d6	What sign of authority as a Namer do you hold?	Gain
1	A necklace made of a strange and alien metal.	+2 Dex, a necklace
2	A book containing a record of many names.	+2 Int, a huge tome
3	The furs of a mighty beast.	+2 Str, a great cloak
4	The finger bones of the previous Namers.	+2 Wis, a collection of bones
5	A ring of several metals twisted together.	+2 Cha, an ornate ring
6	A large, gnarled staff of petrified wood.	+2 Con, a staff



## FILL OUT YOUR SHEET!

1. Record your name, class, and level.
2. Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
3. Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Barbarian Namer begins with the following equipment: dagger, simple clothing, a healing poultice, provisions for yourself and your friends for a week, the True Names of three spirits, and one silver coin.
4. Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
5. Your Base Attack Bonus comes from your class. As a level 1 Mage, you have a BAB of +0.
6. Your Initiative is equal to your level, plus your Dexterity bonus, plus 0 for being a Mage.
7. Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
8. Your Fortune Points are 3.
9. Your hit points are 6 plus your Constitution bonus.
10. Fill in your saving throws using the chart on the back of this booklet.
11. Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon.



# REFERENCE

## MAKING TESTS

**Ability Score Checks:** Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

**Saving Throws:** Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

**Combat Rolls:** Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

## CLASS ABILITIES

**Hit Dice:** d6

**Initiative Bonus:** +0

**Armor:** Mages may not wear any armor.

**Spell Casting:** Mages may harness the power of magic in three different ways: cantrips, spells, and rituals. Your Playbook has given you your starting magics.

**Sense Magic:** Being naturally sensitive to the world of magic, Mages may determine if a person, place, or thing is magical. Doing so requires concentration and a few minutes, so mages cannot tell if something is magical simply by being in its presence, and people tend to notice if a mage is staring at them intently and ignoring his food during a meal. The GM may rule that, when in the presence of particularly intense sorcery, the mage notices such immediately.

## FORTUNE POINTS

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

**Help a Friend:** Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

**Second Chance:** A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

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

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

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

One way or another, you have been touched by the goblins. Either through magic or blood, you are different from those around you. While you feel a kinship with your wicked cousins, you know that you must help to protect your neighbors when the time comes.

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

## What was your childhood like?

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



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

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



You led a strange life touched by your heritage. You become a level 1 Warrior-Rogue. You gain the class abilities *Fortune's Favor* and *Knacks*, and the skill *Stealth*, and the cantrip *Second Sight*. The tables below will further define your class abilities. **How did you get so strange?**

1d6	What makes you the goblins' child?	Gain
1	One of your parents was actually a goblin.	+2 Dex, +1 Cha, Skill: Deceit
2	While your parents were not goblins, your family blood was touched many generations ago.	+2 Con, +1 Int, Skill: Forbidden Secrets
3	The goblin king himself visited your village on the night of your birth. No one speaks of this.	+2 Cha, +1 Str, Skill: Command
4	When you were young, you were taken down all the way to Goblin Town and you were forced to wander long roads to return home.	+2 Wis, +1 Con, Skill: Direction Sense
5	You made an odd friend in the mines. He took you home for dinner.	+2 Int, +1 Str, Skill: Delving
6	You have heard your parents whisper that you are not their child, but rather one that was left in their baby's stead.	+2 Cha, +1 Con, Skill: Deceit

1d6	Since you were different, you were often the target of bullies. What did you do when things came to a head?	Gain
1	They could knock you down, but you never stayed there.	+2 Con, Knack: Resilience
2	You did the smart thing and fled.	+2 Wis, Knack: Fleet
3	In anger, you hit one of the bullies. Hard.	+2 Str, Knack: Great Strike
4	You laughed at their onslaught and stood your ground.	+2 Con, Knack: Defensive Fighter
5	You tricked the bullies and led them into a dark place where they were frightened.	+2 Cha, Knack: Resilience
6	An animal instinct helped you pin them down, but your better nature stopped you there.	+2 Dex, Knack: Great Strike



1d6	You and a friend ran into some true goblins last autumn. What happened? <i>The player to your right was there with you.</i>	Gain
1	The goblins thought you easy prey, but you put them to flight. <i>The friend to your right struck down their leader, and gains +1 Str.</i>	+2 Str
2	You ran back to the village and warned your neighbors of the coming warband. <i>The friend to your right held the gate, and gains +1 Con.</i>	+2 Con
3	Recognizing a kindred spirit, the goblins offered a trade. <i>The friend to your right spotted a trick in their deal, and gains +1 Cha.</i>	+2 Cha
4	You fell into one of their pit traps and had to sneak your way out of the tunnels. <i>The friend to your right remembered the rope, and gains +1 Dex.</i>	+2 Dex
5	Feeling wicked, you decided to try your hand at stealing one of their trinkets. <i>The friend to your right distracted them, and gains +1 Dex.</i>	+2 Dex
6	The goblins had a captive and you came to the rescue. <i>The friend to your right cut their bonds while you fought them off, and gains +1 Str.</i>	+2 Str

1d6	What marks your goblin nature?	Gain
1	You were always small and strange.	+2 Dex, short stature and spindly limbs
2	You can see well in the dark and have a gift for mimicry.	+2 Cha, unnatural eyes and a perfect ear
3	You only feel at home underground or in the workshop.	+2 Int, a mind for trap and tunnels
4	You have always been obsessed with collecting secrets and brokering deals.	+2 Wis, an unhealthy appetite for promises
5	You are as quick to anger as you are to forgive.	+2 Con, calloused growths and greenish skin
6	Your hair never came in, and you never missed it.	+2 Str, a bald head and a reptilian look



## FILL OUT YOUR SHEET!

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2. Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
3. Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Goblins' Child begins with the following equipment: dagger, peasant's clothing, your favored weapon, leathers (+2 AC), a goblin token, an internal compass pointing the way to Goblin Town, and 4d6 silvers.
4. Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
5. Your Base Attack Bonus comes from your class. As a level 1 warrior-rogue, you have a BAB of +0.
6. Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being a warrior-rogue.
7. Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
8. Your Fortune Points are 5.
9. Your hit points are 10 plus your Constitution bonus.
10. Fill in your saving throws using the chart on the back of this booklet.
11. Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon.



# REFERENCE

## MAKING TESTS

**Ability Score Checks:** Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

**Saving Throws:** Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

**Combat Rolls:** Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

## CLASS ABILITIES

**Hit Dice:** d10

**Initiative Bonus:** +2

**Armor:** The Goblins' Child may wear any armor.

**Fortune's Favor:** The Goblin's Child has luck beyond that of other men and receives five Fortune Points instead of the normal three.

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

## FORTUNE POINTS

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

**Help a Friend:** Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

**Second Chance:** A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

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

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

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

Years ago, the local lord returned from an adventure, quest, or war party. Only an infant, you were with him, a strange child of uncertain heritage. Raised in the noble house but always apart, you made close friends with the witch and a few others, but have always been an outsider in the eyes of the others in the castle.

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

## What was your childhood like?

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



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

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



You learned of your secret heritage and grew to be a daring warrior mystic. You become a level 1 Warrior-Mage. You gain the class abilities *Knacks*, *Sense Magic*, and *Spell Casting*, and the skill *Forbidden Secrets*. The tables below will further define your class abilities.

### What happened as you learned of your heritage?

1d6	What is the most common rumor of your origin?	Gain
1	They say you are the scandalous child of the lord and a member of distant royalty.	+2 Con, Spell: False Friend
2	Due to your odd features and an ancient legend, some say that you are the human child of a dragon.	+2 Con, Spell: Flame Charm
3	With strange eyes and unnatural prowess, it was easy for others to call you a faerie.	+2 Dex, Spell: Greater Illusion
4	In flights of fancy, some call you the last true heir to the High Kings and Queens of history.	+2 Str, Spell: Commanding Word
5	You have a wild way about you, and they say that you are related to the distant barbarian clans.	+2 Str, Spell: Wolf's Sense
6	Your propensity for secrecy and obtuse comments lead others to say you are born of witches.	+2 Dex, Spell: Smuggler's Luck

1d6	How did the witch come to befriend you?	Gain
1	On a stormy night, she came and took you away to begin weekly tutelage as a child without another word.	+2 Int, +1 Wis, Skill: Ancient History, Spell: Veil of Sleep
2	You assisted her with her ministrations when the lady of the castle became ill, and she has met with you ever since.	+2 Wis, +1 Cha, Skill: Herbalism, Spell: Healing Touch
3	After you had a strange experience on the lord's hunt, he took you to the witch and insisted that she teach you.	+2 Wis, +1 Con, Skill: Animal Ken, Spell: Wild Call
4	A spirit from beyond was lurking somewhere within the castle, and the witch insisted you come with her to dispense of it.	+2 Con, +1 Int, Skill: Forbidden Secrets, Spell: Abjuration
5	When you bested a wicked knight from distant lands on the tourney field, the witch told the lord that she would see on you every full moon.	+2 Str, +1 Dex, Skill: Athletics, Spell: True Strike
6	When the lord was away, you and the witch led his men-at-arms to defend the village and keep from raiders.	+2 Cha, +1 Str, Skill: Command, Spell: Petrifying Gaze



1d6	You travelled into forgotten passageways beneath the castle with one of your friends. What happened there? <i>The player to your right was there with you.</i>	Gain
1	You saw a great serpent out of legend and fled while it slept. <i>The friend to your right slowed your step and helped you leave without a sound, and gains +1 Dex.</i>	+2 Dex, Knack: Fleet
2	A strange old woman was hidden in the tunnels, whispering curses and brewing foul potions. <i>The friend to your right helped you make off with her magical accoutrements, and gains +1 Con.</i>	+2 Con, Knack: Resilience
3	A band of goblins were tunneling into the passages beneath the pantries. <i>The friend to your right fought by your side in a desperate battle, and gains +1 Str.</i>	+2 Str, Knack: Defensive Fighter
4	The former advisor of the king had fled to the tunnels with a hostage and you pursued. <i>The friend to your right helped you search for the evil man, and gains +1 Int.</i>	+2 Int, Knack: Resilience
5	Another of the lord's family went wandering too deep and became lost in the tunnels. <i>The friend to your right lit the way for you as you tracked the missing person, and gains +1 Wis.</i>	+2 Wis, Knack: Fleet
6	After unfairly winning the lord's tourney, a capricious faerie fled into the tunnels and you followed. <i>The friend to your right distracted the creature while you struck it down, and gains +1 Cha.</i>	+2 Cha, Knack: Great Strike

1d6	What token was with you when the lord brought you home as an infant?	Gain
1	A branch of twisted yew.	+2 Wis, a talisman of nature
2	A long-lived bird who always watches over you.	+2 Cha, an ally
3	A book written in an inscrutable tongue.	+2 Int, a large tome
4	Arcane or foreign markings across your body.	+2 Con, strange tattoos
5	A shining sword of an unidentifiable metal.	+2 Str, a magical sword
6	A ribbon of foreign silks.	+2 Dex, a forgotten token



## FILL OUT YOUR SHEET!

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2. Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
3. Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Lord's Secret begins with the following equipment: dagger, your favored weapons, chainmail (+4 AC), fine clothing, an unusual feature (examples: a distinctly foreign look, small horns, eyes of strange shape or color, claw-like fingers or nails, a commanding presence), 2d6+12 silvers.
4. Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
5. Your Base Attack Bonus comes from your class. As a level 1 Lord's Secret, you have a BAB of +1.
6. Your Initiative is equal to your level, plus your Dexterity bonus, plus 1 for being a Lord's Secret.
7. Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
8. Your Fortune Points are 3.
9. Your hit points are 8 plus your Constitution bonus.
10. Fill in your saving throws using the chart on the back of this booklet.
11. Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon.



# REFERENCE

## MAKING TESTS

**Ability Score Checks:** Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

**Saving Throws:** Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

**Combat Rolls:** Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

## CLASS ABILITIES

**Hit Dice:** d8

**Initiative Bonus:** +1

**Armor:** The Lord's Secret may wear any armor.

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

**Spell Casting:** The Lord's Secret may only cast spells.

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

## FORTUNE POINTS

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

**Help a Friend:** Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

**Second Chance:** A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

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

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

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

You grew up far to the north of the village in the lands of the barbarians. Due to circumstance or deadly threat, you have lived now for some years among the southerners and learned their ways. You are still an outsider, but you have made fast friends with many in the village and will defend it with your blade and your honor.

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

## What was your childhood like?

1d12	What was life like in your tribe? What did you learn from them?	Gain
1	Your kinfolk lived in frozen lands and hunted seals and fished in cold fjords in order to survive the long winters	+2 Con, +1 Str, +1 Wis, Skill: Boating
2	Your tribe was famous for its great leatherworkers and intricate tooling.	+2 Dex, +1 Int, +1 Wis, +1 Cha
3	Your tribe was feared by its enemies due to its great and savage warriors.	+2 Str, +1 Dex, +1 Con, +1 Cha
4	Your ancestors were famous for traveling to distant places and trading with the other tribes along the way.	+2 Cha, +1 Con, +1 Int, Skill: Hagglng
5	Your family were lorekeepers and storytellers for generations and kept the runes.	+2 Int, +1 Wis, +1 Cha, Skill: Storytelling
6	Your mother was the wise and courageous warrior queen of your folk.	+2 Wis, +1 Str, +1 Con, +1 Cha
7	For generations your tribe was bound in servitude to the Dark One. You chafed under his rule before finding your freedom.	+1 Str, +1 Dex, +1 Con, +1 Int, +1 Cha
8	Your tribe followed the great herds and culled them during their migration.	+2 Con, +1 Dex, +1 Wis, Skill: Hunting
9	Across great plains and moors, your ancestors rode on great, shaggy steeds.	+1 Str, +1 Dex, +1 Int, +1 Wis, Skill: Riding
10	Your folk lived in peaceful villages ruled by councils of wise elders.	+2 Cha, +1 Con, +1 Int, +1 Wis
11	Your people thrived by preying on the deadliest monsters of the northern wastes.	+2 Str, +1 Con, +1 Int, Skill: Hunting
12	In trackless, verdant forests, your people lived off the land and made their homes in great trees.	+2 Dex, +2 Wis, Skill: Herbalism



1d8	How did you come to this village in the southern lands?	Gain
1	Your family was driven from the tribe for a terrible crime, real or imagined.	+2 Wis, +1 Str
2	Wicked raiders came and destroyed your home. Only you escaped.	+2 Dex, +1 Int
3	A great imperial power took your land to settle their veterans.	+2 Str, +1 Cha
4	The Dark Lord has risen in the north, and it is safe there no more.	+2 Int, +1 Dex
5	Your ancestral lands have become barren and the streams hold no fish.	+2 Con, +1 Dex
6	Another barbarian tribe stole your people's lands and forced you south.	+1 Str, +1 Wis, +1 Cha
7	You were kidnapped by a sorceress and then accidentally rescued by the miller.	+1 Con, +1 Int, +1 Cha
8	Your parents came to the south to look for a better life.	+1 Con, +1 Wis, +1 Cha

1d8	When you came to this village, who, besides the other characters, made you feel at home?	Gain
1	Laboring with the blacksmith took your mind off your troubles.	+2 Str, +1 Cha
2	You found a quiet contentment working the loom with Grandmother Weaver.	+2 Dex, +1 Wis.
3	One of the shepherds and his flock adore your company.	+2 Con, +1 Int
4	The village elders taught you the ancient game of chess.	+2 Int, +1 Dex
5	The innkeep gives you a free drink when you share one of your people's tales.	+1 Con, +1 Int, +1 Cha
6	You broke someone's heart, or maybe they broke yours.	+2 Cha, +1 Con
7	The old widow needed help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary who settled in town taught you a thing or two.	+1 Dex, +1 Con, +1 Wis



Raised in the wilds, you nevertheless made a place for yourself in the village, You become a level 1 Warrior-Rogue. You gain the class abilities *Highly Skilled* and *Knacks*, and the skill *Survival*. The tables below will further define your class abilities. **What have you learned?**

1d6	Which of the ways of the northern lands do you still practice?	Gain
1	Like the great warriors of your folk, you run great distances without tiring and often scout your surroundings for days at a time.	+2 Con, +1 Int, Skill: Athletics
2	You often share the songs, stories, and lore of the barbarian folk.	+2 Cha, +1 Int, a performance skill
3	Like your mother and father, you brave the wilds on your own in order to hunt great beasts and monsters.	+2 Wis, +1 Str, Skill: Hunting
4	You are often found at village festivals and gatherings where you share the traditional games, contests, and sports of your folk.	+2 Str, +1 Cha, Skill: Athletics
5	In a bag which you allow no other to hold, you still keep the runes.	+2 Int, +1 Wis, Skill: Forbidden Knowledge
6	You make intricate artifacts of leather, bone, and metal after the manner of your people.	+2 Dex, +1 Cha, a crafting skill

1d6	How did your barbaric nature save someone in the village?	Gain
1	When wild beasts tore into the village, you ran through the herd and came to the rescue of the miller's mother just before she was crushed.	+2 Dex, Skill: Animal Ken
2	When a faerie of the wilderness came to the village to take away some witless mortals, you challenged him to a hunting competition for the village's safety.	+2 Wis, Skill: Hunting
3	When a large bear attacked Grandmother Weaver, you found to your surprise that you were able to speak to the beasts of the wild.	+2 Wis, the cantrip Beast Ken
4	Just like the warrior chiefs of your folk, you rallied the villagers and led them to battle against a band of raiding goblins last winter.	+2 Wis, Skill: Command
5	With savage ferocity, you leapt to the innkeep's defense when an outlaw tried to take him as an easy hostage.	+2 Dex, Skill: Athletics
6	When a shepherd's daughter was taken by a foul witch and held in the forest, you followed in silence and saved her.	+2 Dex, Skill: Stealth



1d6	What secret do you hide in the wilderness? <i>The player to your right shares in this secret with you.</i>	Gain
1	At times, you must undertake a lengthy and dangerous vision quest in the wilderness to commune with your ancestors' warrior spirits. <i>The friend to your right watches over as you dream the ritual, and gains +1 Str.</i>	+2 Str, Skill: Survival, Knack: Fleet
2	A piece of your soul is lost in the wild places, and you search for it often. <i>The friend to your right knows your secret and helps you chart your course, and so gains +1 Con.</i>	+2 Con, Skill: Hunting, Knack: Resilience
3	You train at times with an ancient barbaric hero who keeps a secret hermitage in the forests. <i>The friend to your right is sometimes allowed to train with you, and gains +1 Str.</i>	+2 Str, Skill: Direction Sense, Knack: Defensive Fighter
4	After you slew a wicked sorcerer, you fell under the power of a terrible curse and must now make regular sacrifice under the open sky. <i>The friend to your right helps you procure the livestock, and gains +1 Con.</i>	+2 Con, Skill: Survival, Knack: Resilience
5	You know the hidden lair of a great and terrible beast whose slumber is nearing its end. <i>The friend to your right helps you keep your watch on the lair, and gains +1 Con.</i>	+2 Con, Skill: Alertness, Knack: Defensive Fighter
6	An enigmatic spirit has been chained for long ages deep in the forest, and you often try in vain to free it. <i>The friend to your right helps you in your quest, and gains +1 Str.</i>	+2 Str, Skill: Alertness, Knack: Great Strike

1d6	What memento of the old ways is still with you?	Gain
1	A ferocious beast from your frozen homelands is your constant companion.	+2 Wis, an ally
2	A mighty weapon passed down through generations.	+2 Str, a runic blade
3	A mantle showing authority and strength among your people.	+2 Cha, a fur cloak
4	A leathern bag containing the holy relics of your people.	+2 Con, a talisman
5	A gift given to your grandfather by the prince of the frost giants.	+2 Dex, a leather belt
6	A stone record of the names of the thousand northern demons.	+2 Int, a graven tablet



## FILL OUT YOUR SHEET!

1. Record your name, class, and level.
2. Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
3. Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Lost Barbarian begins with the following equipment: dagger, your chosen weapons, leathers (+2 AC), a healing poultice, provisions for yourself and your friends for a week, knowledge of the wilds around the village, and one silver coin.
4. Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
5. Your Base Attack Bonus comes from your class. As a level 1 Warrior-Rogue, you have a BAB of +1.
6. Your Initiative is equal to your level, plus your Dexterity bonus, plus 2 for being a Warrior-Rogue.
7. Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
8. Your Fortune Points are 3.
9. Your hit points are 10 plus your Constitution bonus.
10. Fill in your saving throws using the chart on the back of this booklet.
11. Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon.



# REFERENCE

## MAKING TESTS

**Ability Score Checks:** Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

**Saving Throws:** Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

**Combat Rolls:** Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

## CLASS ABILITIES

**Hit Dice:** d10

**Initiative Bonus:** +2

**Armor:** The Lost Barbarian may wear leather armor.

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

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

## FORTUNE POINTS

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

**Help a Friend:** Normally, a character may only help a friend with an ability score check if he has a relevant skill. By spending a Fortune Point, a character may lend a helping hand and thereby give his compatriot a +2 to his score for a single roll, even without having an appropriate skill for the task at hand.

**Second Chance:** A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

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

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

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

Somehow or another you have uncovered dark secrets and powerful magics. Now you dabble in many things that are probably better left alone. There are evils afoot in the world, and you are determined to use your knowledge to combat them.

You are intelligent and tougher than you might appear. Your Constitution and Intelligence begin at 10, and all of your other ability scores begin at 8.

## What was your childhood like?

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



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

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



You learned secret and powerful magics. You become a level 1 Mage. You gain the class abilities *Sense Magic* and *Spell Casting*, the skill *Forbidden Secrets*, and the cantrip *Second Sight*. The tables below will tell you your other spells.

### What happened as you studied the dark arts?

1d6	How did you begin your studies?	Gain
1	You found an ancient book for sale at the market last autumn. The book told you about the things which wait for you beyond the veil.	+2 Int, +1 Cha, Skill: Forbidden Secrets
2	Your family is actually a secret coven and has been for generations.	+2 Dex, +1 Wis, Skill: Stealth
3	An uninvited spirit visited you every night last winter and taught you many things.	+2 Int, +1 Con, Skill: Alertness
4	While gathering herbs for a poultice, you stumbled upon a hidden obelisk deep in the forest and spent many nights there reading its runes.	+2 Con, +1 Int, Skill: Herbalism
5	A dark and hooded traveler from distant lands stayed for some time in the village and you learned many secrets from him.	+2 Cha, +1 Int, Skill: Ancient History
6	Throughout your childhood you were haunted by the the ghost of a powerful magician, who shared many things with you.	+2 Wis, +1 Int, Skill: Alertness

1d6	What magics did you learn? How do you hold back the dark?	Gain
1	You hold authority with the living and the dead. You learned the following magics: the spell Ghostly Commandment, the ritual Staff of Might, and the cantrip Hexing.	+2 Wis, spells to left
2	You are the light in the darkness. You learned the following magics: the spell Banish Undead, the ritual Mage Armor, and the cantrip Mage Light.	+2 Int, spells to left
3	You are practiced with the old charms and curses. You learned the following magics: the spell Blight of Loneliness, the ritual Bind Familiar, and the cantrip Hexing.	+2 Wis, spells to left
4	With trickery and illusion you to avoid the dark forces. You learned the following magics: the spell Evade the Dead, the ritual Circle of Protection, and the cantrip Glamour Weaving.	+2 Int, spells to left
5	You practice the most dangerous magic of all: necromancy. You learned the following magics: the spell Reanimation, the ritual Circle of Protection, and the cantrip Conjure Sound.	+2 Int, spells to left
6	You are a student of names, and spirits flee before you. You learned the following magics: the spell Abjuration, the ritual Bind Familiar, and the cantrip Mage Light.	+2 Int, spells to left



1d6	Something recently showed you just how dangerous, and how necessary, your studies are. What happened to bring you to the defense of your home? <i>The player to your right was there with you.</i>	Gain
1	While watching the wall between the worlds of the living and the dead, something reached through and dragged your friend across the divide. You remembered your studies, closed the gate, and saved your friend before it was too late. <i>The friend to your right held strong against the dark spirit, and gains +1 Wis.</i>	+2 Wis, Spell: From the Brink
2	You found and stopped a gang of tomb robbers about to loose a dread and terrible wight upon the land. <i>While your magic may have laid them low, the friend to your right got you close enough to ensorcel them, and so gains +1 Dex.</i>	+2 Dex, Spell: Veil of Sleep
3	While studying an old graveyard a few days' travel from the village, you stumbled upon a family of ghouls who had made a nest of the crypt. <i>They caught you unawares within the catacombs, but the friend to your right discovered a hidden exit, helping you escape, and gains +1 Int.</i>	+2 Int, Spell: Magic Missile
4	In a moment of need, you raised a shadowy adversary by mistake and had to save the village from its depredations. <i>The friend to your right distracted the enemy long enough for you to cut it down, and gains +1 Dex.</i>	+2 Dex, Spell: True Strike
5	A violent and bigoted witch hunter came to the village after hearing of your studies, convinced that the whole place was cursed. <i>The friend to your right helped you scare him away, saved the witch, and gains +1 Con.</i>	+2 Con, Spell: Terrifying Presence
6	Led by their avaricious shaman, a group of barbarians from the north came to the village and demanded your head so that they might steal your powers. <i>The friend to your right fought them off as you prepared a spell to put them to flight, and gains +1 Int.</i>	+2 Int, Spell: Conjure Darkness

1d6	What did you find in a hidden tomb outside the village?	Gain
1	A twisted wand of rowan.	+2 Dex, a wand
2	A strange doll from an ancient culture.	+2 Int, a cursed doll
3	The weapon of an ancient warrior queen.	+2 Str, a runed sword
4	The symbol of a mysterious cult.	+2 Wis, a golden brooch
5	The high-peaked crown of a forgotten king.	+2 Cha, an iron crown
6	The bindings of a mighty ghost.	+2 Con, a length of silver chain



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2. Record your ability scores. In the space beside each, record your ability score bonus using the chart on the back of this booklet.
3. Jot down your skills, class abilities, and starting equipment, as well as any other pieces of gear you may want to buy. The Student of the Dark Arts begins with the following equipment: a ritual dagger, dark robes, writing materials, a book containing two rituals which you have not yet learned (one of these is Summoning), a secret place that no one knows about, and 4d6 silvers.
4. Pick an alignment. Your character may be Lawful, Chaotic, or Neutral. If you can't decide, simply choose to be Neutral; most people are.
5. Your Base Attack Bonus comes from your class. As a level 1 mage, you have a BAB of +0.
6. Your Initiative is equal to your level, plus your Dexterity bonus, plus 0 for being a mage.
7. Your Armor Class is 10, plus your Dexterity bonus, plus the bonus of any armor you have.
8. Your Fortune Points are 3.
9. Your hit points are 6 plus your Constitution bonus.
10. Fill in your saving throws using the chart on the back of this booklet.
11. Record the 'to hit' and 'damage' statistics for any weapons you think you might use. Your to hit bonus for a melee weapon is your BAB plus your Strength bonus, while you use your Dexterity bonus instead for any missile weapons. Your Strength bonus also adds to the damage of any melee weapon.



# REFERENCE

## MAKING TESTS

**Ability Score Checks:** Roll a d20 and compare the result to your score in the relevant ability. If the number on the die is equal to your score or lower, you succeed. If it is higher, then you fail.

**Saving Throws:** Roll a d20. If the result is equal to the saving throw number or higher, the roll was a success.

**Combat Rolls:** Roll a d20 and add the relevant attack bonus. Compare the result to the enemy's armor class. If the number equals that armor class or exceeds it, the attack was successful. Otherwise, the attack missed.

## CLASS ABILITIES

**Hit Dice:** d6

**Initiative Bonus:** +0

**Armor:** Mages may not wear any armor.

**Spell Casting:** Mages may harness the power of magic in three different ways: cantrips, spells, and rituals. Your Playbook has given you your starting magics.

**Sense Magic:** Being naturally sensitive to the world of magic, Mages may determine if a person, place, or thing is magical. Doing so requires concentration and a few minutes, so mages cannot tell if something is magical simply by being in its presence, and people tend to notice if a mage is staring at them intently and ignoring his food during a meal. The GM may rule that, when in the presence of particularly intense sorcery, the mage notices such immediately.

## FORTUNE POINTS

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

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**Second Chance:** A character may spend a Fortune Point to get a reroll on any failed roll during the course of play, such as an ability score check, saving throw, or to hit roll.

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

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

Level	Experience	Base Attack Bonus	Poison Save	Breath Weapon Save	Polymorph Save	Spell Save	Magic Item Save
1	0	+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

# SCENARIO PACKS



BEYOND THE WALL  
AND OTHER  
ADVENTURES

A large band of people from another land has made its way to the areas surrounding the village. Who are these barbarians and what do they want? Can the characters help their neighbors come to peaceful terms with the newcomers, or will violence erupt between the two peoples?

This Scenario Pack gives the GM several tables which will allow the quick creation of an adventure while the players are making their characters. You will find example names, reasons for the barbarians' appearance, sample monster and NPC stats, and possible solutions to the current crisis in the village.

If you need to come up with names of people and places on the fly, use the following tables. We have chosen to use primarily names from the Faroe Islands for this scenario pack.

1d6	Village Name
1	Argir
2	Dalur
3	Gasadalur
4	Nesvik
5	Threkeld
6	Vikar

## REMINDER!



= ADD A LOCATION TO THE MAP



= ADD AN NPC TO THE MAP

You already know a lot about the characters' village from the events they roll while making their characters, including the people who live there. Use this table to come up with names for some of those people or the characters themselves.

**Use this table to come up with names for some of those people or the characters themselves.**

1d20	Female Names	1d20	Female Names	1d20	Male Names	1d20	Male Names
1	Agnas	11	Magda	1	Asgeir	11	Magnar
2	Bjorg	12	Mildrith	2	Baldur	12	Mortan
3	Dagfried	13	Naina	3	Brodur	13	Njal
4	Edda	14	Noomi	4	Dagfinnur	14	Ragnar
5	Eva	15	Ragna	5	Erik	15	Rikaldur
6	Froya	16	Sunnfrissa	6	Grimm	16	Samur
7	Grunhild	17	Tinna	7	Gunnar	17	Siegfried
8	Helga	18	Una	8	Ingmar	18	Toraldur
9	Johanna	19	Vera	9	Isakur	19	Wagner
10	Kirstin	20	Valdis	10	Laars	20	Wilmar

# WHO ARE THE BARBARIANS?

These tables will help the GM determine the history and nature of the particular barbarian tribe which is now threatening the characters' lands. The default assumption is that the barbarians are from a frigid land to the north of the PCs' village, but the GM can change this with only small adjustments to the following tables.

<b>1d6</b>	<b>Who are these folk? What sets this tribe or clan of barbarians apart from others?</b>
1	These are fierce hunters from cold and frozen lands. They might keep packs of hunting dogs or other beasts, and are likely all competent warriors.
2	This tribe is renowned for its magical talents. Legends say that their leaders eat the remains of dead sorcerers in order to gain arcane knowledge.
3	Unlike many from the north, these barbarians are adept with watercraft, both on river and the sea. They are great swimmers, traders, and sailors.
4	The members of this clan practice a particular craft, and their goods are often traded far to the south through intermediaries.
5	This tribe carries the heart of their living god everywhere with them as they travel, and all adults are considered priests of the deity.
6	These barbarians are expert storytellers, singers, and entertainers; there is much truth hidden in their plays, poems, and myths.

<b>1d6</b>	<b>Who leads them?</b>
1	A council of elders and veterans, both men and women, decides all matters of importance amongst themselves. Members of the tribe often jockey for position in order to join this council.
2	A mighty warrior queen who brooks no rival leads this tribe in times of war and of peace.
3	A crafty sorcerer from southern lands came to lead this tribe of barbarians generations ago.
4	At every spring equinox, the clansfolk gather together and elect one of their number to rule for that year only, who then settles into retirement at the passing of power.
5	No one leads this tribe. Every decision is debated loudly and at length by the entire adult population.
6	A separate and revered priest caste guides this clan when they make important decisions.



<b>1d6</b>	<b>Why have they come here?</b>
1	This tribe tells legends of having been placed in the north and given the heavy duty of protecting it from a long-dead evil lord. Now they have fled, either from their risen adversary or some other great danger.
2	The dragons have risen. No folk dare live in the north now.
3	A great famine has forced numerous tribes out of the northlands in search of food and land.
4	War is brewing in the north, pitting tribe against tribe. There are legends that goblinfolk or strange foreigners may be involved.
5	This clan has followed the second child of a mighty chieftain. As is customary, these barbarians must now find a new home and claim it as their own.
6	Strange dreams, omens, or portents have led this tribe here, either in search of a mighty magical artifact, or of a person who might fulfill a prophecy.



# OVERCOMING THE BARBARIANS

The characters will have to be clever and strong to overcome the barbarian tribe. They may choose to fight the interlopers and save their village by strength of arms, or they may be able to find another path, either by befriending the barbarians or by finding some other way to overcome the problem.

This table gives the GM options for solutions to the barbarian situation which do not involve violence. Each result on this table offers a possible direction for the PCs to take in solving the problem. The GM should not assume that the result of this table tells her the only way in which the PCs may proceed; players are clever, and are likely to have plenty of good ideas of their own. With all of these results, the GM should find a way to introduce the idea through hints and clues to the players early on in the session.

In any event, bringing an end to the scenario by the means provided on these tables should be no simple feat; these solutions should not be accomplished by a single roll. Instead, the players will have to use roleplaying and description, as well as a series of checks, spells, or items in order to bring an end to their dilemma.

1d6	What traits of the barbarians might the characters use to their advantage?
1	The barbarians have great respect for and fear of magic and prophecy. They will cower before overt displays of magical power, and may follow the advice or directions of priests and sorcerers.
2	The barbarians value loyalty, camaraderie, and sworn bonds of friendship. If the players can find a way to become honored allies of the tribe, perhaps by achieving a difficult task or participating in a ritual of some sort, the barbarians might listen to their suggestions more closely.
3	For generations the tribe has been plagued by a wicked spirit or faerie. This menace has been a part of the tribe's existence for so long that they can no longer imagine life without its presence. If the characters can free them from their nemesis, the barbarians will be extremely grateful.
4	The barbarians greatly value material wealth and can be bribed with gold. Unfortunately, there is not enough money in the village to buy them off. Perhaps a dangerous and fabled location near to the village holds the wealth the characters need.
5	A character's close relative and the child of a prominent barbarian family fall in love. Their union could be a solution to the clash of cultures.
6	The village witch has a past with this tribe, whether a rival, old love, or long estranged sister. Perhaps the characters can find a way to heal an old wound or reunite old friends, an event which could lead to a solution to the problem.
7	This tribe of barbarians has been at war with a rival clan for generations. Perhaps this rival clan has followed the barbarians, or perhaps they could be convinced to. Perhaps the barbarians can be convinced to leave if assistance against the other clan is offered. The rivals might become friends or foes of the characters in their own right.
8	Due to famine, plague, or a curse, the tribe is weak and are looking for succor as much as plunder. They are desperate, but aid could turn them from foe to friend.



The table on the following page gives suggestions for how the PCs might overcome the barbarians through strength of arms. Perhaps the characters are a bit too brash or foolish for diplomacy with the barbarians, or perhaps an early attempt at reconnaissance or negotiation fails spectacularly.

The characters might, of course, try a direct approach to fighting the barbarians, likely by gathering their neighbors, forging a small army, and facing the interlopers on the field. Should this be their route, the GM should consult the 'Battle' rules. This table gives the GM, instead, a way that the characters could defeat the barbarians short of all out war, or weaknesses for the characters to exploit should it come to war.

As with the previous table, the GM should drop hints early on in the session as to how the characters might overcome their foe.

**1d6 How might the characters overcome the barbarians militarily?**

- 1 The barbarians have a mighty champion, a powerful veteran of numerous wars and battles. They would greatly respect any warrior able to defeat this champion in ritual combat.
- 2 Only a small cohort of the barbarians is made up of skilled warriors. If these fighters could be defeated or routed before a battle, the rest of the tribe might crumble.
- 3 The barbarians are accompanied by a savage beast, which they hold in religious awe. If the characters can slay the beast, the barbarians are likely to lose interest in a direct fight.
- 4 The barbarians are savage and fierce combatants, but always charge directly into combat. Clever battlefield tactics or ingenious traps could be even more valuable than usual against such foes.
- 5 The tribe does not keep a thorough watch at night. If the characters can successfully avoid the sentries and launch a raid on the barbarian camp, a small force can defeat many foes.
- 6 Faeries who live close to the village have an ancient enmity for the northern folk and will take any opportunity to settle the grudge. Perhaps the characters can forge an alliance with the fae against the barbarians.

## EVENTS DURING THE GAME

Near the beginning of the session, when the characters are returning from their pregame events described below, what kicks things into high gear? Bring this result in after 15-30 minutes of play. You might want to ignore this table if the game gets off to a fast start on its own; you should definitely use this if the characters have not made contact with the barbarians after 15 minutes of play.

**1d6 What pushes the characters to action?**

- 1 Two hunters return home after trading insults and arrows with the barbarians. One of them is badly wounded and needs assistance.
- 2 Several village children return home after spending the night with the barbarians in the woods. Their parents are furious, but the kids have stories to tell.
- 3 An apparently outcast member of the barbarian tribe wanders into the village. She has information about her former people, but can she be trusted?
- 4 A neighboring village sends a band of warriors who seem overly eager to fight the barbarians. Do the characters agree? Will they accept aid from their bloodthirsty allies?
- 5 While the characters are gathered in or near the village, a group of barbarian hunters approaches them. They are wary, with swords drawn, but do not attack.
- 6 A band of barbarians arrive in the village ready to trade, but mutual misunderstandings nearly lead to violence.

The barbarians have moved into the area, but life in the village has not stopped. What else happens while the characters are dealing with their new neighbors? Whatever the result, this twist is good to introduce after an hour or so of gameplay. If you are short on time, you may want to ignore these subplots and have your characters deal only with the barbarians.

**1d6 What else occupies the villagers?**

- 1 A band of strange and savage creatures, like goblins, dark faeries, or trolls, attacks the village for sport or plunder. They may attack the barbarians as well. This could be a chance for the villagers and barbarians to band together, or it could increase tensions between the two groups.
- 2 An important holy day occurs in the middle of the session. The village will no doubt have customs, feasting or fasting, and rituals associated with the day, and many will think it vitally important to celebrate the day regardless of the barbarian problems.
- 3 A recently deceased neighbor comes back to stay. Where did he come from and how did he rise? Is he truly alive again?
- 4 An important and invaluable villager dies; perhaps it is the blacksmith or the innkeep. What will the village do to recover, and who will pick up the slack? Can an outsider provide the needed skills?
- 5 A jealous and bitter man in the village uses the barbarians' actions as cover for his own murderous intentions. Whom does he kill? Will the villagers blame the barbarians, or can the true killer be found?
- 6 The faeries are amused by the problems in the village and decide to join in. They begin visiting in order to spectate and tell stories at the inn, and certain villagers may take their fancy and be wooed for a wedding in the woods.

<b>1d8</b>	<b>Fill the blank spaces on this table with NPCs from village creation. The character will reveal that they once knew members of this barbarian tribe when traveling years ago. This could create an opportunity for peace.</b>
1	
2	
3	
4	
5	
6	
7	The grizzled mercenary.
8	The miller.

## THE ROAD GOES ON

If you are playing this scenario as a one-shot, success in either driving out or making peace with the barbarians will probably be satisfying enough for the players. However, if you plan to continue with these characters on further adventures, it might be nice to give them a reward to help them in their future endeavors

<b>1d6</b>	<b>Have the following show up at the end of the session.</b>
1	The characters manage to acquire a great deal of barbarian treasure. They may share 5d10 gold pieces among themselves.
2	For their hard work dealing with the barbarian problem, one of the characters is given a house and parcel of land on the outskirts of town.
3	Knowing that there may be future problems in the northlands, the witch gives each of the characters a specially woven cloak which makes them feel no cold.
4	Whether gifted or taken by force, the characters gain a mighty and magical barbarian axe. The weapon gives a +2 bonus to hit and damage. It runs red with blood when an immediate threat is nearby.
5	The characters end up in possession of three carts full of barbarian goods, such as furs, beer, and jewelry. The goods are probably worth a great deal in distant lands.
6	The characters find or are given a barbarian staff covered in runic inscriptions. These inscriptions function as a book containing the following magics: the spells True Strike, Word of Courage, and Wild Call, and the ritual Skin of the Treant.

You may want to leave plot hooks related to the barbarians of the north. This allows you to continue your story with the same characters later. If you think you might want to do that, roll on this table and have the hint show up at the end of the session.

<b>1d6</b>	<b>What hint do the characters find?</b>
1	As the barbarians are leaving, making peace, or dying, they tell the villagers that they are only the first. Many more tribes are on the move.
2	One of the elders of the barbarian tribe knows the whereabouts of a magical artifact of great legendry and power. Will the characters be tempted to seek it?
3	Due to the barbarian migration (and perhaps war), the neighbors to the south now think the PCs' village weakened and easily taken in battle.
4	The movements of people disturbed the land of faerie. Now there are things loose which feed on the fear and pain of battle.
5	Someone from a neighboring village comes to seek help. It seems that this was not the only wandering tribe from the northlands.
6	The characters find or are given an elaborate barbarian treasure map. It shows the way to a hidden hoard guarded by strange beasts, but the notes on the map are in a language unknown to the characters.

# RECENT EVENTS

The previous tables all help the GM get some ideas about how to set up the adventure with the barbarians. The Recent Events table on this page pushes things into high gear.

The recent events described in this Scenario Pack are different from those in the Hidden Cult Scenario Pack. Instead of each character in the group rolling an individual event and having someone beside them help, the entire group will experience one major event to jump start the adventure.

Before the adventure begins, the player characters are away from home on an errand for the witch. When the characters return to the village, they will receive word that the barbarians have been spotted several times nearby. Roll once for the entire group on the following table to determine what they were doing just before the session.

Each of these events gives a necessary die roll. If it is a saving throw or attack roll, every character in the group must make the test. If it is an ability score check, then, while everyone is working on the problem together, only a single character may take the lead and make the roll. Discuss the scene and determine which character will make the test; others may help as normal. If there is any serious argument about who gets to test, use Initiative to solve the dispute.

When the characters return from this event they will find their home changed and the game is on!

1d8	What happened earlier today?
1	The witch told the characters that they needed to travel to a distant hill, perhaps five or six miles away, and serenade the new moon. <i>Test Charisma</i> (Singing or musical skills may help). Success: the characters felt the cleansing light of the moon and each will automatically pass the first saving throw required of them this session. Failure: the characters drew the attention of a hungry pack of wolves, which is now stalking them as they return home.
2	The characters are delivering the village's yearly tribute to the local lord when they are ambushed by bandits. <i>Test Wisdom</i> (Alertness and Investigation skills may help). Success: the characters see the signs of the ambush and take another route. Failure: the characters were surprised by the bandits and lost a portion of the tribute. They are escorted home by angry tax collectors expecting a second harvest.
3	The witch sent the characters to add an oddly shaped rock to a cairn in the woods. <i>Test Intelligence</i> (skills like Forbidden Secrets may help). Success: the characters placed the rock properly and received the blessing of a long dead hero; the primary actor in the roll receives a +1 bonus to hit for this session. Failure: the spirits were displeased, and a Phantom will be active in the village during this session.
4	It is time for the ceremony for a long-awaited marriage. The characters were sent to collect the groom from a neighboring village. <i>Test Charisma</i> (Persuasion and Gossip skills may help). Success: the groom is happy and healthy, and the village will be pleased. Failure: the groom refused to come, and the characters must return empty handed; they will receive a -2 penalty on all Charisma rolls with their fellow villagers this session.
5	The village elders sent the characters to pay a generational tribute to the dark fae lord who once ruled this land. They were to take a single beaten copper flower to a particular hot spring deep in the dark heart of the forest, a single supplicant keeping a vigil until it melts. <i>Test Constitution</i> . Success: The dark lord remembers your offering; gain 1 Fortune Point for this adventure. Failure: The dark lord steals your luck as you lie dreaming; lose 1 Fortune Point for this adventure.
6	The witch wanted the characters to rid the forest of a dangerous but small fae beast. <i>Everyone in the group makes an attack roll against AC 12</i> . If the group manages to cause 2 points of damage per player, they each receive a small cache of faerie coinage worth 10 silvers. Otherwise, the beast snaps at a random character before escaping; that character suffers 1d6 HP of damage.
7	The characters are returning from a successful trip gathering herbs for the witch when they come upon a strange horse-drawn carriage travelling slowly in their direction. Driven by an ancient woman, the carriage emanates a fearful aura. <i>Everyone in the group makes a save versus polymorph</i> . Success: the driver smiles, calls you a hero, and offers a silver charm, which may be broken to abjure any spirit. Failure: the driver smiles, calls you a hero, and offers a cursed silver charm that gives you -1 to save against magic.
8	The witch sent the characters to parlay with her even stranger cousin, who insisted that one of them beat her in a feat of physical strength before talking. <i>Test Strength</i> (skills like Athletics may help). Success: the hag approved of the characters and offers to teach one of them a spell or to gift a powerful talisman at the next full moon. Failure: the hag's unnatural strength proved too much, and the characters must now tell the witch that her cousin refused to speak.



# SUGGESTED MONSTERS

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The following monsters are particularly appropriate for this scenario pack, and so their summaries are provided here for your convenience. Feel free to use any other monsters from other sources as you see fit, of course, including our Bestiary. With each category of monster is a suggested number which will provide a challenge to four level 1 PCs. Groups which are smaller or larger, or which contain characters of higher levels, will require the GM to adjust the numbers accordingly.

## THE BARBARIANS

Obviously, the focus of this Scenario Pack is the barbarians themselves and the troubles caused by their movement into the lands around the village. Savvy players will realize that these foes do not need to be fought for a solution to be found for the current situation; however, the barbarians can be fierce opponents, and the situation could well turn to violence if the characters are not careful.

A group of two or three barbaric warriors should be enough of a challenge for level 1 characters to become aware of the danger posed by these outsiders. A single barbaric champion, wild tracker, or rune master will be a challenge for such a party as well, and the characters will likely need to gather allies should the barbarian ruler arrive.

### BARBARIC WARRIORS

**Hit Dice:** 1d8 (5 HP)

**AC:** 13

**Attack:** +1 to hit, 1d8 (axe)

**Alignment:** usually Chaotic

**XP:** 20

### BARBARIC CHAMPION

**Hit Dice:** 2d10 (11 HP)

**AC:** 13

**Attack:** +3 to hit, 1d8+2 (axe)

**Alignment:** usually Chaotic

**XP:** 50

**Notes:** *Martial Inspiration* (the turn after a barbaric champion has successfully wounded an enemy, all his followers gain +1 to hit)

### WILD TRACKER

**Hit Dice:** 2d8 (9 HP)

**AC:** 15

**Attack:** +3 to hit, 1d6 (bow)

**Alignment:** usually Chaotic

**XP:** 50

**Notes:** *Keeper of Beasts* (the wild tracker is accompanied by a pack of six dogs, as described on the next page of this scenario pack, who are fiercely loyal; these dogs receive a +1 to hit and damage while the Wild Tracker is leading them, and will mourn and protect his body if he is slain)

### RUNE MASTER

**Hit Dice:** 3d6 (11 HP)

**AC:** 11

**Attack:** +1 to hit, 1d6 (staff)

**Alignment:** usually Chaotic

**XP:** 150

**Notes:** *Spellcasting* (the rune master casts spells and rituals as a 3rd level mage; assume he has Intelligence and Wisdom scores of 13 for the purpose of casting rolls)

### BARBARIAN RULER

**Hit Dice:** 4d8 (18 HP)

**AC:** 16

**Attack:** +4 to hit, 1d8+2 (enchanted blade)

**Alignment:** usually Chaotic

**XP:** 170

**Notes:** *Lead from the Front* (while the barbarian ruler is leading in combat, all followers receive a +4 bonus to all saving throws and +1 AC; however, should the barbarian ruler fall, all followers will lose these benefits and suffer a -1 to hit and damage for the remainder of the combat)

## ANIMAL THREATS

The barbarians may be traveling with trained beasts as allies, or the PCs may run into trouble while wandering in the wilderness in pursuit of the barbarians.

Four dogs, three wolves, or a single bear make for good challenges for a group of first level characters.

### DOG

**Hit Dice:** 1d8 (5 HP)

**AC:** 12

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

**Alignment:** Neutral

**XP:** 15

### WOLF

**Hit Dice:** 2d8 (9 HP)

**AC:** 13

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

**Alignment:** Neutral

**XP:** 35

### BEAR

**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!)

## SUPERNATURAL THREATS

There are unseen forces, too, which may be allied with the barbarians or could otherwise become involved in the current situation. These foes will likely change the tenor of the story should they arrive.

A single plague fox does not present much of a threat to a group of martial characters when in direct combat, but can cause plenty of problems for them nonetheless; a group of five or six of them would be more dangerous still. A prowling tusk, come from the north in the wake of the barbarians, is much more dangerous still, and is likely at the absolute limits of what a party of first level characters can handle.

## PLAGUE FOX

Feared by all those in the north, these malicious creatures enjoy finding their way into settlements and fouling the water and grain. At night, their eyes glow with a sickly green, and a foul stench follows them everywhere.

**Hit Dice:** 1d8 (5 HP)

**AC:** 14

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

**Alignment:** Chaotic

**XP:** 20

**Notes:** *Disgusting* (due to their fierce, glowing eyes and foul smell, all foes have a +2 bonus to notice plague foxes or avoid their ambushes), *Foul Bite* (anyone bitten by a plague fox must make a saving throw versus poison or suffer 1 HP of damage every day for the next week)

## PROWLING TUSK

These horrific monsters from the frozen north appear as great cats or wolves with twisted hind quarters, great yellow eyes, and huge stony tusks protruding from their mouths. Travelers claim that they sometimes follow the hungry or the weak, and that they enjoy gorging themselves on groups of stranded wayfarers.

**Hit Dice:** 5d8 (23 HP)

**AC:** 15

**Attack:** +5 to hit, 2d6 (tusks)

**Alignment:** Neutral

**XP:** 360

**Notes:** *Awful Stare* (those who catch the eye of the prowling tusk become frozen in place; every turn, one adversary is completely unable to act, but the prowling tusk must choose a different adversary to be affected in this way every turn; this power has no effect when the prowling tusk faces a single opponent), *Great Leap* (a prowling tusk may leap at great distances and with astonishing speed, positioning itself behind its opponents or crossing most obstacles with ease), *Unending Hunger* (once a prowling tusk has tasted the blood of a foe, it will follow with no end, and may always track its prey)

Sometimes the greatest adventure for a group of young heroes is simply getting there and back again. A sudden turn of events in the village sends the characters out into the distant world to deliver or retrieve something of great importance. The road is dangerous, and many trials and threats await them. Will the characters reach their destination in time? How will they be changed along the way?

This Scenario Pack gives the GM several tables which will allow the quick creation of an adventure while the players are making their characters. You will find example names, reasons for the urgent travel, and troubles found along the way.

If you need to come up with names of people and places on the fly, use the following tables. We have chosen to use primarily Lithuanian names for this scenario pack.

1d6	Village Name
1	Burokaraistis
2	Grybaulia
3	Kvetkai
4	Musteika
5	Rykantai
6	Sablauskiai

## REMINDER!



= ADD A LOCATION TO THE MAP



= ADD AN NPC TO THE MAP

You will learn a lot about the characters' village from the events they roll while making their characters. This will include information on the people who live there.

**Use this table to come up with names for some of those people or the characters themselves.**

1d20	Female Names	1d20	Female Names	1d20	Male Names	1d20	Male Names
1	Annike	11	Kamile	1	Algimas	11	Jokubas
2	Austeja	12	Kotryna	2	Arnis	12	Justinas
3	Camilla	13	Luidvika	3	Benas	13	Krystupas
4	Dovana	14	Nastasha	4	Darius	14	Liudvikas
5	Emilija	15	Regina	5	Dovydas	15	Lukas
6	Gabija	16	Rugilė	6	Emilis	16	Martynas
7	Gabriele	17	Saule	7	Filip	17	Mykolas
8	Ieva	18	Ugne	8	Galeti	18	Raimondas
9	Jadvyga	19	Urte	9	Gelynas	19	Saulius
10	Julija	20	Viktorija	10	Ignas	20	Vladislava

# THE NATURE OF THE QUEST

What emergency has befallen the village, and why must the heroes deal with it immediately? This table will give the GM an immediate setup to get the quest underway.

1d8	What quest is before the characters?
1	The witch senses a dark power rising in the land, and fears the worst. She knows someone who can help: a dangerous sorceress who lives far away from the village. The witch sends the characters with a token she says will convince this sorceress to come to their aid.
2	The time draws nigh for the annual spring offering to the mountain folk. The characters are called upon to fulfil this ceremonial role. While village youth have performed this rite for generations this is the thousandth year of the offering, and strange things are afoot.
3	A wounded messenger arrives, calling upon an ancient treaty she says her people have with the village. An artifact kept in a shrine outside of town must be delivered to her mistress in time to stop a dark prophecy.
4	A young couple are having their first child, but something is amiss with the pregnancy. The witch knows of a cure grown by a mad gardener in the wilds outside of town, but must stay herself and tend the young mother to be. She sends the characters to gather the cure in her stead.
5	A neighbor must travel to an oracle to seek a way to lift a family curse that is sickening the whole village's livestock. Can the characters keep their kinsman safe during this difficult journey?
6	A faerie outlaw has been captured in the village and must be delivered to the Forest King's justice some leagues away. The characters will need to keep their prisoner under control somehow for the duration of the journey.
7	A storied and aged hero with bonds of kinship to your village has great need of supplies. The characters must take a cartload of leather goods, two sacks of grain, the village's best beer, horseshoes, a plow, and three sheep to this hero to whom the village is so indebted.
8	The characters are made party to their village's ancient secret: on the first new moon of every winter, a stud bull must be offered in sacrifice to propitiate a fae power residing in a distant vale. This year the witch cannot make the journey herself, and so the characters must transport the unlucky animal to its final destination.

Which villager that the characters know will be most affected? Fill in the blanks on this chart with people that come up while the players are making their characters. Either this person, or someone dear to them, will be at the center of the trouble which necessitates the quest. The GM will have to decide just what the connection is.

1d8	Who is wrapped up in the need for the quest?
1	
2	
3	
4	
5	
6	
7	The smith.
8	The local lord.



# ALONG THE ROAD

The journey for the delivery quest is the adventure itself. For many characters, it will be their first time on the road away from home, and the world will prove a dangerous place. The following tables will help the GM place challenges along the way.

1d6	What makes the journey most difficult?
1	The journey will be too long for the characters to carry enough supplies, so they will be forced to hunt and scavenge along the way. (See p 26 of <i>Further Afield</i> for hunting and foraging.)
2	Much of the journey must be made through rough terrain with few or no trails. Characters will need to call upon their wilderness lore, or suffer many small falls and risk becoming lost.
3	The characters are in a desperate rush to meet a deadline in order for their quest to be successful. To arrive in time, they must rob themselves of sleep and push on hard. Each character will be increasingly tired as the journey continues.
4	A powerful force is chasing the characters. Unless they are stealthy or fast, it will catch up to them, perhaps harassing them at first, then moving in for the kill.
5	Sickness lies in wait along their route. Whether from travel through fetid, mosquito-infested swamps, or through a village struck by a plague, the characters will have to avoid a serious illness or deal with its consequences.
6	This is an unusually bad season for travel; deep snows, baking heat, or rain storms make progress difficult. Will the characters be skilled enough travelers to withstand these troubles, or will they be forced to seek shelter for days at a time, perhaps arriving too late to fulfill their quest?



1d6	What is the first surprising challenge along the road?
1	Where the path should be is a deep and dangerous ravine almost 20 feet across. Will the players find a way to bridge this chasm, or must they go around?
2	A once-safe ford across a river has been made treacherous by heavy rains and an eroded river bottom. Can the players manage a safe crossing, or will they lose supplies, animals, or even friends to the river?
3	The characters' path passes through an enchanted part of a deep, dark forest. How will the inhabitants react to them?
4	A difficult mountain pass and hard weather combine to test the characters' wilderness skills.
5	The characters stumble into a pack of bandits lying in wait for a very different group (an unarmed group of merchants who will arrive after 5-10 rounds of combat). Will they spot the ambush before it is sprung on them by mistake? Can they save the intended targets from the bandits?
6	An apparently friendly traveler, after sharing food with the characters, tries to sabotage their journey.

1d6	What is the second challenge on the road?
1	An obstreperous ferry keeper makes unreasonable demands of the characters in exchange for passage across a wide, unfordable river.
2	Their path takes the characters through an active battle between two different armies, neither of whom has any interest in their quest.
3	A troll's toll bridge is the only passage across a deep ravine. The toll will be dear, but should the characters fight this powerful monster?
4	A hamlet haunted by two angry phantoms lies directly in the characters' path.
5	A pack of hungry wolves are so desperate and hungry as to attack the party at night.
6	A mage's summoning has gone awry, and a minor demon is ravaging the area through which the characters must travel.



**1d6 What final obstacle keeps the characters from their destination?**

- 1 The den of a great beast lies just outside the character's destination. This horrid creature waits, hungry, for any foolish enough to pass it.
- 2 As the characters approach their destination, they see trees bent and broken as if by a great wind, carcasses of large animals left in the treetops. Eventually they must pass by a large cave from which comes a great whistling snore. Will they wake the sleeping wyrm?
- 3 The characters must go across the Veil to the land of death in order to reach their destination.
- 4 Their path leads the characters through a faerie labyrinth; can they solve the riddle of its maze-like paths, or befriend a guide, or will they wander lost in Faerie forever?
- 5 A devilish series of traps protects the lands about their destination. Can the characters identify and avoid them, or will they learn the hard way to watch their steps?
- 6 For miles around, the very earth itself is blighted, (see *The Blighted Land, Further Afield* pg 76). The characters must suffer its effects for the last day of travel before they reach their unblighted destination.

## THE DESTINATION

A good destination makes a journey feel special. Have the adventure culminate with the characters arriving at a notable place made special by its details. This is the exciting resolution to the tension of the characters' journey.

**1d6 What is the nature of the place the characters seek?**

- 1 A palace replete with stained glass windows, vaulted ceilings, and a dark secret haunting its corridors.
- 2 A modest cottage with stone walls and a grass-covered roof, sitting alone in the field and easily overlooked. The whistle of a kettle can be heard from within.
- 3 A forest bower, strewn with growing wildflowers and a fresh spring gurgling forth from the rock. Old trees provide shelter from even the heaviest rain. A stone throne, worn from centuries of use, commands the attention of any who enter.
- 4 A lost temple covered in fading paint and with wind-strewn grounds, but with a few devoted priests still maintaining its holy spark.
- 5 A small village like the characters' own, nestled away in a clearing in the wild woods.
- 6 A crowded inn or public house with both common and private rooms and a very discreet, but welcoming staff.

**1d6 What is the nature of the recipient at the journey's end?**

- 1 The recipient is reluctant to trust or accept the characters, and must be convinced of their good intentions.
- 2 The recipient is willing, but is tricky and eager to haggle. He or she will try to elicit unnecessary promises and favors from the characters.
- 3 The recipient thanks the characters and gifts them with a mysterious object. This object has great promise, but perhaps also a subtle drawback.
- 4 Another person pretends to be the proper recipient, but has a tell tale give away.
- 5 The person the PCs were expecting to talk to is dead, but another person at the same location could help them
- 6 Guards of some sort prevent the characters from speaking to the recipient.

## EVENTS DURING THE GAME

When the characters think they have a handle on their journey, what ramps up the tension? Bring this result in after 15-30 minutes of play. You might want to ignore this table if the game gets off to a fast start on its own, but you can still use the result to inform your thinking while you are figuring out how to tell the story of the delivery quest.

1d6	What surprise does the party encounter along the road?
1	A friendly traveler along the road - a wizard in disguise - will walk with the players a while. He means well, of course, but trouble follows wizards.
2	A farmer tending to a wounded merchant along the side of the road. Can you save the merchant?
3	A friendly water nymph and a clear streamhead with healing water which restores 2d4 hit points per visit. Any water taken away from the stream becomes poison. Anyone who drinks it must make a saving throw versus poison or take 2d6 damage
4	One or more of the party's animals take sick.
5	Deathly screams are coming from a cottage just off the track. A peasant woman is giving birth to twins. If the characters stop to help, the grateful parents will press gifts and supplies upon them. One of the gifts will provide help with the final obstacle before the destination.
6	An old and wizened person wearing unseasonable clothing sits in the road on a small box behind a small trestle table. They insist that the characters tell them the story of why they are on the road. If they do, this person will give them a blessing and an obtuse hint about their next encounter, giving them a +1 to all rolls to resolve it. If they do not, they'll be roundly and loudly cursed, and receive a -1 to all rolls with the next encounter.

## THE ROAD GOES ON

If you are playing this scenario as a one-shot, success in completing the delivery will probably be satisfying enough for the players. However, if you plan to continue with these characters on further adventures, it might be nice to give them a reward. The following tables will give you some ideas for such rewards, as well as seeds to plant for further adventures.

1d6	Have the following show up at the end of the session.
1	The witch thanks each of the heroes with a potion of healing. Each character receives a single potion which heals 2d4 points of damage.
2	The heroes are given the greatest gift of all: a tiny farm at the edge of the woods with a beautiful thatched stone cottage with its own special history.
3	The characters manage to acquire a collection of treasures. Perhaps at a noble's court or in a city they might find buyers willing to spend as much as a thousand silver pieces on the lot.
4	The characters find an ancient oil lamp by whose light no creature may tell a falsehood, hide, or remain unseen.
5	The local powers that be notice the character's efforts and travels, and give the group riding horses and provisions.
6	Upon their return, the characters are feted as heroes by the entire village. For as long as they keep their respect, each character receives +1 to all Charisma checks with their fellow villagers.

You may want to leave the players hanging with a task to complete or a threat of more danger. This helps you to continue your story with the same characters later. To do that, roll on this table and have the hint show up at the end of the session.

1d6	What hints to further dangers?
1	A distant village, which houses some of the characters' kinsfolk, has a dangerous delivery to be undertaken as well.
2	Some of the creatures the characters fought along the way, or perhaps their family, managed not only to escape, but to track the heroes home and plot their revenge.
3	Although the delivery has saved the day for now, it is revealed that this is but the first part of a greater curse threatening the village.
4	The recipient of the characters' delivery demands a reciprocal favor from the village. The characters are called upon once more.
5	A local tough is threatened by the characters' popularity and starts conducting a whisper campaign against them. Then he goes about building a gang. Will the characters face their new foe?
6	Several people are missing from the surprisingly muted celebrations when the characters return. Rumor says they have been taken by bandits deep in the forest and are being held hostage, but no one knows what the demands might be.

## RECENT EVENTS

The previous tables all help the GM get some ideas about how to set up the delivery quest. The Recent Events table on this page pushes things into high gear. The recent events described in this Scenario Pack are different from those in the Hidden Cult or Angered Fae Scenario Packs. Instead of each character in the group rolling an individual event and having someone beside them help, the entire group will experience one major event to jump start the adventure.

Something surprising has happened in the days leading up to the adventure. Roll once for the entire group on the following table to determine what they were doing just before the session and how well it went for them. This result will potentially give the characters some help with their journey, and may change the NPCs and village for the duration of the adventure.

Each of these events gives a necessary die roll. If it is a saving throw or attack roll, every character in the group must make the test. If it is an ability score check, then, while everyone is working on the problem together, only a single character may take the lead and make the roll. Discuss the scene and determine which character will make the test; others may help as normal. If there is any serious argument about who gets to test, use Initiative to solve the dispute.

When the characters resolve this event they are ready to play, and the game is on!

### 1d8 What trouble befell the characters when they were together at the inn before they were presented with the quest?

1 A call for help came in. Debris from a recent storm has shut down the village's major trade route and needs to be cleared before any supplies can get through. Test Strength (Athletics and Command skills may help). *Success:* The grateful merchants generously oversupply the characters for their trip. *Failure:* Supplies will be scarce and expensive when the characters prepare for their trip.

2 A goblin, small faerie, or other strange creature was peering into the windows, and it took an interest in the characters. The creature will follow the characters on their adventure. Test Charisma (Faerie Lore and related skills may help.) *Success:* The creature, while shy, looks fondly on you, and will intercede in minor, but helpful ways throughout the journey. *Failure:* The creature takes every opportunity it can for petty revenge while remaining hidden.

3 A group of travelers from distant lands was staying at the inn. One of their number was a terrible bully and loudmouth. When the bully attacked the nephew of one of the village elders, the characters leapt to his defense. Test Strength (Athletics and related skills may help). *Success:* the bully was bested, and his much put-upon traveling companions cheered the characters for finally showing him up. The characters are rewarded with 10 silver pieces and some friends they may be able to call upon on the road. *Failure:* the bully thrashed two of the characters and went to his rooms, smug at the victory. Two random PCs will start the adventure missing 1d4 hit points each.

4 A traveling carnival is exuberantly celebrating a wedding and invite the characters to join them. Test Charisma (Gambling and Dancing skills may help). *Success:* The characters join the wedding party and are given ceremonial silver daggers. *Failure:* The characters *almost* win big at some games of chance. Start the adventure without any money.

5 A broken old knight sits down at a table next to the characters and pulls out a strange game board with bone and crystal pieces. Test Intelligence. *Success:* You impress him with your quick grasp of the game. Before the group leaves on their quest, he offers them his sword. It grants its wielder +1 to hit and damage. *Failure:* He insists on accompanying the characters on their quest.

6 A great lady and her retinue stop at the inn for a meal while on their way to the Duke's castle, and the stable boy, while brushing down their horses, leaves the paddock open and lets them wander off. Test Wisdom (Carting and animal-related skills may help). *Success:* The characters quickly round up the horses and are given a token of the lady's thanks. *Failure:* The horses are never seen again, so the village is forced to give all its horses to the lady in recompense. It will be a hard plowing season this year.

7 A young witch's apprentice celebrated too much and lost control of her magic in the inn's common room. Test Wisdom (Forbidden Lore and related skills may help). *Success:* You help her calm down and get to sleep in a room upstairs. You never pay for a meal in the Inn again. *Failure:* All the food and drink within a block of the inn spoils immediately, and the Innkeep is as mad at you as he is at the visiting apprentice.

8 While helping a little old lady take her travelling chest to her room, the innkeeper falls down the stairs. Test Dexterity (Athletics and related skills may help). *Success:* You manage to catch him—and the chest—before disaster. *Failure:* He hits his head on the way down, and the group ends up tending bar into the wee hours of the morning. Each character has a -1 penalty to all rolls on the first day of their quest.

# SUGGESTED MONSTERS

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The following monsters are particularly appropriate for this scenario pack, and so their summaries are provided here for your convenience. Feel free to use any other monsters from other sources as you see fit, of course, including our Bestiary. With each category of monster is a suggested number which will provide a challenge to four Level 1 PCs. Groups which are smaller or larger, or which contain characters of higher levels, will require the GM to adjust the numbers accordingly.

## PEOPLE OF THE ROAD

Here are a few characters our heroes are likely to encounter upon the road.

A group of four or five bandits or soldiers should be a noticeable challenge for level 1 characters. The Wandering Wizard could be a danger to the party all on his own should he wish, but he, the Broken Old Knight, and the Obstreperous Ferry Keeper are more likely to be temporary allies to the characters, or at least non-combat encounters.

### BROKEN OLD KNIGHT

The broken old knight has seen everything before, and doesn't want to have to deal with it again. He'll use this experience to ensure he's at the back in a fight or just out of range of an accident, and won't do much to help besides pointing out the obvious a moment too late.

**Hit Dice:** 4d10 (16 HP)

**AC:** 18

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

**Alignment:** Neutral

**XP:** 125

### OBSTREPEROUS FERRY KEEPER

He and his family depend on the fees he charges, and it is hard work not only poling across the river, but maintaining the ferry, the piers, and the long chain that connects them. He's not trying to be unreasonable, but a gold is pretty standard fare these days.

**Hit Dice:** 1d6 (4 HP)

**AC:** 11

**Attack:** +0 to hit, 1d6 (barge pole)

**Alignment:** Lawful

**XP:** 20

**Notes:** *Obstreperous* (The Obstreperous Ferry Keeper negotiates as Charisma 16, and is immune to mind control and charm magics.)

### WANDERING WIZARD

For some seekers after truth, the best magic is the magic of the road. For others, trouble just keeps following them.

**Hit Dice:** 4d6 (14 HP)

**AC:** 11

**Attack:** +2 to hit, 1d6 (walking staff)

**Alignment:** usually Neutral

**XP:** 187

**Notes:** *Spellcasting* (the Wandering Wizard may cast spells and rituals as a level 4 mage with Intelligence 14, Wisdom 15, and Charisma 13), *Sense Magic* (the Wandering Wizard can sense magic as a mage), *Troubled* (Every day, the Wandering Wizard and her companions will face a serious encounter; no one can rest, heal, or regain Fortune Points if a Wandering Wizard comes to the village).

Convenient magics for a Wandering Wizard include the spells Bar the Way, Evade the Dead, False Friend, and Sanctuary of Peace and the rituals Staff of Might (Level 1, Wisdom); Endure the Elements (Level 2, Wisdom) and Friends (Level 3, Wisdom).

### BANDIT

**Hit Dice:** 1d6 (4 HP)

**AC:** 13

**Attack:** +0 to hit, 1d8 (long sword) or 1d6 (short bow)

**Alignment:** usually Neutral

**XP:** 20

### SOLDIER

**Hit Dice:** 1d6 (4 HP)

**AC:** 14

**Attack:** +0 to hit, 1d8 (long sword)

**Alignment:** usually Neutral

**XP:** 20

## CREATURES OF THE ROAD

The special entries below are unlikely to go well for the heroes, should things come to blows, but the monsters can be bested, and the experience points earned, without combat. A pair of boars or a small pack of 4-8 hunting wolves can destroy a party caught unawares.

### SANTACH, THE YOUNG WYRM

Santach, who goes by Samiontach, is a young wurm just building his great hoard. He doesn't care about the heroes' quest, but he is proud and selfish and ready to prove himself against the world.

**Hit Dice:** 6d8 (27 HP)

**AC:** 12

**Attack:** +6 to hit, 1d4 (claw), 1d6 (bite)

**Alignment:** Neutral

**XP:** 770

**Notes:** *Dragon Fear* (all foes must make a saving throw versus polymorph or be gripped by a powerful fear, receiving a -3 penalty to all rolls unless they flee Santach), *Swift* (he gains a number of attacks equal to the number of opponents in close range, up to a maximum of two claw attacks and one bite), *True Name* (Santach has a true name, which gives his foes power over him), *Flight* (he can take to the skies and fly at great speeds).

### TOLL TROLL

The Toll Troll is small for a troll, standing at 8 feet and 400 pounds of mottled, putrid greenish rocky skin and long, uneven limbs. The Toll Troll can never leave its bridge, lest it die, but it fears nothing else.

It asks a fearsome price of any who would cross: all their wealth, their most precious item, or their happiest memories.

**Hit Dice:** 4d10 (22 HP)

**AC:** 16

**Attack:** +3 to hit, 1d6 (claws), 1d10 (bite)

**Alignment:** Chaotic

**XP:** 200

**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) *Bridgebound* (Every round it spends more than 10 yards from the bridge, the Toll Troll loses, rather than regenerates, 3 hit points per round).

### VURSTAS, MINOR DEMON INCARNATE OF TEMPTATION

Embodied as an incredibly obese cat, Vurstas is desperate to tempt foolish mortals into accepting his bargains through clever negotiation. Without this it would have to leave the mortal realm. Vurstas really doesn't want to fight; it will instead use its illusions to trick characters into making deals and to thinking they have been fulfilled.

**Hit Dice:** 2d8 (9 HP)

**AC:** 12

**Attack:** +2 to hit, 1d6 (claw)

**Alignment:** Chaotic

**XP:** 165

**Notes:** *Demonic Form* (Vurstas can only be hit by magical weapons and attacks unless its true name is uttered by its attackers), *Magic Resistance* (Vurstas has a 10% chance to resist magic unless its true name is used against it), *Illusion* (The demon creates illusions equivalent to the spell Greater Illusion at will, up to once per round, and it is able to maintain two such illusions), *Insatiable* (Vurstas is a tempter; if it is unable to tempt anyone within 24 hours, it must leave this world).

### 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 (tusk)

**Alignment:** Neutral

**XP:** 65

### WOLF

Wolves, especially ones desperate enough to attack travelers, are careful and hunt as a pack, targeting the weakest prey for a frenzy of attacks made by surprise, if possible.

**Hit Dice:** 2d8 (9 HP)

**AC:** 13

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

**Alignment:** Neutral

**XP:** 35



Dark creatures from legend have been sighted in your village, and their wicked handiwork is everywhere. While many in town do not believe that the danger is great, you and your friends have witnessed the works of these monsters firsthand. But why are they attacking your village? Why are they seen again in the lands of men?

This Scenario Pack gives the GM several tables which will allow for the quick creation of an adventure while the players are making their characters. You will find example names, possible explanations for the presence of the goblins, sample monsters, and the tools to make your own short dungeon in the form of the goblins' lair.

If you need to come up with names of people and places on the fly, use the following tables. We have chosen to use primarily English names for this scenario pack.

1d6	Village Name
1	Abindgon
2	Dumbarton
3	Kirkwall
4	Orford
5	Norwich
6	Tamworth

## REMINDER!



= ADD A LOCATION TO THE MAP



= ADD AN NPC TO THE MAP

You will learn a lot about the characters' village from the events they roll while making their characters. This will include information on the people who live there.

**Use this table to come up with names for some of those people or the characters themselves.**

1d20	Female Names	1d20	Female Names	1d20	Male Names	1d20	Male Names
1	Agatha	11	Isabel	1	Arthur	11	Leland
2	Aimee	12	Jane	2	Auden	12	Malin
3	Belinda	13	Jocelyn	3	Braden	13	Mitchell
4	Cecilia	14	Kate	4	Cadby	14	Raymond
5	Edith	15	Marion	5	Darren	15	Richard
6	Elizabeth	16	Rachel	6	Edgar	16	Robert
7	Eve	17	Stella	7	Elton	17	Silas
8	Giselle	18	Susanna	8	Hayden	18	Spencer
9	Hester	19	Ursula	9	Jeremy	19	Wesley
10	Honey	20	Violet	10	Kelton	20	Wymar

## WHAT MANNER OF BEAST IS THIS?

First, determine what sort of goblins are plaguing the characters' village. Roll on the following table to determine the special trait shared by the members and beasts of the tribe. See p.35 of *Dangers Near and Far* for more details on traits.

1d6	What is the heart of the goblins' evil nature?
1	<b>Darkness</b> - Everyone knows the monsters come out at night. <i>Penalty:</i> -1 in daylight, <i>Bonus:</i> dark vision, +1 to-hit and saving throws in darkness
2	<b>Fear</b> - "The oldest and strongest emotion of mankind is fear." -- H.P. Lovecraft <i>Penalty:</i> -1 to all actions unless they outnumber their foes, <i>Bonus:</i> foes must make a saving throw vs Spell or -3 to all actions against the fear goblins
3	<b>Underground</b> - Strange, ancient evils breed beneath your sleepy village. <i>Penalty:</i> -5 to all actions in wide open spaces, <i>Bonus:</i> low-light vision, tunneling and trap setting
4	<b>Forest</b> - The deep forest is a dangerous place, with changing paths and hidden dangers. <i>Penalty:</i> must return to their grove each dawn, or perish, <i>Bonus:</i> +1 on all rolls in woods or forest, camouflage
5	<b>Disease</b> - The creeping horror of death is worst of all when it makes its home in your own body. <i>Penalty:</i> horrible odor, <i>Bonus:</i> after any battle with goblins, opponents must save vs poison or contract a plague
6	<b>Darkness and Fear</b> - Everyone knows the scariest monsters come out at night. <i>Penalty:</i> -1 in daylight, -1 to all actions unless they outnumber the their foes, <i>Bonus:</i> dark vision, +1 to-hit and saving throws in darkness, foes must make a save vs spell or -3 to all actions until they've fled or defeated the goblins

Just before the game begins, the characters are away from home. While they are gone, a goblin raiding party attacks their village. Someone close to the characters is affected. As the characters roll on their first three tables for their childhood backgrounds, fill in the following table with some interesting people.

1d8	Who was affected by the goblin attack?
1	
2	
3	
4	
5	
6	
7	
8	



1d6	What happened to the above character during the attack?
1	They were kidnapped by the wicked goblins and are now held in the goblins' camp.
2	They betrayed the village to the goblins, perhaps opening the gates to let them in, or helping them sneak past the watch. The conspirator then left with the raiders.
3	They died a hero, bravely defending their family, friends, or home.
4	Their home was taken by the goblin invaders, a group of whom are still inside, barricaded against the frightened and angry villagers.
5	They fled from the raiders and were shot dead, goblin arrows protruding from their back.
6	They were taken by the goblins, but then sent back with a threatening message: the goblins will return and destroy the entire village.

Goblins are greedy opportunists. As above, fill in the blanks on this chart with people, places, and things that come up while the players are making their characters, but this time from their four class specific charts. When the goblins made their first attack, this person, place, or thing caught their eyes, and now they will do anything to possess it.

<b>1d8 What do the goblins want desperately?</b>	
1	
2	
3	
4	
5	
6	
7	
8	



<b>1d6 Who is the goblin king?</b>	
1	A great bugbear, the mightiest of goblins, rules this tribe with an iron fist.
2	One of the smallest goblins, a weak kobold, has managed to ascend to the heights of power within this community by clever trickery.
3	The ruler of these goblins is a dark and distant power, perhaps an ancient god, a powerful creature of undeath, or a demon. The tribes have been organized to serve this leader, who is highly unlikely to show up personally in this adventure.
4	Somehow, a human has gained the servitude of the goblin horde. Their leader is a mortal man, such as a great warrior, a powerful sorceress, or even just a wealthy merchant who has bribed them.
5	There is currently a power struggle within this community of goblins. Roughly equal numbers of the tribe follow each of the claimants to power. Creative characters may be able to use this internal strife to their advantage.
6	These goblins are too chaotic to have a ruler, instead existing as an unruly mob. You know, a democracy.

## EVENTS DURING THE GAME

Near the beginning of the session, while the characters are starting their investigation, what kicks things into high gear? Bring this result in after 15-30 minutes of play. You might want to ignore this table if the game gets off to a fast start on its own, but you can still use the result to inform your thinking while you are figuring out what is really going on with the goblins.

<b>1d6 What pushes the characters to action?</b>	
1	The goblins launch a sudden attack. They quickly establish a beachhead in the characters' homes, maybe in the inn or the local church. How does this get them closer to what they want?
2	A relative or friend of the characters is kidnapped by the nefarious goblins. What will they do to this poor soul?
3	A pack of foul beasts comes rampaging through town, a deadly precursor to the next wave of the goblin invasion. They seem to be targeting someone in particular. Who is it?
4	One of the locals is revealed to be in league with the goblins. Why would he betray his own people? (Is he the only conspirator?)
5	The goblins pull off an incredible heist, absconding with something precious to the characters or their friends. What do they need it for?
6	Several poor villagers are found murdered on the outskirts of town. What did the goblins learn from them before their deaths?

Battles with goblins are never as simple as they seem. What unforeseen twist changes the whole adventure? If you are short on time, you may want to ignore these subplots and have your characters just worry with the goblins themselves.

<b>1d6</b>	<b>What might lead the characters off the track?</b>
1	A quarrel between two families, or within a single family, threatens to undermine the stability of the village just when it should be pulling together. If the characters are unable to solve this strife, they will not be able to call on the villagers for aid when it is time to face the goblin threat head on.
2	A child in the village has not received the appropriate rites, such as a baptism or naming ceremony. The goblins now seek to use this special child. If the characters are unable to get the child's problem corrected, the goblins will grow in power.
3	Opportunistic bandits choose this as the perfect time to plunder the village. If the characters play their cards right, they can end up with the bandits and the goblins fighting each other, but if they do not act, the village could find itself with the goblins on one side and the pillagers on the other.
4	A sorcerer or scholar comes to the village as part of a traveling carnival. Rather than seeming concerned about the odd happenings in the village, the carnival sets up shop as normal so that their leader can study the goblins. If the characters do not help him succeed in his task or convince him to leave, the goblins will kill the poor fool and gain his magical power.
5	One of the characters' rivals in the village wants to turn the goblins to his own will. If the characters do not convince him of the error of his ways or stop him, the goblins could end up with a new leader.
6	The goblins have been stealing the blood of the villagers' cattle to feed their guardian beasts. Unfortunately, the farmers are all blaming each other for their sickened livestock. If the characters cannot convince the farmers to band together and protect their animals, the goblins will have an extra force of monstrous foes.

## THE ROAD GOES ON

If you are playing this scenario as a one-shot, success in stopping the goblins will probably be satisfying enough for the players. However, if you plan to continue with these characters on further adventures, it might be nice to give them a reward. The following tables will give you some ideas for such rewards, as well as seeds to plant for further adventures.

<b>1d6</b>	<b>What do the characters find in the goblins' cave system?</b>
1	The characters manage to acquire a great deal of money being hoarded by the goblins. They may share 5d10 gold pieces.
2	The goblins have a stash of 2d6 foul smelling potions, kept in a wooden chest in their cave system. The potions may be of different types, or may all have the same effect. The characters will have to figure out what they do.
3	A ring of black iron sits on a pedestal somewhere in the goblins' caves. This ring gives +1 to all saving throws while the wearer has a weapon drawn.
4	Hidden among some of the detritus in the caves, the characters find dagger of goblin make. This magical knife gives a +1 to hit and damage and, when drawn, gives the character both the benefit and penalty of the trait of these goblins (darkness, fear, etc.).
5	The toughest warrior in the goblin tribe carries a shield of heavy wood, banded with iron, and covered in evil runes. The characters can claim this shield for their own; it provides a +3 bonus to AC.
6	The goblins have been busy. In or around the cave system, the characters find a corral of stolen horses.

You may want to leave the players hanging with a threat of more danger from the goblins. This allows you to continue your story with the same characters later. If you think you might want to do that, roll on this table and have the hint show up at the end of the session.

<b>1d6</b>	<b>What hint do the characters find?</b>
1	On the body of the goblin chieftain, the characters find a map detailing the movements of several goblin tribes in the area.
2	The child of a noble from the next county over is being held prisoner in the caves. The child has been badly frightened.
3	The goblins have been worshipping a dark and forgotten god. The characters find the altar of this deity, as well as inscriptions suggesting that the goblins were attempting to awaken it from its slumbers.
4	At the back of one of the caverns, the characters find a small tunnel that seems to go far and straight. Where does it lead?
5	The characters find a chest of fancy silverware and linens from a city to the south. The chest bears the mark of one of the wealthiest merchants in that city.
6	As the characters leave the goblin cave system, a fae messenger arrives, sent from the Faerie Lord to the goblins. He will likely be very surprised by what the characters have been doing.

# THE DUNGEON

A good dungeon is a staple of fantasy gaming, and this Scenario Pack in particular focuses on the classic dungeon crawl, with the goblins' twisted cave system as the final challenge. *Dangers Near and Far's* section "Goblin Caves" details how to design a random goblin cave system in just a few dice rolls. Read that section ahead of time, beginning on p.36. The tables on this page are abbreviated versions of the information in that section so that you can generate a complex quickly if you are already familiar with how to do so.

Roll either a d6, d8, or d10 every time you determine a new neighborhood. Roll a d6 for each neighborhood to determine its special features, and a d12 to determine how many exits it has, and what type of exits those are. Remember that each neighborhood will only appear once in the cave system unless you decide otherwise, so rolling the same neighborhood again means that your cavern system loops back on itself and reconnects with earlier regions.

1d6	Cave Entrance Table
1	Stream
2	Animals
3	Guards
4	A Maze of Twisty Passages
5	Trap - Damage
6	Trap - Alarm

1d6	Neighborhood Special Features
1	<i>Treasure.</i> This room has a particularly valuable item in it. It may be valuable to the plot, or it may only be valuable to the survivors.
2	<i>Trap.</i> This room, or a key part of it, is trapped.
3	<i>Barred Door or Passage.</i> One of the exits here is blocked. The characters will need to make a Strength check to get past, or pick the lock.
4	<i>Nothing Special.</i> There is nothing out of the ordinary about this particular neighborhood.
5	<i>Goblin Hero.</i> At least one goblin hero is here. Either an orc or bugbear is appropriate.
6	<i>Abandoned.</i> No one is here. Why? Ignore the usual number of occupants, but feel free to add an undead monster here. A ghoul or phantom will be a good pick for a group of first-level characters.

1d6/1d8/ 1d10	Neighborhood Table
1	Living Quarters
2	Cooking/Dining
3	Storage
4	Throne Room
5	Kennels
6	Mining
7	Crafting
8	Nursery
9	Sports
10	Religious

1d12	# of exits	type of exits
1	0	no exits
2	0	no exits
3	1	a natural passage
4	1	a worked or carven passage
5	1	a secured passage (a door or gate)
6	1	a ladder
7	2	one natural passage, one ladder
8	2	one narrow tunnel, one worked passage
9	2	one secured passage, one hidden door
10	2	one worked passage, one hidden door
11	3	one natural passage, one worked passage, one hidden door
12	3	one ladder, one worked passage, one secured passage



# RECENT EVENTS

The previous tables all help the GM get some ideas about how to set up the adventure with the goblin infestation in their village. The Recent Events table on this page pushes things into high gear.

The recent events described in this Scenario Pack are different from those in the Hidden Cult Scenario Pack. Instead of each character in the group rolling an individual event and having someone beside them help, the entire group will experience one major event to jump start the adventure.

Just before the adventure begins, the player characters are all away from home together. Roll once for the entire group on the following table to determine what they were doing just before the session and how well it went for them. This is the reason they were away from home when the wicked goblins launched their attack.

Each of these events gives a necessary die roll. If it is a saving throw or attack roll, every character in the group must make the test. If it is an ability score check, then, while everyone is working on the problem together, only a single character may take the lead and make the roll. Discuss the scene and determine which character will make the test; others may help as normal. If there is any serious argument about who gets to test, use Initiative to solve the dispute.

When the characters return from this event they will find their home changed and the game is on!

<b>1d8 What happened earlier today?</b>	
1	Someone in the village sent you on a mission in the forest. Perhaps the witch sent you to gather rare herbs, or the elders needed you to make a purchase at a nearby settlement. <i>Test Wisdom</i> (Herbalism and nature skills may help). Success: you managed to find some healing herbs which, when chewed, will restore 1d6 hit points. Failure: you found poisonous berries and kept them just in case; if ingested, they will cause 1d6 damage to anyone who fails a save versus poison.
2	There were reports of strange activities outside of the village. You and your closest friends went to check them out, finding only the remains of an earlier goblin attack, such as dead travelers on the road. <i>Test Intelligence</i> (Awareness and related skills may help). Success: you recognize that this was a goblin attack, and you find a map or clues leading to the goblin lair. Failure: you are baffled by these strange remains.
3	You and your friends fell into a deep sleep while out walking. When you awoke, it was already dark. Was this some strange magic? <i>Everyone makes a saving throw versus spell</i> . Success: you wake yourself from the sleep, shaking off the curse; gain a +1 bonus on all saving throws against goblin magic for the rest of this scenario. Failure: you sleep deeply and have horrific dreams of a goblin sorcerer; you are sure that you could recognize him if you saw him again.
4	Some of the farmers' livestock got loose from their pens, so you and your friends went to round them up. You did not find the animals, but you did find some disturbing signs, such as strange footprints or broken arrows. <i>Test Wisdom</i> (Tracking and Investigation skills may help). Success: you will recognize these signs in the future; gain a +1 bonus to any checks to track the goblins in this scenario. Failure: you disturb the remains, thus learning nothing, but do manage to gather 1d4 goblin arrows.
5	Another village was having a small festival, and you decided to go to the festivities. You return to a very different home. <i>Test Charisma</i> (various social skills may help). Success: you made friends with a similar group of young people in the other village; you can probably call on them for help if you need to. Failure: you return home a little poorer; everyone loses 1d4 silvers.
6	A holy man from the south came to town. He spoke of foreign gods and mystical rites. Intrigued, you followed him far away from the village to an ancient, religious site and one of you took part in his rituals. <i>Test Constitution</i> . Success: you endured for the entire ordeal and come away with new insight; your weapon is blessed until the next moon, gaining +1 to hit and damage. Failure: you passed out from the fatigue and gained no new insights.
7	A monster was seen in the woods, so you and your friends, hoping for your first adventure, tracked the beast into the forest to confront it. <i>Everyone in the group makes an attack roll against AC 12</i> . If your group manages to cause a total of 2 points of damage per player, you get an excellent trophy to brag about. Otherwise, the beast drives you back to town; each character loses 1 HP.
8	A large dam failed upstream, and you and your friends had to make the journey to fix it. <i>Test Strength</i> . Success: the spirits of these waters show you their favor; just what this means for you in the future is still unclear. Failure: the first you hear of the invasion is when a goblin scout attacks you. This begins the adventure right now!

# SUGGESTED MONSTERS

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The following monsters are particularly appropriate for this scenario pack, and so their summaries are provided here for your convenience. Feel free to use any other monsters from other sources as you see fit, of course, including our Bestiary. With each category of monster is a suggested number which will provide a challenge to four Level 1 PCs. Groups which are smaller or larger, or which contain characters of higher levels, will require the GM to adjust the numbers accordingly.

## THE GOBLINS

Obviously, the focus of this Scenario Pack is the wicked goblins and the damage they cause the characters and their home. They are by far the most common adversary.

Remember that these goblin stats will be modified by the goblin trait which you rolled for your tribe at the beginning of the Scenario Pack

A group of four or five kobolds or goblins should be enough of a challenge for level 1 characters to become aware of the danger around them. Orcs are more difficult, and just two would be an acceptable challenge. The bugbear is a mighty foe, and one, perhaps with his guards or perhaps alone, is plenty for the characters to handle.

### KOBOLD

**Hit Dice:** 1d4 (2 HP)

**AC:** 13

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

**Alignment:** Chaotic

**XP:** 5

### GOBLIN

**Hit Dice:** 1d6 (4 HP)

**AC:** 14

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

**Alignment:** Chaotic

**XP:** 15

### ORC

**Hit Dice:** 1d10 (6 HP)

**AC:** 14

**Attack:** +1 to hit, 1d8 (longsword)

**Alignment:** Chaotic

**XP:** 20

### BUGBEAR

**Hit Dice:** 3d10 (15 HP)

**AC:** 15

**Attack:** +3 to hit, 1d10 (great axe)

**Alignment:** Chaotic

**XP:** 50

## GOBLIN BEASTS

The goblins' beasts are also worthy adversaries. Six or so foul beastlings make a fine threat, as would one or more guardian beasts.

### FOUL BEASTLING

**Hit Dice:** 1d4 (2 HP)

**AC:** 12

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

**Alignment:** Chaotic

**XP:** 5

**Notes:** *Carriers* (there is a 1 in 20 chance that anyone bitten by the beastling will suffer the penalty from the goblins' trait; this lasts until the next full moon)

### GUARDIAN BEAST

**Hit Dice:** 2d10 (11 HP)

**AC:** 14

**Attack:** +3 to hit, 1d4 (bite)

**Alignment:** Chaotic

**XP:** 50

**Notes:** *Steel Jaws* (if the beast successfully bites, it will stay locked on the target, automatically hitting in every subsequent round for 1d4 further damage)

**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!

## SUPERNATURAL FOES

It is entirely possible that the presence of the goblins and their magic has attracted other supernatural creatures to the characters' home.

An elemental could be bothered by the goblins' foul ways, while a phantom could represent a victim of the goblins who cannot rest easy. Either one of these threats would be enough by itself to give a group of first level characters plenty of problems.

### 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:** 3d8+3 (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)

### PHANTOM

**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)

## OTHER THREATS

The characters can easily run afoul of other threats while hunting for the goblins' caves or getting into trouble in the village.

Human bandits are about as threatening as goblins, so four or so would be a worthy threat to a band of first level adventures. Four dogs, three wolves, or a single bear make good challenges for a group of first level characters. A single insect swarm can pose a serious challenge to the group.

### HUMAN BANDIT

**Hit Dice:** 1d6 (4 HP)

**AC:** 14

**Attack:** +0 to hit, 1d8 damage (long sword)

**Alignment:** Neutral

**XP:** 20

### DOG

**Hit Dice:** 1d8 (5 HP)

**AC:** 12

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

**Alignment:** Neutral

**XP:** 15

### WOLF

**Hit Dice:** 2d8 (9 HP)

**AC:** 13

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

**Alignment:** Neutral

**XP:** 35

### BEAR

**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!

### INSECT SWARM

**Hit Dice:** 2d8 (9 HP)

**AC:** 13

**Attack:** special, see notes

**Alignment:** Neutral

**XP:** 85

**Notes:** *Swarming Attack* (the swarm will automatically cause 1 hit point of damage to anyone it passes over, every round. It will cause 3 hit points of damage to those who do anything other than seek cover)

# THE LORDLING'S LAMENT SCENARIO PACK

There is a problem with the local nobility. Things have gone wrong at the estate. People are fighting, a wedding is ruined, a funeral disrupted, and worse. Perhaps these are unrelated events, but perhaps there is evil afoot. And to make matters worse, all of this is happening during a very special event. The community, indeed the local lord himself, needs our heroes to sort out the mess.

This Scenario Pack gives the GM several tables which will allow the quick creation of an adventure while the players are making their characters. You will find example names, problems which plague the estate, and sample monsters.

If you need to come up with names of people and places on the fly, use these tables. We have chosen to use primarily Norman names for this scenario pack.

1d6	Village Name
1	Argentan
2	Arras
3	Bayeux
4	Dunstan
5	Honfleur
6	Rouville

## REMINDER!



= ADD A LOCATION TO THE MAP



= ADD AN NPC TO THE MAP

You will learn a lot about the characters' village from the events they roll while making their characters. This will include information on the people who live there.

**Use this table to come up with names for some of those people or the characters themselves.**

1d20	Female Names	1d20	Female Names	1d20	Male Names	1d20	Male Names
1	Adeline	11	Josephene	1	Achard	11	Henri
2	Bonne	12	Lina	2	Alfred	12	Hubert
3	Brunhilde	13	Lucette	3	Arthur	13	Jacques
4	Cathrene	14	Margot	4	Basil	14	Luc
5	Celene	15	Modeste	5	Charles	15	Martin
6	Edelene	16	Nathalee	6	Constant	16	Mathurin
7	Ester	17	Palmyre	7	Delphin	17	Robert
8	Fleurine	18	Rousalie	8	Edouard	18	Thonmas
9	Isabel	19	Simone	9	Francoais	19	Ugene
10	Jasmine	20	Ursule	10	Guy	20	Zephyr

# THE TRUTH BEHIND THE TROUBLES...

The problems in the noble court start during a special time or event, like a wedding or festival, when people's emotions are high and their attention elsewhere. This table tells you what event is occurring at the time of the problems, and *has a special rule for activities at court or around the estate for each.*

1d8	What special event is going on during the session?
1	A tournament. Nobles and esteemed commoners from miles around have gathered to test their skills and challenge one another. <i>All regular goods are more expensive and have a 10% price increase. Unless things are dire, the smith is too busy for you.</i>
2	The lord is giving an annual feast for the peasants in honor of one of his ancestors. <i>Food and drink are free.</i>
3	The estate is hosting a noble wedding. Everyone around the estate is busy preparing for the event. <i>Additionally, the characters have prepared a special wedding gift; let the players decide before the game starts.</i>
4	A great hunt. All the nobles and their retainers are in good cheer and busy themselves preparing for the event. <i>The huntsmen, pressed into service, are in foul moods, and all characters suffer a -2 penalty to their Charisma when dealing with them.</i>
5	Court day. The lord is hearing the problems of everyone within his domain, dispensing justice and offering advice as needed. <i>The estate is full of all sorts of people.</i>
6	Equinox. It is a time of magical flux and power. <i>All mages receive +1 to any spellcasting roll, and faeries and ghosts are more likely to enter the lands of men.</i>
7	A visit. Another noble, her family, and her retinue have come to the estate. The lord and all of his retainers are flustered and busy preparing for the event and pleasing the company. <i>The lord, the cook, and the seneschal will have no time for the characters.</i>
8	A funeral. The whole estate is in mourning. <i>All characters receive -1 to their Charisma when socializing with other villagers, and the shops are closed.</i>

1d6	Only the gamemaster will actually know the cause of the troubles. This table will let you know what is connecting the events which you will roll for below. What hidden thing is actually tying all of the problems together?
1	A feud between noble families, whether hidden or in the open, is behind all the trouble.
2	A haunting or a possessing spirit of some sort has broken the order of things.
3	A family member's unchecked personal ambition is at the root of the problems.
4	A strange outsider, like a foreign dignitary or disguised trickster, has been visiting the estate and has caused the trouble.
5	War, though distant, is afoot, and agents from both sides are in the area.
6	The lord's family has a dark secret which has led to the trouble.



1d8	What spot is tied to the connection from the last table? This could be someplace special or simply a place relevant to the connector. Fill this table with locations placed by the players on the village map.
1	
2	
3	
4	
5	
6	
7	
8	A different location of your creation, like a hidden chamber, a small lodge in the forest, or the dungeons beneath the castle.



1d8	In every good tale of this sort, the players learn something new about someone in the estate. Pick one involved NPC of your choosing. What revelation might the characters make about this NPC?
1	A secret love.
2	An unclaimed or forgotten child.
3	A dark secret or ancient crime.
4	A history with a rival neighboring noble family.
5	An evil pact, much regretted.
6	A connection to a distant and powerful noble court.
7	A hidden magical item.
8	A remarkable skill, either forgotten or hidden.



## THE PROBLEMS THEMSELVES...

There are at least two separate confounding problems that form the crux of this adventure. Although they don't seem it at first, they are connected by the previous tables. Roll once on each of the following three tables for each separate problem to determine who is involved, where the problem occurs, and what the problem is.

We recommend running the Scenario Pack with two events. Add additional problems to make a longer session or a series of problems at court which can stretch over more than one session of play.

Typically, using two different types of ability score checks to resolve each event creates a nice size of puzzle to fit an evening. This lets several types of characters contribute, and leaves room for helping. The GM should not be afraid to apply some penalties to the skill rolls. Make the PCs seek out help. Along the way the characters are likely to discover the root cause of the problems and how they might deal with it. There is a space at the end of these three tables for the GM to record up to three court problems and their connection.

*Example: the GM determines that a disgraced noble family has come to the keep itself seeking shelter. They are being hunted by a usurper from their house, and one of the PCs' uncles has agreed to give them succor. During the course of the game, the PCs will have to make a difficult decision about how to drive off or parlay with the hunter, or find another way to save the family.*

The Village Expanded on p.14 of *Dangers Near and Far* gives examples of using similar tables.

1d8	Fill in the blank spots on this table with interesting NPCs made by the players during village creation. Who is involved in this problem?
1	
2	
3	
4	
5	
6	A foreign noble, recently arrived at the estate, who is staying in the castle.
7	A noble relation of the PCs or of the local lord.
8	A new NPC created by the GM. This character should tie together at least two of the other NPCs made during village creation.

<b>1d8</b>	<b>Fill in the blank spots on this table with important locations made by the players during village creation. What location is directly tied to this problem?</b>
1	
2	
3	
4	
5	
6	The keep itself.
7	A specific place within the estate, like a tall tower, the cook's chambers, or the tournament fields.
8	Somewhere in the wilderness around the estate, like a secret grove or faerie gathering.

<b>1d8</b>	<b>What is the problem itself?</b>
1	A theft or a heist.
2	Missing taxes or treasure.
3	A rival's men-at-arms.
4	An important building on the estate, like the stables or the smithy, is destroyed.
5	Someone at the estate has gone missing.
6	A problem of issue or inheritance.
7	A disgraced noble family seeking shelter.
8	A faerie, monster, or spirit stakes a claim.

<b>Problem One</b>
Who?
Where?
What?

<b>Problem Two</b>
Who?
Where?
What?

<b>Problem Three</b>
Who?
Where?
What?

<b>The Connection</b>
Event
Location
Secret

# THE ROAD GOES ON

If you are playing this scenario as a one-shot, success in solving the village's problems will probably be satisfying enough for the players. However, if you plan to continue with these characters on further adventures, it might be nice to give them a reward to help them in future endeavors. The following tables will give you some ideas for such rewards, as well as seeds to plant for further adventures.

<b>1d6 Have the following show up at the end of the session, as a reward or treasure.</b>	
1	The characters are given a reward of treasure by the local lord or another noble. They may share 6d12 gold worth of coinage amongst themselves.
2	The heroes are rewarded with their own home or small holding near the estate, which they may share or give to the character most interested in looking after a home.
3	As a reward for their efforts, the characters come into possession of the spellbook of a long-dead noble mage. The book contains the spells <i>Obscurement</i> and <i>Conjure Darkness</i> , as well as the <i>Gather Mist</i> and <i>Wanderer's Fortune</i> rituals.
4	The local lord gives each of the characters his personal mark, so that they will be recognized as his official emissaries wherever his sigil is known.
5	Someone within the village or estate is so impressed with one of the characters' actions that he or she decides to follow that character. This NPC will accompany the group on its next adventure and will then become an ally of that character if treated well.
6	The local lord honors the heroes as companions of his household. Provided they do not anger their benefactor, they may make a Charisma check to gain supplies for future adventures.

You may want to leave the players with the seed of a future adventure as a result of their actions during this scenario. This allows you to continue your story with the same characters later. If you think you might want to do that, roll on this table and have the hook show up at the end of the session.

<b>1d6 What leads the characters to their next adventure?</b>	
1	The local lord is called away to battle. Before his departure, he calls upon the player characters to help his seneschal while he and his troops are away.
2	A neighboring lord's house is in disorder. When word reaches him of the heroes' actions, he sends for aid.
3	A trio of the lord's ancestors have long haunted the estate. Seeing the accomplishments of the characters, they come to them in dreams seeking a restful solution to their ancient troubles.
4	A rival of the local lord sees that the heroes will be a strong influence on the region, and seeks to lure them to his court, or to remove them as a threat to his power.
5	The lord rewards the characters' skill with more responsibility. As he prepares his lands for an encroaching war, he seeks to make the characters his new lieutenants.
6	An ally of the local lord has heard of the characters' accomplishments and is impressed. He asks the heroes for help with a large and powerful group of local bandits.

## RECENT EVENTS

As always, life on the noble estate is busy. The Recent Events table on the next page tells you what has been going on with your neighbors lately.

At the start of play, each player should roll on the following Recent Events table to see what has happened. The player to the left was there too and may be able to help by either having a relevant skill or spending a Fortune Point.

Remember that if a player rolls a duplicate event, one of the special events at the end of the table happens instead. For instance, if one player has already rolled a 7 and that number comes up again, have the first \* event happen instead. If another duplicate roll occurs, go on to the \*\* event and so forth.

**1d12 What has happened lately?**

- 1 One of the lord's personal servants came to you this morning for help with a visiting dignitary. Test Intelligence (Etiquette, certain knowledges, and related skills may help). *Success*: you helped him predict the noble's request and avoid a diplomatic incident. *Failure*: you misremembered the noble's parentage, and so the servant accidentally caused a great insult. Although the incident was smoothed over, everyone involved is angry with you.
- 2 Perhaps as punishment, the lord has asked you to help rethatch his hunter's lodges throughout the forest. Test Strength. *Success*: you lent a helping hand and have a +2 bonus to all Charisma rolls with the hunters for this adventure. *Failure*: you tried to help but made a mess of things and have a -2 penalty to all Charisma rolls with the lord's whole family for this adventure.
- 3 While you were directing preparations for the special event today, you had a disagreement with the workers about how to proceed. Test Charisma (Persuasion, Command, and related skills may help). *Success*: you realized that you were wrong and apologized, earning their respect; you have a +1 bonus to all Charisma rolls with all workers while at the event. *Failure*: you got into a shouting match with the laborers, who will not help you with anything during this adventure.
- 4 A traveler who was staying at the estate last week tried to steal supplies from the estate's larder. Test Wisdom (Alertness and related skills may help). *Success*: you caught the thief and helped eject him from court; you and your friends can call in a favor with the kitchen staff during the adventure. *Failure*: the thief got away with it and you and your friends were blamed. You should steer clear of the kitchens for a while.
- 5 One of the nearby peasant children went missing in the woods last week. Test Intelligence (Investigation and related skills may help). *Success*: you led the search and found the child and were given a place of honor at the upcoming festivities. The lord is proud that you made him look good in the eyes of the villagers. *Failure*: you were not able to find the child and the lord has lost faith in you. You will have a chance to restore that faith when the child turns up at the most inconvenient moment of this adventure, requiring rescue.
- 6 A holy wanderer from a foreign land came through court on her eternal pilgrimage. While seated at the lord's table for dinner, she offered a strange blessing. Test Charisma (Etiquette and related skills might help). *Success*: You impressed the holy one and received the blessing; you gain +1 Armor Class for this adventure. *Failure*: you were overeager and embarrassed yourself at court.
- 7 You have been aiding the recovery of an unfortunate knight in the lord's service. The warrior broke his left leg in the last tournament and is only now able to walk with a cane. Test Constitution (Herbalism or Healing and related skills might help). *Success*: Your unflinching aid and support have made the knight healthy and full of plans for you at court. *Failure*: your poor service has made an enemy of the knight and won you no new friends at court.
- 8 Last holy day, the court hosted a rival family for a formal feast. You were delighted to be part of the honor guard, and surprised to be called to dance after dinner. Roll Dexterity (Dancing or Performance and related skills might help). *Success*: You were brilliant; not only did you make your lord proud, but you flattered the guests and gain +2 Charisma with both groups for this adventure. *Failure*: you accidentally trod upon the guest's feet and caused an incident; you suffer 1d4 damage during the ensuing brawl, and your lord cannot decide between amused and furious.
- 9 The seneschal sent you on an errand to collect some supplies for the big event. Test Wisdom (Haggling and related skills may help). *Success*: you gathered the right things and the seneschal is mightily pleased with you; ask any favor of him during this adventure. *Failure*: you brought the wrong materials and embarrassed both yourself and the seneschal; suffer -4 Charisma at the event.
- 10 One of the lord's grooms, forgetting that you are no longer a small child, pressed you into service as an assistant yesterday. Test Dexterity (appropriate animal skills may help). *Success*: you did a good job and the groom owes you a favor. *Failure*: when you mucked things up the groom became angry; the stables will be a hostile place for you during this adventure.
- 11 Someone intentionally spooked the lord's herd of cattle. You were there when it happened; even though you could not see who did it, you ended up helping round up the herd. Test Constitution (Animal Ken and related skills may help). *Success*: you did a good job and were given a calf from the herd. *Failure*: a few cows got away, and will turn up at an inopportune time to interrupt your character's actions.
- 12 A wicked person fouled the estate's main well. You and several younger children from the village spent a wet afternoon clearing out the mess with buckets and rope. Test Strength (Farming or Athletics and related skills may help). *Success*: you finished early and made friends with one of your companions, who may well become an ally. *Failure*: the lot of you had a terrible time of it, and you suffer a -4 penalty to all Charisma rolls with all the workers on the estate for this adventure.
- \* Two weeks ago the captain of the guard had you watch over a storeroom he said he was worried about. The night you were set to watch, goblins came to steal the casks of wine kept there. Test Constitution. *Success*: you stayed awake and scared them off; goblins will be scared of you until the next Solstice. *Failure*: you fell asleep, and the goblins stole the wine.
- \*\* Something interesting happened to you while you were running an errand through the forest last week. Test Wisdom (Hunting and related skills may help). *Success*: you saved a wounded prince from an angry boar. If you can maintain this friendship while he heals, you will have made a strong ally. *Failure*: you heard the struggle, but found him too late; the dying prince gained your promise to deliver both his magical sword and news of his death to his distant kin.
- \*\*\* Yesterday you saw a strange, small child sneaking away from the court sorcerer's study. Test Dexterity (Athletics and related skills may help). *Success*: you caught a goblin spell thief, who offered you a future favor in exchange for freedom. *Failure*: you chased the figure all the way to the woods, where it disappeared into a small hole in the bank of the river. Upon examination, you discovered a door to Goblin Town (see page 32 of *Dangers Near and Far*).

# SUGGESTED MONSTERS

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The following monsters are particularly appropriate for this Scenario Pack, and so their summaries are provided here for your convenience. Feel free to use any other monsters from other sources as you see fit, of course, including our Bestiary. With each category of monster is a suggested number which will provide a challenge to four Level 1 PCs. Groups which are smaller or larger, or which contain characters of higher levels, will require the GM to adjust the numbers accordingly.

## NEIGHBORS AND ENEMIES

The most common adversaries and allies the characters will encounter in this scenario are those who live on the estate or other humans who might be passing through. A group of 4 or 5 commoners should be enough of a challenge for level 1 characters, though our heroes are unlikely to directly attack their neighbors unless the situation is dire. The other humans here can be used on their own or with a small group if the GM wants a more difficult challenge.

### COMMONER

These are the ordinary villagers who likely just want their days to return to normal. These stats might also represent untrained guards or animal handlers accompanying mercenaries or a necromancer.

**Hit Dice:** 1d6 (4 HP)

**AC:** 10

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

**Alignment:** usually Neutral

**XP:** 15

### CAPTAIN

The captain is a grizzled veteran. He is a commoner who serves at the lord's pleasure, and he takes his job very seriously.

**Hit Dice:** 2d10 (11 HP)

**AC:** 14

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

**Alignment:** Neutral

**XP:** 40

### FOREIGN DIGNITARY

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

**Hit Dice:** 2d8 (9 HP)

**AC:** 10

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

**Alignment:** Neutral

**XP:** 25

### THE LANDLESS KNIGHT

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

**Hit Dice:** 3d10 (17 HP)

**AC:** 15

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

**Alignment:** Lawful

**XP:** 95

### THE YOUNG LORD

A child come into power before his time, the young lord inherited his title when his parents died to violence or disease last winter. These sad ones now watch over their son. He is only fifteen years old, but has sworn to protect and rule his lands with might and justice.

**Hit Dice:** 1d8 (5 HP)

**AC:** 14

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

**Alignment:** Lawful

**XP:** 30

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



## BEASTS

The heroes may well find themselves having to contend with ordinary beasts during the course of the adventure. There are many such creatures, whether wild or tamed, in and around the village.

A group of three to five dogs makes for a good challenge for a group of first level characters, especially if they are accompanying one or more human adversaries who are used to leading them into battle. Two or three wolves are plenty of a threat for starting characters. In the rare event that herd animals are driven to frenzy and attack the PCs, two or three of them can threaten the characters.

### DOG

Many villagers keep dogs about for defense, hunting, or companionship.

**Hit Dice:** 1d8 (5 HP)

**AC:** 12

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

**Alignment:** Neutral

**XP:** 15

### HERD ANIMAL

These sorts of creatures rarely pose any threat to an adventurer or warrior as they are thoroughly domesticated. Nonetheless, one or more of them could become very dangerous if trouble by aggressive herd-thieves, faerie intervention, or dark magic.

**Hit Dice:** 2d8 (9 HP)

**AC:** 12

**Attack:** +2 to hit, 1d4+1 (head-butts and hooves)

**Alignment:** Neutral

**XP:** 40

### 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.

**Hit Dice:** 2d8 (9 HP)

**AC:** 13

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

**Alignment:** Neutral

**XP:** 35

## SUPERNATURAL THREATS

Outsiders might sometimes meddle in the affairs of the local estate.

A single phantom is plenty of a threat for first level characters. The PCs could possibly handle more than one phantom at a time if they have access to a way to harm it magically. The Sluagh are a terrifying and almost unbeatable foe which can be used to change the entire pace and tone of the adventure, and will have to be avoided or taken on in nontraditional ways by the PCs.

### PHANTOM

A phantom is a minor ghost. 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)

### 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)

The barrow of an ancient and mighty king has been opened near the village. This disturbance has weakened the veil between the worlds and now the dead are rising and the village is being haunted. Can the characters discover who opened the tomb? Can they find the location of the barrow? Will they be able to put the dead to rest once more and save the village?

This Scenario Pack gives the GM several tables which will allow the quick creation of an adventure while the players are making their characters. You will find example names, characteristics of the tomb and its inhabitants, and sample monsters.

If you need to come up with names of people and places on the fly, use these tables. We have chosen to use primarily Germanic names for this scenario pack.

1d6	Village Name
1	Eisern
2	Lambsheim
3	Mosbach
4	Neuenburg
5	Swanholm
6	Winnweiler

## REMINDER!



= ADD A LOCATION TO THE MAP



= ADD AN NPC TO THE MAP

You will learn a lot about the characters' village from the events they roll while making their characters. This will include information on the people who live there.

**Use this table to come up with names for some of those people or the characters themselves.**

1d20	Female Names	1d20	Female Names	1d20	Male Names	1d20	Male Names
1	Abigail	11	Ingrid	1	Achim	11	Jurgen
2	Adele	12	Karina	2	Adalbert	12	Kaspar
3	Cathrin	13	Marthe	3	Bastian	13	Manfred
4	Dana	14	Nina	4	Bjorn	14	Olaf
5	Elena	15	Sabine	5	Dirk	15	Ottokar
6	Freda	16	Saskia	6	Eckhart	16	Rodolf
7	Gerda	17	Sylvia	7	Erik	17	Seppel
8	Henrika	18	Ursel	8	Falk	18	Svenn
9	Hilda	19	Valeska	9	Henrik	19	Thorben
10	Ida	20	Ziska	10	Johannes	20	Viktor

# THE BARROW AND ITS OPENER...

One of the characters' neighbors has foolishly disturbed one of the barrows near the village. Fill in the blanks on this chart with NPCs created by the players during village creation, or with other NPCs which come up in their backgrounds as they are rolling on their Character Playbooks.

1d8	Who opened the barrow?
1	
2	
3	
4	
5	
6	
7	
8	It was not a villager at all! A stranger from another place opened the tomb.

1d6	Why did this person open the barrow?
1	Rumors of a hidden treasure near the village set the person on a foolish hunt for gold.
2	For some reason the spirits of the dead chose this person as the opener and sent forth an irresistible call.
3	It was an innocent mistake. The person may not even know what has happened.
4	Betrayed by another in the village, the person foolishly sought the aid of dark powers to obtain revenge.
5	The poor fool thought to stop the darkness from rising but was unprepared.
6	The villager tried to stop a tomb robber but things did not go as planned.



1d6	Many are buried near the village. Whose barrow was opened?
1	A long-dead warrior king from a previous civilization who believes that he still rightfully rules.
2	The founding king of your people who was not the hero everyone thought he was.
3	A ruler from your grandparents' time who was killed by a terrible monster.
4	A mighty sorcerer king who taught many of the wise.
5	A horrible murderer from the previous generation whom the villagers would rather forget.
6	A dread fae lord who was buried near the village as part of a treaty between the two peoples.

# THE HAUNTING IN THE VILLAGE

This disturbance has caused a haunting in the village. Fill in this chart with places in or around the village described by the players during the creation of the village.

<b>1d8</b>	<b>What place is being haunted by a ghost or spirit?</b>
1	
2	
3	
4	
5	
6	
7	
8	The local inn is the site of the haunting.



## EVENTS DURING THE GAME

Near the beginning of the session, while the characters are trying to piece together what is going on, an unrelated complication arises in the village. Bring this result in after 15-30 minutes of play. You might want to ignore this table if the game gets off to a fast roll on its own, but you can still use the result later if things slow down.

<b>1d6</b>	<b>What immediate problem requires the characters' attention?</b>
1	A group of armed skeletal warriors wander into the village. They threaten the living and must be turned back by force of arms.
2	A necromancer from elsewhere has been drawn by the power of the tomb's opening. This NPC could be friend or foe.
3	A phantom materializes before the characters as they are trying to piece together what has happened. The spirit seeks release.
4	Mercenary adventurers have come from elsewhere to rob and then close the opened tomb. While they may have similar aims to those of the PCs, they seek riches for themselves.
5	A villager has been badly affected by a haunting in his or her home. The ghost wants something, but the villagers cannot decipher its howls.
6	A villager has been affected by the dread touch of a wight and needs healing.

What leads the characters off the track? Many mysteries have a good red herring, and this table gives you one for this adventure. Whatever the result, it should be totally unrelated to the opened barrow, and is good to introduce after an hour or so of gameplay. If you are short on time, you should probably ignore this table.

<b>1d6</b>	<b>What leads the characters off track?</b>
1	A terrible accident in town claims the life of one of the NPCs in the village.
2	Someone the villagers had thought was dead or missing returns.
3	Two NPCs related to the characters are getting married. Despite the current problems, their must not be interrupted by the dead or ruined by the dread felt by the villagers.
4	One of the children in the village begins stealing from the blacksmith, who blames the theft instead on the recent movements of the dead.
5	Traveling performers come to town and give a great show in the village. This show may or may not be disrupted by the hauntings in town.
6	A local minor lordling dies and is entombed with great ceremony in a grave near to the opened barrow.

# THE DUNGEON

A good dungeon is a staple of fantasy gaming. The obvious dungeon here is the opened barrow itself. When the characters have discovered the location of the tomb and feel ready to enter, the following three tables will help you make a simple dungeon for them to explore. The characters will not know the location of the barrow without some investigation.

<b>1d8</b>	<b>Where is the tomb?</b>
1	The barrow is located in a known burial ground just outside of the village.
2	A day's journey from the character's home lie the barrow downs...
3	The barrow has been hidden for ages beneath another building within the village.
4	The barrow is hidden in a culvert on the edge of town.
5	Inside an old church or temple within the village is the entrance to the tomb.
6	The PCs must enter the wilds to reach the barrow.

<b>1d6</b>	<b>Who or what guards the entrance to the barrow?</b>
1	There is a magical trap at the entrance to the tomb.
2	A group of zombies, recently risen, guard the opening.
3	Two hellhounds stand guard for the dead king.
4	A group of armed men guard the entrance now, hoping to stop any other intruders.
5	Even when the characters find the location of the barrow, its entrance is hidden and requires searching to find it before dark falls.
6	The way is blocked by an immobile guardian set there long ago.

<b>1d6</b>	<b>What challenge waits within the barrow?</b>
1	A group of skeletons patrol here unceasingly.
2	Tomb robbers have beaten the characters here and do not want to share the spoils.
3	The sleep of the dead hangs upon one of the outer chambers and affects the characters with the Sleep spell.
4	A pack of ghouls has long lived here, waiting for fresh flesh.
5	Wild animals, like wolves or a bear, found another way into the barrow and have a den here.
6	The builders of the tomb set a clever trap, like false floors, a collapsing ceiling, or poisonous darts.

<b>1d6</b>	<b>What happens when the characters reach the burial chamber at the barrow's end?</b>
1	Another group of adversaries, like goblins, have tunneled their way into the tomb and arrive at the same time as the PCs.
2	The wight's minions protect it. It is surrounded by too many skeletons to count, but they will crumble if their master falls.
3	The wight king bears a magical item which will aid it in its fight with the characters, like an ensorcelled blade or a protective ring.
4	The king has long abandoned the barrow and left one of its lieutenants in its place.
5	The wight does not desire combat with the PCs unless forced, but rather views the villagers as its vassals and the surrounding lands as its by right. Does it seek to rule again?
6	The king's chambers are filled with traps which it knows well. The wight will attempt to lure the characters into the trapped catacombs during their encounter.



# THE ROAD GOES ON

If you are playing this scenario as a one-shot, success in sealing the barrow and stopping the hauntings will probably be satisfying enough for the players. However, if you plan to continue with these characters on further adventures, it might be nice to give them a reward to help them in future endeavors. The following tables will give you some ideas for such rewards, as well as seeds to plant for further adventures.

1d6	What do the characters gain from their adventure?
1	Contained in the barrow is a book of dark magic. The book contains the spells Banish Undead and Clear Eyes spells, as well as the Bind Familiar and Summoning rituals.
2	The barrow is filled with a great amount of treasure worth at least 5,000 silvers. Unfortunately, this money is cursed and brings bad luck to both the spender and the receiver.
3	The king's crown is a potent magical item. It causes 2d6 damage to the wearer upon first touch (make a save versus magic item for half damage), but is harmless thereafter and grants a +1 to the character's Charisma score.
4	A potent blade of dark iron which gives its wielder +2 to hit and damage is found within the barrow. This may be a shortsword, long sword, or great sword.
5	A bracer of ancient bronze is set at the foot of the king's bier. It grants its wearer +2 to AC and may not be removed under ordinary circumstances.
6	The PCs find a priceless piece of art within the tomb, but it is quite difficult to transport and would only be of interest to the wealthiest nobleman. Fortunately, a potential buyer rules just two weeks' travel from here.

You may want to leave the players with the seed of a future adventure involving the undead. This allows you to continue your story with the same characters later. If you think you might want to do that, roll on this table and have the hook show up at the end of the session.

1d6	What leads the characters to their next adventure?
1	The barrow contains a cryptic inscription mentioning other hidden barrows throughout the land filled with kings who might rise.
2	In the depths of the tomb the characters find an entrance to the underworld itself.
3	The characters find recent inscriptions which indicate that the land is infested with a cult which worships the dead king. The inscription points to a distant city or other village.
4	Clues in the tomb reveal one of the PCs to be the secret heir to the dead king.
5	As the characters are leaving the barrow, they feel a rush of wind and see a flock of spectral entities fly from the tomb across the land. Where are they going?
6	While the immediate threat of the dead king has been ended, the PCs find that the hauntings in their village continue. What will stop the angry dead?

## RECENT EVENTS

The previous tables all help the GM get some ideas about how to set up the adventure with the barrow and its opening. The Recent Events table on the next page pushes things into high gear.

At the start of play, each player should roll on the following Recent Events table to see what has happened. The player to the left was there too and may be able to help by either having a relevant skill or spending a Fortune Point.

Remember that if a player rolls a duplicate event, one of the special events at the end of the table happens instead. For instance, if one player has already rolled a 7 and that number comes up again, have the first \* event happen instead. If another duplicate roll occurs, go on to the \*\* event and so forth.

## 1d12 What has happened lately?

- 1 Last night a ghostly voice whispered many things to you. Among the babbling, you heard that the king had risen. Test Wisdom. *Success*: you were able to distinguish the name (but not the true name) of the risen king. *Failure*: you were frightened and restless and have a -1 penalty to all rolls today.
- 2 You saw one of your neighbors looking quite terrified and ill at ease last week. Test Charisma (Socialize and related skills may help). *Success*: the neighbor mentioned to you that something was amiss near the barrows (GM: this neighbor either opened the tomb, or knows who did). *Failure*: you bothered your neighbor with your questions. You suffer a -2 penalty to Charisma with this neighbor and his or her family for the remainder of this session.
- 3 Three nights ago, spectral steeds rode wild through the village, causing a panic. Test Strength (Athletics and related skills may help). *Success*: you helped your neighbors get to safety (GM: +2 to Charisma rolls with neighbors for the rest of this adventure). *Failure*: you were wounded by their chill touch and begin the game missing 1d4 hit points.
- 4 Carrion birds have been circling the village for the past two weeks. They are pestering the livestock and making the villagers uneasy. Test Wisdom (Direction Sense and related skills may help). *Success*: you notice where they come from each day (GM: this is the general area of the tomb). *Failure*: you are convinced that the vultures are circling the village well and that its water must be contaminated.
- 5 The grass has turned brown and the crops are beginning to fail. Test Wisdom (Farming and related skills may help). *Success*: you manage to save the crops and have plenty of food for the remainder of this Scenario Pack. *Failure*: all rations and meals cost double the normal amount this session.
- 6 Last week a sickness crept into the village and is spreading fast. Test Intelligence (Ancient History and related skills may help). *Success*: you recognize the sickness as an illness from the time of the dead king, and learn its cure. *Failure*: A family member dies from the illness before the village witch finds the cure.
- 7 Two nights ago a star fell to the earth in a field just outside of the village. Test Strength. *Success*: you manage to carry the chunk of metal to the smith, who may be able to use it later for something special. *Failure*: you cannot shift the chunk of metal, and when you return with tools or help, it is gone.
- 8 A passing fortune teller read your palm and offered a cryptic warning. Test Charisma to wheedle some clue to your fortune. *Success*: you have one additional Fortune Point that must be used during this adventure. *Failure*: you begin the game with one fewer Fortune Point than normal.
- 9 Last night, at dusk, a band of zombies wandered into town. Test Strength. *Success*: you stood firm and drove them off with the help of other villagers. Three of the village men seem willing to stand at your side again in battle against the dead. *Failure*: you were injured by the creatures and begin the game missing 1d6 -1 hit points.
- 10 You caught the witch sneaking around on the edge of town, gathering strange herbs. Test Dexterity (Stealth and related skills may help). *Success*: you sneaked after the witch and watched her create a batch of healing potions; you have the opportunity to steal one if you would like. *Failure*: you distracted the witch, and she ruins the batch of potions. She is a bit put out, and will not help you for the rest of the adventure.
- 11 Many have become ill of late. You are one of the unlucky ones. Test Constitution. *Success*: you come through the fever and are no longer affected by any sickness related to the dead king's rise. *Failure*: you suffer a -1 penalty to all rolls for the first two days of game time.
- 12 A stranger came to the inn last week, claiming to be a scholar from southern lands. Test Charisma (Socialize and related skills may help). *Success*: he revealed something to you about the location of barrows near to your village. *Failure*: the man made a fool of you in front of the whole inn; you suffer a -2 penalty to all Charisma rolls while in the inn for the rest of this adventure.
- \* In dreams and portents, clues as to the secret nature of the king are making themselves clear to you. Test Intelligence. *Success*: you know the true name of the ancient king. *Failure*: you learn one of the secrets of the king's barrow instead.
- \*\* Wandering about last week, you fell into a concealed hole and found a hidden passageway (GM: this is an alternate entrance to the tomb and bypasses the guardian). Test Dexterity (Athletics or Climbing related skills may help). *Success*: you got out uninjured and found two silvers as well. *Failure*: you hurt yourself in the fall and begin the game with half hit points (GM: but the player still found the secret entrance).
- \*\*\* Bothered by the dead king's rise, a small faerie came to your home last night and offered you a gift to help, a wickedly sharp sliver of dark wood. Test Charisma. *Success*: the faerie is impressed and tells you that the sliver will instantly slay anyone it pierces, but that it will then cause serious harm to the bearer (GM: this is a dagger which instantly kills on any hit, but also causes 1d12 damage to the bearer; it is destroyed after a single use). *Failure*: the faerie finds you uncouth and does not tell you the powers of the weapon.

# SUGGESTED MONSTERS

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The following monsters are particularly appropriate for this Scenario Pack, and so their summaries are provided here for your convenience. Feel free to use any other monsters from other sources as you see fit, of course, including our Bestiary. With each category of monster is a suggested number which will provide a challenge to four Level 1 PCs. Groups which are smaller or larger, or which contain characters of higher levels, will require the GM to adjust the numbers accordingly.

## THE SHAMBLING DEAD

These are the most common undead encountered by the characters. They might have risen on their own because of the influx of dark magic, or they could serve a necromancer. A group of four or five skeletons or zombies make a good challenge for first level characters.

### 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)

### 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.

**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)

## MORTAL THREATS

Due to the goings-on in the village, humans can be as much a threat for the characters as the undead. A group of four or five should be enough of a challenge for level 1 characters to become aware of the danger around them, and adding the necromancer into the mix makes things much more dangerous.

### COMMONER

These are the ordinary villagers who likely just want their days to return to normal. These stats might also represent untrained guards or animal handlers accompanying tomb robbers or a necromancer.

**Hit Dice:** 1d6 (4 HP)

**AC:** 10

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

**Alignment:** Neutral

**XP:** 15

### MERCENARY

These might be other adventurers drawn to the barrow in search of plunder, or guards set there to stop new intruders from entering.

**Hit Dice:** 1d6 (4 HP)

**AC:** 14

**Attack:** +0 to hit, 1d8 damage (long sword)

**Alignment:** Neutral

**XP:** 20

### NECROMANCER

An opportunistic necromancer could well have been attracted to the barrow and be searching for a way to increase his dark powers.

**Hit Dice:** 2d6 (7 HP)

**AC:** 11

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

**Alignment:** Chaotic

**XP:** 100

**Notes:** *Spellcasting* (may cast 2 spells per day)

## WILD ANIMALS

The heroes may well find themselves having to contend with ordinary beasts during the course of the adventure, whether because they are under the control of dark powers, or because they have taken up residence in or near the barrow.

A group of eight or ten bats makes for a good challenge for a group of first level characters, especially if they are accompanying a more dangerous foe. Two or three wolves with a single worg are plenty of a threat for such characters; frankly, the worg is frightening for beginning PCs all on his own.

### BAT

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)

### 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.

**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

## THE WICKED DEAD

The most dangerous foes the characters will face in this Scenario Pack are the spirits of the dead and the king whose barrow was opened. These adversaries possess potent supernatural abilities and may need to be overcome by clever means.

A single phantom or wight is plenty of a threat for first level characters. The PCs could possibly handle more than one phantom at a time if they have access to a way to harm it magically. Despite his power, the GM may want to have the wight accompanied by a skeleton or two for a more interesting combat, but only if the characters are well armed.

### PHANTOM

A phantom is a minor ghost, the spirit of someone who was not ready to depart our world. 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)

### 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)

# THE TROUBLED VILLAGE SCENARIO PACK

Things have gone wrong at home. People are fighting, a wedding is ruined, a funeral disrupted, and more. Perhaps these are unrelated events, but perhaps there is evil afoot. And to make matters worse, all of this is happening during a very special event. The heroes' neighbors and families need them to sort out the mess.

This Scenario Pack gives the GM several tables which will allow the quick creation of an adventure while the players are making their characters. You will find example names, characteristics for villagers, and sample monsters.

If you need to come up with names of people and places on the fly, use these tables. We have chosen to use primarily Spanish names for this scenario pack.

1d6	Village Name
1	Ardon
2	Carrizo
3	Cistierna
4	Oencia
5	Ronda
6	Sabero

## REMINDER!



= ADD A LOCATION TO THE MAP



= ADD AN NPC TO THE MAP

You will learn a lot about the characters' village from the events they roll while making their characters. This will include information on the people who live there.

**Use this table to come up with names for some of those people or the characters themselves.**

1d20	Female Names	1d20	Female Names	1d20	Male Names	1d20	Male Names
1	Amelia	11	Judit	1	Andres	11	Inigo
2	Angela	12	Letitia	2	Alvar	12	Leonardo
3	Bianca	13	Luisa	3	David	13	Lorenzo
4	Barbara	14	Maria	4	Esteban	14	Manuel
5	Carmen	15	Miriam	5	Flain	15	Miguel
6	Cecilia	16	Olga	6	Froila	16	Osorio
7	Dolores	17	Rosa	7	Gustavo	17	Rafel
8	Esther	18	Sofia	8	Guillermo	18	Rodolfo
9	Felisa	19	Teresa	9	Hector	19	Suero
10	Isabel	20	Urraca	10	Horatio	20	Thomas



# THE TRUTH BEHIND THE TROUBLES...

The problems in the village start during a special time or event, like a wedding or festival, when people's emotions are high and their attention elsewhere. This table tells you what event is occurring at the time of the problems. *There is also a special rule for village activities for each.*

1d8	What special event is going on during the session?
1	A great market day. <i>All characters receive +1 to their Charisma when trying to haggle, and regular goods are offered at a 10% discount. Special, unusual items may also be available.</i>
2	The day of a large feast. The villagers are in a cheery mood and fellowship is easy to find. <i>All characters receive +1 to their Charisma when socializing with other villagers.</i>
3	A wedding. <i>Nobody is working except for the poor innkeep, and the shops are closed. Additionally, the characters have prepared a special wedding gift; let the players decide before the game starts.</i>
4	Tax day. <i>Someone is in the village collecting taxes, whether that be a local man doing so at the elders' requests or an emissary of the nobility. All prices are increased by 10% and there may be armed guards about.</i>
5	The day of the lord's visit. A lord and his retinue are visiting the village. <i>All prices are increased by 20% and there is a large crowd of outsiders in town. The village will be running low on supplies trying to meet the needs of its many visitors.</i>
6	Equinox. It is a time of magical flux and power. <i>All mages receive +1 to any spellcasting roll, and faeries and ghosts are more likely to enter the lands of men.</i>
7	Full moon. A huge crowd has gathered at the inn to honor the moon, tell tall tales, and share drink and fellowship with one another. <i>All characters receive a +1 bonus to any Intelligence rolls related to knowing old stories.</i>
8	A funeral. The whole village is in mourning. <i>All characters receive -1 to their Charisma when socializing with other villagers, and the shops are closed.</i>

1d6	Only the gamemaster will actually know the cause of the troubles. This table will let you know what is connecting the events which you will roll for below. What hidden thing is actually tying all of the problems together?
1	A family feud, whether hidden or in the open, is behind all the trouble.
2	A haunting or a possessing spirit of some sort has broken the order of things.
3	A flood, earthquake, or other natural disaster is at the root of the problems.
4	A strange outsider, like a wild man or faerie, has been scavenging in town, leading to the trouble.
5	A gang of thieves or bandits are the source of the problems.
6	Gambling debts, extortion, or family secrets have led to the trouble.



1d8	What spot is tied to the connection from the last table? This could be a lair or simply a place relevant to the connector. Fill this table with locations placed by the players on the village map.
1	
2	
3	
4	
5	
6	
7	
8	A different location of your creation, like a larder, a hidden grove just outside of town, or a farm on the edge of the village.

1d8	In every good village tale, the players learn something new about someone in town. Pick one involved NPC of your choosing. What revelation might the characters make about this NPC?
1	A secret love.
2	An unclaimed or forgotten child.
3	A dark secret or ancient crime.
4	Faerie heritage.
5	An evil pact, much regretted.
6	A heroic past.
7	A hidden magical item.
8	A remarkable skill, either forgotten or hidden.



## THE PROBLEMS THEMSELVES...

There are at least two separate confounding problems that form the crux of this adventure. Although they don't seem it at first, they are connected by the previous tables. Roll once on each of the following three tables for each separate problem to determine who is involved, where the problem occurs, and what the problem is.

We recommend running the Scenario Pack with two events. Add additional problems to make a longer session or a series of village problems which can stretch over more than one session of play.

Typically, using two different types of ability score checks to resolve each event creates a nice size of puzzle to fit an evening. This lets several types of characters contribute, and leaves room for helping. The GM should not be afraid to apply some penalties to the skill rolls. Make the PCs seek out help. Along the way the characters are likely to discover the root cause of the problems and how they might deal with it. There is a space at the end of these three tables for the GM to record up to three village problems and their connection.

*Example: the GM determines that the miller is involved in a problem near the river and that the mill has been destroyed. There has been a disaster at the mill! The great wheel collapses in a spring storm, but the town depends on getting out a large order of grain very soon. During the course of play, the PCs will need to make one check to figure out how to fit together the mechanism, and another to organize the manpower for getting it into place.*

See p.14 of *Dangers Near and Far* for examples of how to use the following tables.

1d8	Fill in the blank spots on this table with interesting NPCs made by the players during village creation. Who is involved in this problem?
1	
2	
3	
4	
5	
6	A stranger, recently arrived in the village, who is lodging with the family of one of the PCs.
7	A family member of one of the PCs. Alternatively, a close childhood friend will do.
8	A new NPC created by the GM. This character should tie together at least two of the other NPCs made during village creation.

1d8	Fill in the blank spots on this table with important locations made by the players during village creation. What location is directly tied to this problem?
1	
2	
3	
4	
5	
6	The local inn.
7	A natural location just outside of the village, like a gorge, cliff, or steep hill.
8	One of the villagers' homes.

1d8	What is the problem itself?
1	A theft or a heist.
2	A spreading fire in the village.
3	A fever, ague, or plague.
4	An important building, like the mill or the smithy, is destroyed.
5	Someone in the village has gone missing.
6	A sudden food shortage.
7	A shipwreck, waylaid caravan, or group of refugees.
8	A disruption along the trade networks near the village.

Problem One
Who?
Where?
What?

Problem Two
Who?
Where?
What?

Problem Three
Who?
Where?
What?

The Connection
Event
Location
Secret

# THE ROAD GOES ON

If you are playing this scenario as a one-shot, success in solving the village's problems will probably be satisfying enough for the players. However, if you plan to continue with these characters on further adventures, it might be nice to give them a reward to help them in future endeavors. The following tables will give you some ideas for such rewards, as well as seeds to plant for further adventures.

1d6	What reward do the characters gain from their adventure?
1	The characters are given a reward of treasure by the villagers whom they have helped. They may share 5d10 gold worth of coinage amongst themselves.
2	The heroes are rewarded with their own home or farmstead within the village, which they may share or give to the character most interested in looking after a home.
3	The characters find or are given an ancient book which has long been kept in the village. The book contains the spells Brave the Flames and Friend's Call, as well as the Circle of Protection and Feast's Blessing rituals.
4	The village witch rewards the characters with a very special object which she has long held in her hut: a silver dipper which purifies any drink served from it.
5	Someone within the village is so impressed with one of the characters' actions that he or she decides to follow that character. This villager will accompany the group on its next adventure and will then become an ally of that character if treated well.
6	The innkeep recognizes the skills of the characters and wishes to reward them. Provided they do not abuse the offer, they may eat and drink for free in the inn from now on.

You may want to leave the players with the seed of a future adventure as a result of their actions during this scenario. This allows you to continue your story with the same characters later. If you think you might want to do that, roll on this table and have the hook show up at the end of the session.

1d6	What leads the characters to their next adventure?
1	The villagers have a quest which they have long neglected. Given how well the PCs did during this Scenario Pack, the elders decide that they are just the type to handle the quest.
2	Neighboring villagers are experiencing troubles of their own. When word reaches them of the heroes' actions, they send for aid.
3	The local faeries are amused by the characters' actions. Since the fae always have excitement of their own, they "invite" the characters to visit and help.
4	Someone or something is deeply angered by the tranquility which settles over the village when the problems are solved.
5	In addition to the reward above, the village elders also give the characters a minor magic item. Unfortunately, it is cursed, and the PCs must seek a way to end its power.
6	A nearby lordling has heard of the characters' accomplishments within their village and is impressed. He thinks that they are just the sort to solve some of his own problems with a rival.

## RECENT EVENTS

As always, life in the village can be quite busy. The Recent Events table on the next page tells you what has been going on with your neighbors lately.

At the start of play, each player should roll on the following Recent Events table to see what has happened. The player to the left was there too and may be able to help by either having a relevant skill or spending a Fortune Point.

Remember that if a player rolls a duplicate event, one of the special events at the end of the table happens instead. For instance, if one player has already rolled a 7 and that number comes up again, have the first \* event happen instead. If another duplicate roll occurs, go on to the \*\* event and so forth.

**1d12 What has happened lately?**

- 1 One of the villagers came to you this morning for help finding something. Test Intelligence (Search and related skills may help). *Success*: you located the item and the villager gave you 2d6 silvers as a reward. *Failure*: you could not manage to find the item, and the villager will still be searching for it during this adventure.
- 2 Yesterday you noticed that one of the houses or shops in the village was undergoing repairs. Test Strength. *Success*: you lent a helping hand and have a +2 bonus to all Charisma rolls with the owner for this adventure. *Failure*: you tried to help but made a mess of things and have a -2 penalty to all Charisma rolls with the owner for this adventure.
- 3 While you were helping one of the villagers prepare for the special event today, you had a disagreement about how to proceed. Test Charisma (Persuasion and related skills may help). *Success*: you got your way and everyone seems happy about it; you have a +1 bonus to all Charisma rolls with all villagers while at the event. *Failure*: you got into a shouting match with the villager, who will not help you with anything during this adventure.
- 4 A traveler who was staying at the inn last week tried to pick the innkeep's pocket. Test Wisdom (Alertness and related skills may help). *Success*: you caught the thief and helped eject him from town; you and your friends drink for free at the inn for the next two nights. *Failure*: the thief got away with it and the innkeep has to double his prices for two weeks.
- 5 One of your neighbor's children went missing in the woods last week. Test Intelligence (Search and related skills may help). *Success*: you led the search and found the child and were given a precious family heirloom as reward. *Failure*: you were not able to find the child, but it will turn up at the most inconvenient moment of this adventure, requiring rescue.
- 6 A holy person from a far away land came through the village to stay with the witch, and offered a strange blessing. Test Charisma. *Success*: you impressed the priest and received the blessing; you gain +2 to all saving throws for this adventure. *Failure*: you seemed too eager and were deemed rude. The witch is embarrassed of you and will not help you for this adventure.
- 7 The village elders sent you to fetch a whole list of necessary goods from a nearby town. Test Constitution. *Success*: you made it back with the right items in time and receive +1 bonus to all Charisma rolls with the whole village while at the event. *Failure*: you came back late, and with the wrong items. You suffer a -1 penalty to all Charisma rolls while at the event, and get teased more than a little.
- 8 After a mighty storm took down several trees, you had to help your neighbors clear the way. Test Strength. *Success*: you made a good showing and the road was cleared; you gain +2 bonus to all Charisma rolls with the carter and his family for the rest of the adventure. *Failure*: the road is still partially blocked, and no outside peddlers or merchants can make it to town.
- 9 The witch sent you on an errand to collect some components for a ritual. Test Wisdom (Herbalism and related skills may help). *Success*: you gathered the right things and the witch blesses you; gain +2 on your first roll for the session. *Failure*: you brought the wrong materials and the witch gave you a minor hex in irritation; you suffer a -2 penalty on your first roll for the session, and will know the right herbs next time.
- 10 One of the village craftsmen, forgetting that you are no longer a small child, pressed you into service as an assistant yesterday. Test Dexterity (appropriate craft skills may help). *Success*: you did a good job and the craftsman owes you a favor. *Failure*: when you mucked things up the craftsman became angry and refuses your business for this adventure.
- 11 Someone intentionally spooked a neighbor's flock of goats. You were there when it happened; even though you could not see who did it, you ended up helping round up the flock. Test Constitution (Animal Ken and related skills may help). *Success*: you did a good job and were given a kid from the flock. *Failure*: a few goats got away, and will turn up at an inopportune time to interrupt your character's actions.
- 12 A wicked person blocked up the local farms' irrigation ditches. You and a younger child from the village spent a wet afternoon clearing out the mess with shovels and axes. Test Strength (Farming and related skills may help). *Success*: you finished early and made friends with your companion, who may well become an ally. *Failure*: the two of you had a terrible time of it, and you suffer a -4 penalty to all Charisma rolls with the youth for this adventure.
- \* Two weeks ago the witch had you watch over a newborn child that she was worried about. Faeries came to steal the baby away just after midnight. Test Constitution. *Success*: you stay awake and scared them off; faeries will be scared of you until the next Solstice. *Failure*: you fall asleep, and the faeries stole the baby. Fortunately, one of the faeries lost her cloak climbing out the window.
- \*\* Something interesting happened to you while you were fishing last week. Test Wisdom (Fishing and related skills may help). *Success*: you snagged a full pack washing down the stream; it was full of fancy clothes and a much bedraggled invitation to a party at a distant prince's palace in a month's time. *Failure*: you fell asleep under the branches of the willow tree, and woke up half-swallowed in its trunk, but were saved by a wandering elf, who spoke the willow's true name, released you, then left with a wink.
- \*\*\* Yesterday you saw a strange, small child stealing something from the location for the event. Test Dexterity (Athletics and related skills may help). *Success*: you caught a faun, who offered you a future favor in exchange for freedom. *Failure*: you chased the figure all the way to the woods, where it disappeared into a small hole in the bank of the river. Upon examination, you discovered a door to Faerie.



# SUGGESTED MONSTERS

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The following monsters are particularly appropriate for this Scenario Pack, and so their summaries are provided here for your convenience. Feel free to use any other monsters from other sources as you see fit, of course, including our Bestiary. With each category of monster is a suggested number which will provide a challenge to four Level 1 PCs. Groups which are smaller or larger, or which contain characters of higher levels, will require the GM to adjust the numbers accordingly.

## NEIGHBORS AND ENEMIES

The most common adversaries and allies the characters will encounter in this scenario are the other villagers or other humans who might be passing through. A group of 4 or 5 commoners or bandits should be enough of a challenge for level 1 character, though our heroes are unlikely to directly attack their neighbors unless the situation is dire. The hidden sorcerer, experienced hero, or watchman can be used on their own or with a small group if the GM wants a more difficult challenge.

### COMMONER

These are the ordinary villagers who likely just want their days to return to normal. These stats might also represent untrained guards or animal handlers accompanying mercenaries or a necromancer.

**Hit Dice:** 1d6 (4 HP)

**AC:** 10

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

**Alignment:** usually Neutral

**XP:** 15

### BANDIT

These might be dissatisfied ex-mercenaries, villagers who have turned to banditry in times of trouble, or hired thugs working for an adversary.

**Hit Dice:** 1d6 (4 HP)

**AC:** 14

**Attack:** +0 to hit, 1d8 damage (long sword)

**Alignment:** Chaotic

**XP:** 20

### HIDDEN SORCERER

One of the villagers or a stranger from another land might be a secretive practitioner of magic. Either way, such a sorcerer might be involved in the troubles.

**Hit Dice:** 2d6 (7 HP)

**AC:** 11

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

**Alignment:** any

**XP:** 90

**Notes:** *Spellcasting* (the hidden sorcerer may cast two spells per day and most often employs the spells Greater Illusion, Tinkerer's Gift, or Veil of Sleep)

### EXPERIENCED WARRIOR

The characters are not the only people who dream of seeing the world and facing danger. This NPC has had several adventures himself and could be a great force for good or ill depending on how he is involved in the troubles.

**Hit Dice:** 3d10 (17 HP)

**AC:** 16

**Attack:** +4 to hit, 1d8+2 (sword)

**Alignment:** any

**XP:** 120

**Notes:** *Rewards* (the experienced warrior bears a single magical item from his previous adventures; see p.69 of *Beyond the Wall and Other Adventures* for a sample list of magical items.)

### WATCHMAN

The village may only have a single watchman, or perhaps a group of two or three. They usually keep the peace but can also get mired in troubled situations themselves.

**Hit Dice:** 2d6 (7 HP)

**AC:** 14

**Attack:** +1 to hit, 1d8 damage (spear)

**Alignment:** Lawful

**XP:** 35

## BEASTS

The heroes may well find themselves having to contend with ordinary beasts during the course of the adventure. There are many such creatures, whether wild or tamed, in and around the village.

A group of three to five dogs makes for a good challenge for a group of first level characters, especially if they are accompanying one or more human adversaries who are used to leading them into battle. Two or three wolves are plenty of a threat for starting characters. In the rare event that herd animals are driven to frenzy and attack the PCs, two or three of them can threaten the characters.

### DOG

Many villagers keep dogs about for defense, hunting, or companionship.

**Hit Dice:** 1d8 (5 HP)

**AC:** 12

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

**Alignment:** Neutral

**XP:** 15

### HERD ANIMAL

These sorts of creatures rarely pose any threat to an adventurer or warrior as they are thoroughly domesticated. Nonetheless, one or more of them could become very dangerous if trouble by aggressive herd-thieves, faerie intervention, or dark magic.

**Hit Dice:** 2d8 (9 HP)

**AC:** 12

**Attack:** +2 to hit, 1d4+1 (head-butts and hooves)

**Alignment:** Neutral

**XP:** 40

### 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.

**Hit Dice:** 2d8 (9 HP)

**AC:** 13

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

**Alignment:** Neutral

**XP:** 35

## SUPERNATURAL THREATS

Outsiders might sometimes meddle in the affairs of the village. A group of beast men, a haunting phantom, or the trickster Pukka could be involved in the village's troubles.

A group of 4 or 5 beast men make a good challenge for level 1 characters. A single phantom or wight is plenty of a threat for first level characters. The PCs could possibly handle more than one phantom at a time if they have access to a way to harm it magically. Even alone, Pukka is likely beyond the PCs' abilities to confront directly.

### BEAST MAN

These animalistic creatures from other lands might have ended up near or in the characters' village.

**Hit Dice:** 1d8 (5 HP)

**AC:** 12

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

**Alignment:** any

**XP:** 15

### PHANTOM

A phantom is a minor ghost. 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)

### PUKKA

This troublesome faerie is often involved in others' affairs.

**Hit Dice:** 5d8 (23 HP)

**AC:** 18

**Attack:** +4 to hit, 1d6 (short sword)

**Alignment:** Chaotic

**XP:** 300

**Notes:** *Open Gate* (Pukka has the unique ability to open a gate to another world; this takes him a single round, and the gate remains open 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)

Many years ago, perhaps even generations, the witch made a terrible mistake involving a supernatural terror. Now that mistake has come back to haunt the village, and it is a powerful foe. Whether because of fear, uncertainty, or a magical geas, the witch is not able to act, and it is up to the characters to get to the bottom of just what happened and how to save the village from this returned evil.

This Scenario Pack gives the GM several tables which will allow for the quick creation of an adventure while the players are making their characters. You will find example names, possible histories for the witch's problems, and sample monsters.

If you need to come up with names of people and places on the fly, use the following tables. We have chosen to use primarily Romanian names for this scenario pack.

1d6	Village Name
1	Banffy
2	Corvin
3	Lazar
4	Miko
5	Neamt
6	Peles

## REMINDER!



= ADD A LOCATION TO THE MAP



= ADD AN NPC TO THE MAP

You will learn a lot about the characters' village from the events they roll while making their characters. This will include information on the people who live there.

**Use this table to come up with names for some of those people or the characters themselves.**

1d20	Female Names	1d20	Female Names	1d20	Male Names	1d20	Male Names
1	Alexandra	11	Ivona	1	Andrei	11	Ionut
2	Antanasia	12	Joanna	2	Anghel	12	Luca
3	Cipriana	13	Lipa	3	Boian	13	Marku
4	Daria	14	Maria	4	Costache	14	Mihal
5	Dol	15	Minodora	5	Cristian	15	Nandru
6	Elena	16	Miriana	6	Danut	16	Nicolae
7	Fitrat	17	Odeta	7	Dumitru	17	Radut
8	Francise	18	Relia	8	Gabriel	18	Rasvan
9	Ihrin	19	Shimeka	9	Geofri	19	Serghei
10	Imanuela	20	Sofia	10	Haralamb	20	Stefan

# THE WITCH'S TERRIBLE MISTAKE...

What place was the site of the witch's ancient mistake? Fill in the blanks on this chart with places which the players come up with during character creation. The place must be at least as old as the characters themselves to be placed on this table.

1d8	Where did the witch make her mistake?
1	
2	
3	
4	
5	
6	
7	The old mill.
8	Grandmother Weavers house.

Someone in the village has willingly or unwilling sided with the evil in secret. As above, fill in the blanks on this chart with people that come up while the players are making their characters. As you piece together later results, decide how this person is helping, and whether they are willing or not.

1d8	Who has sided with the evil?
1	
2	
3	
4	
5	
6	
7	Someone in the smith's family.
8	One of the village elders.



What creature did the witch anger? This will be a monster too powerful for the characters to face directly, and the GM will have to make this clear to the PCs over the course of the adventure, and provide ways for them to overcome the evil. Example monsters are provided in parentheses.

1d6	What is the nature of the evil?
1	A powerful spirit of Chaos, perhaps even a minor god. Now either that spirit itself or one of its chief followers is in the village. (a lesser demon)
2	A beautiful and terrible faerie lord or lady from deep in the woods who wakes one a generation. (a faerie lord)
3	The ghost of a mighty sorcerer which still wields much power. Perhaps banished, the spirit is now free of its shackles. (a wraith)
4	Wicked and deceitful creatures which take the shape of any they choose. They are responsible for many of the elders' stories. (a trio of doppelgangers)
5	Another witch with mighty magic and secretive ways. Once merely a rival, she comes now as a vengeful sorceress. (a level four mage)
6	A risen king and queen from ancient times, whom the witch drove from the village a generation ago. (two wights)

The evil is likely beyond the powers of the characters. The following tables will give the gamemaster an idea of the evil's origin and a way to help the characters overcome it. Further ideas are found with the suggested monsters at the end of this Scenario Pack.

<b>1d6</b>	<b>How, years ago, did the witch anger the power which now rises anew?</b>
1	She foolishly invited the danger into the village without understanding its true powers or motives.
2	Sure of herself, she accepted the evil thing's challenge to a game or contest and lost. Now it has come to claim its prize.
3	Without fully realizing it, the witch empowered the evil thing with her own magic, and was just able to banish it for a time.
4	In her youth, the witch fell prey to a demon's silver tongue and wicked sense of humor.
5	When speaking a word of power, the witch's tongue slipped, and she opened a door to somewhere else. The evil came through.
6	In one way or another, the power is the unwanted child of the witch and her power, and it bears a terrible grudge against its mother.



<b>1d6</b>	<b>What discovery will help the player characters avert this threat?</b>
1	A magical weapon of significant power against this threat is hidden somewhere within a day's travel from the village.
2	A magical item with power against this threat, such as a lantern that illuminates the invisible, or a protective amulet, remains at a location related to the person listed on the second table.
3	The power's true name is hidden somewhere at the location of the witch's mistake. If the PCs can find it, they will have a great advantage against the evil.
4	A powerful ally, perhaps a wandering hero, magician, faerie, or spirit, holds a grudge against this threat, and could be convinced to help the characters.
5	There is a location nearby at which the threat is most vulnerable. The player characters will receive a large bonus against the evil power should they lure it there.
6	The player characters discover the details of an elaborate ceremony that can bar the power from the village forever.

## EVENTS DURING THE GAME

Near the beginning of the session, while the characters are starting their investigation, what kicks things into high gear? Bring this result in after 15-30 minutes of play. You might want to ignore this table if the game gets off to a fast start on its own, but you can still use the result to inform your thinking while you are figuring out what is really going on with the evil power.

<b>1d6</b>	<b>What pushes the characters to action?</b>
1	Precious items of either monetary or sentimental value start to go missing in the village.
2	Livestock are found dead, with strange wounds.
3	Fires are set in two or three places in and around the village.
4	A named NPC is found dead.
5	The village well is poisoned.
6	Children are taken in the night.



If things are going slowly or the characters seem stumped, it may prove beneficial for the GM to have another moment of crisis occur with the evil power. Use this table if you need to spice things up or make things more urgent.

<b>1d6</b>	<b>What does the power do during the game?</b>
1	Crops wither or are burned.
2	A wandering merchant comes wounded to town, telling stories of his strange assailant.
3	As part of some cruel game, the threat fans the flames of a feud between two local families.
4	The graveyard is disturbed as if by some dark ritual.
5	Unwittingly or not, another threat comes to town in service of this power's goals.
6	A band of cruel adventurers comes to make their names against the power, but fails.

## THE ROAD GOES ON

If you are playing this scenario as a one-shot, success in stopping the witch's nemesis will probably be satisfying enough for the players. However, if you plan to continue with these characters on further adventures, it might be nice to give them a reward. The following tables will give you some ideas for such rewards, as well as seeds to plant for further adventures.

<b>1d6</b>	<b>What do the characters find after defeating the evil power?</b>
1	A treasure hoard; the characters manage to acquire a great deal of money. They may share 6d12 gold pieces amongst themselves.
2	The power kept a precious ring in its lair. This unique ring is potentially magical, and likely very valuable to one with the wealth and power to discover its true nature.
3	The characters stumble over a pile of forgotten tomes lying in the corner. The books contain the spells Ancestor's Prowess and Ghostly Commandment, as well as the rituals Magic Stones and Continual Light.
4	By way of thanks, the witch weaves a powerful magic over our heroes. Each character receives an additional Fortune Point on their next adventure.
5	The witch thanks each of the heroes with a potion of healing. Each character receives a single magical potion which heals 1d8 points of damage.
6	In the course of defeating the evil power, the characters learn the witch's true name. Will they utter it?

You may want to leave the players hanging with a threat of more danger from the nemesis or its ilk. This allows you to continue your story with the same characters later. If you think you might want to do that, roll on this table and have the hint show up at the end of the session.

<b>1d6</b>	<b>What hints to further dangers?</b>
1	The witch's sister comes for help with a similar power she has angered.
2	Once word of their deeds spreads, a distant lord summons the characters to court, saying his keep is haunted, and he has need of their help.
3	Defeating the dark power has, incidentally, freed a faerie lord to pursue her own vendetta against the witch.
4	While they are thankful that the characters have saved the day, the villagers are furious with the witch, and wish to cast her out. Can the characters solve this conflict?
5	So much of the witch's life was tied up with this power that defeating it has left her deathly ill. Only a shadowless flower found in the northern reaches can cure her.
6	The witch is so proud of the characters that she asks them to escort her to the Witch's Brooding come next midwinter. It is a perilous journey, and a gathering of dangerous magicians which awaits them at the end.

# THE DEN OF THE BEAST

A good dungeon is a staple of fantasy gaming. Of course, the place doesn't have to be a literal dungeon (and, in fact, often should not be). Have the adventure culminate with the characters infiltrating a place important to the witch's nemesis, such as a witch's burial chambers or a hidden fastness in the deep woods. This is the exciting climax which comes after the characters have investigated the history of the witch's mistake and, hopefully, found a way to counter the evil power. An extra clue as to how to defeat the evil is suggested in the third table of this section.

1d6	Where does the power dwell?
1	In a wilderness area outside the village, perhaps a swamp or a dark forest.
2	It inhabits the site of the witch's ancient mistake as determined on the earlier table.
3	A foreboding and cursed cave outside of the village.
4	A holy site of some sort, perhaps beneath a ring of stones or in a gathering place for villagers.
5	Somewhere threatening the major trade route into the village.
6	A markedly cursed location half a day's journey outside the village.

1d6	What guards the evil's lair?
1	A group of minions guards the entry to the creature's lair. An undead power might be guarded by four skeletons, while a fae power might be guarded by five sprites.
2	The entrance to the location is sealed by magic. Perhaps a door is covered in warding runes which keep the party out, or a ferryman poses a riddle that must be answered before crossing into the location. The party may be able to research for clues if they need help, or they may just have to find another, more hidden entrance to the den of the beast.
3	Heavy gates, spring storm damage, or another physical barrier bars the way. The characters will have to make their way into the den of the beast through strength or ingenuity.
4	The characters must survive a punishing gauntlet to make it into the villain's lair. A dungeon located deep in a dangerous swamp would work, as would an entry passage filled with dangerous traps.
5	Lesser creatures guard the lair. Some might have other monsters do this, but they could also hire or trick human guards to do it for them.
6	The entrance is unguarded, but concealed. Perhaps the only way in is through a hidden trap door in a villager's house, or perhaps the entrance is a small cave hidden in the mountains.

1d6	What challenge will provide an insight into how to defeat the threat?
1	A pit trap still holds the corpse of its last victim. This was another, unluckier hero, and upon the body, the characters find a weapon granting +2 to hit and damage against the power.
2	The power has begun constructing a magical defense. If the heroes can breach its borders, they will find the very blueprints of its architecture: a short green leather book containing the rituals Last Call and Wizard's Home, and the spell Abjuration. The power knows these spells and has likely already prepared its home.
3	Trapped together are 4-6 NPCs from the village who have been trapped or taken prisoner. Can our heroes free them? Will they join our heroes against their former captor?
4	Throughout the creature's lair, only minimal illumination is available. Characters without illumination will usually be at -4 because of the near-darkness. The power itself suffers -2 penalties whenever anything brighter than a single torch illuminates it.
5	As part of its evil plans, the power has collected a solid arsenal of weapons, which it has distributed to its servants and hidden about its lair. If the creature is immune to ordinary weapons, the PCs will find that some of these are able to harm it.
6	In addition to the villager who has sided with this evil power, there is another who was aware of it. That NPC asks questions in town, and is soon thereafter targeted by the power; if our heroes are able to gain their trust in time, the NPC reveals the power's own secret way in and out of its lair.

# RECENT EVENTS

The previous tables all help the GM get some ideas about how to set up the adventure with the goblin infestation in their village. The Recent Events table on this page pushes things into high gear.

The recent events described in this Scenario Pack are different from those in the Hidden Cult or Angered Fae Scenario Packs. Instead of each character in the group rolling an individual event and having someone beside them help, the entire group will experience one major event to jump start the adventure.

Something terrible or foreboding has happened in the days leading up to the adventure. Roll once for the entire group on the following table to determine what they were doing just before the session and how well it went for them. This result will potentially give the characters a hint as to the strength of the evil power, or perhaps a clue as to its nature, and may change the NPCs and village for the duration of the adventure. Whatever the case, this horrible event is connected to the returned power.

Each of these events gives a necessary die roll. If it is a saving throw or attack roll, every character in the group must make the test. If it is an ability score check, then, while everyone is working on the problem together, only a single character may take the lead and make the roll. Discuss the scene and determine which character will make the test; others may help as normal. If there is any serious argument about who gets to test, use Initiative to solve the dispute.

When the characters resolve this event they are ready to play, and the game is on!

## 1d8 What happened recently?

- 1 A family was murdered three weeks ago. Their bodies were found arranged into a strange pattern outside the witch's hut. *Test Intelligence* (History and Lore skills may help). Success: The wounds on the bodies give you a clue as to the perpetrator. Failure: you are mystified by these strange events (GM: the power watched the characters investigating the bodies).
- 2 The milk in the witch's hut curdled and she found herself drained of power for a day. *Test Charisma* to query the witch. Success: She tells a story of the first time this happened, hinting at the power the characters must face. Failure: She bars the characters from her hut, saying she fears for their safety if they stay by her.
- 3 The village hunters come back beaten and bloody. *Test Charisma*. Success: The hunters relate some details of the power that overcame them. Failure: While they relate nothing particularly useful but their fear, it is still clear this threat is far too powerful for the characters to face directly.
- 4 A seasoned adventurer crawls into the village at death's door, wheezing a warning about a threat just outside of town. *Test Wisdom* to patch her up. Success: She gives the player characters a non-magical piece of equipment and owes them a favor. Failure: She dies in her sleep that night, leaving the characters only a dire warning about the threat facing the village.
- 5 Last night, the player characters were attacked in the fields outside the town and barely escaped with their lives. Each character should *test Constitution*. Success means losing a quarter of the character's hit points and identifying the foe. Failure means the character comes to with a single hit point in the witch's hut at the beginning of the game.
- 6 People have started trading strange tales over beer at the Inn most evenings, lately. There are patterns in the villagers' troubles. *Test Charisma* (gossip related skills may help). Success: from the stories, the player characters are able to gather important clues about the threat, such as its food source or patterns of attack.. Failure: the regulars at the inn are tired of your questions. -1 to all Charisma checks in the inn.
- 7 Yesterday, while walking in the woods, you overheard a strange conversation and tried to remain hidden. *Test Dexterity* (stealth related skills may help). Success: you overheard everything; you now know which of the villagers are in league with the threat, as per Table 2. Failure: You were attacked and chased off. Be careful! Both the power and its servant are on to you.
- 8 The characters find the body of the great boar Maialis which has frightened and chased the village hunters for the past five years. *Test Intelligence* (hunting skills might help). Success: you learn the creature's preferred method of attack. Failure: The power comes upon you by surprise while you are studying its handiwork. The game starts with the players running for their lives or leading a desperate fight against a stronger power.

# SUGGESTED MONSTERS

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The dark power at the center of this adventure will probably be too powerful for a group of level one players to face in direct combat. To help with this power imbalance, the table “What discovery will help the player characters avert this threat?” gives players some help. Even better is when you, the GM, reveal the nature of the threat and its weakness through its actions. How you portray the monsters can be an invaluable tool for game-mastering a fun, challenging adventure for your players.

Below is information on the threats mentioned in this Scenario Pack. Each of these entries represents one of the results from the third table of this Scenario Pack which describes the nature of the evil facing the village. For the lesser demon result, we present a particular demon created with the rules for Making Demons as described on p.100 of *Beyond the Wall and Other Adventures*. Likewise, we have created Arianrhod as a sample level four mage to be a villain in the scenario and a rival to the witch.

## ARIANRHOD, VENGEFUL SORCERESS

This bitter and tireless sorceress holds an eternal grudge against the witch. She uses the magics of the dead and curses to enfeeble and haunt her foes, and the weather follows her moods and whims. Her true age is unknown, but she appears as a thin woman showing the first signs of grey.

Arianrhod’s magic gives the GM a guide to her character and motivations. Spells like Second Sight, Ghostly Commandment, Terrifying Presence, Faerie’s Call, and Friends speak to her power over thinking creatures of this world and the next. Hexing, Blight of Loneliness, and Clear Eyes cast her as a malicious power that cannot be tricked. Frozen Wind and Call Storm align her with weather that mortals find dangerous and unpleasant. Consider Arianrhod to have whatever spells, cantrips, and rituals you see fit, using the above as guidelines. Her entry below lists her favorite spells.

**Hit Dice:** 4d6 (22 HP)

**AC:** 12

**Attack:** +3 to hit, 1d6+1 damage (enchanted staff)

**Alignment:** Chaotic

**XP:** 250

**Notes:** *Spellcasting* (may cast spells, cantrips, and rituals as a level 4 mage; assume that Arianrhod has an Intelligence of 13 and a Wisdom of 15 for the purpose of any casting rolls; her favorite spells are Ghostly Commandment, Frozen Wind, and Blight of Loneliness) *Sense Magic* (Arianrhod can sense magic as a Mage)

## 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)

## ANAXAMANDER, A LESSER DEMON INCARNATE OF TEMPTATION

Anaxamander appears as a slightly soft middle aged male, with short cropped dark hair and an almost corpulent body dressed in impeccable court fashion. He keeps a small book in a satchel by his side, and a ritual basalt dagger hidden in his belt. Anaxamander is charming and a generous host, but stays far inland, avoids the creek near his house, and seems uncomfortable near even the gutters on a rainy day.

If the characters get to observe Anaxamander alone, have him reveal the dagger as a potent tool. When Anaxamander interacts with those mortals he is trying to tempt to dark magic, he could take them on long walks that always avoid any sources of water. Sometimes, his dark magics might require that he reveal his true name.

**Hit Dice:** 6d8 (26 HP)

**AC:** 16

**Attack:** +8 to hit, 2d4 damage (basalt dagger)

**Alignment:** Chaotic

**XP:** 800

**Notes:** *Illusions* (Anaxamander can create illusions as described on p.102 of *Beyond the Wall and Other Adventures*), *Invulnerable* (may only be hit by magical attacks), *Magic Resistance* (Anaxamander has a 40% chance to resist magic), *True Name* (this demon has a true name which gives his foes power over him), *Vulnerable to Running Water* (Anaxamander cannot cross running water; he is banished if submerged fully in water)

## 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)

## 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.

As an example of a pair of wights, consider the following. Many generations ago, Aristaios and Melitta carved the pastures and farmland from the Dark Forest itself and brought civilization to this land. For years, they ruled with iron swords and unflinching justice, but always with the best interest of their people in mind. They died, as they lived, together, and were buried with great reverence and honor, but their tombs were disturbed, and they rose again, intent on resuming their rule.

**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)

## 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)



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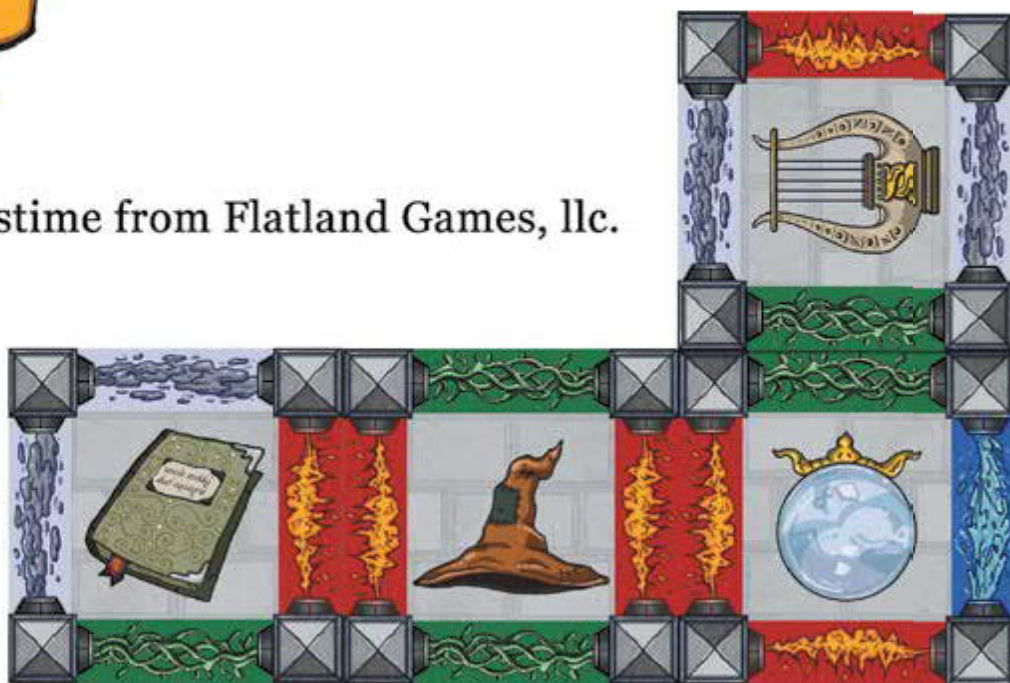


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