

BEYOND THE WALL AND OTHER ADVENTURES

THE NOBILITY

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NOBLE CHARACTERS

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

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

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

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

THE MAP

When using the optional rules for building the village map from the ‘How to Play’ booklet, you will need to

add one extra step. First thing, mark where the manor house is somewhere to one side of the map. Leave the inn to represent the heart of the estate’s village.

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

MULTICLASS CHARACTERS

Three of the Character Playbooks included in this set are for multiclass characters. These are fairly straightforward to use. You can review the rules for multiclass characters on p.25 of the ‘Core Rules’ booklet. Each of the multiclass Playbooks in this set have all of the rules for their unique classes.

THE FUTURE WARLORD

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

THE GIFTED DILETTANTE

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

THE NOVICE TEMPLAR

The Novice Templar is the quintessential holy warrior or paladin. It is a hybrid of the warrior and mage classes. This character will level slowly, like a mage, and won’t have access to as many potent magical abilities, but will fight almost as well as a warrior and be able to stand on the front lines of battle.

CASTLE DENIZENS

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

THE CAPTAIN

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

Hit Dice: 2d10 (11 HP)

AC: 14

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

Alignment: Neutral

XP: 40

THE 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 LOYAL HOUND

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

Hit Dice: 2d8 (9 HP)

AC: 13

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

Alignment: Neutral

XP: 35

THE QUEEN OF THE CROWS

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

Hit Dice: 3d8 (14 HP)

AC: 16

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

Alignment: Chaotic

XP: 75

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

THE STABLE BOY

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

Hit Dice: 1d6 (4 HP)

AC: 10

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

Alignment: Chaotic

XP: 15

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

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