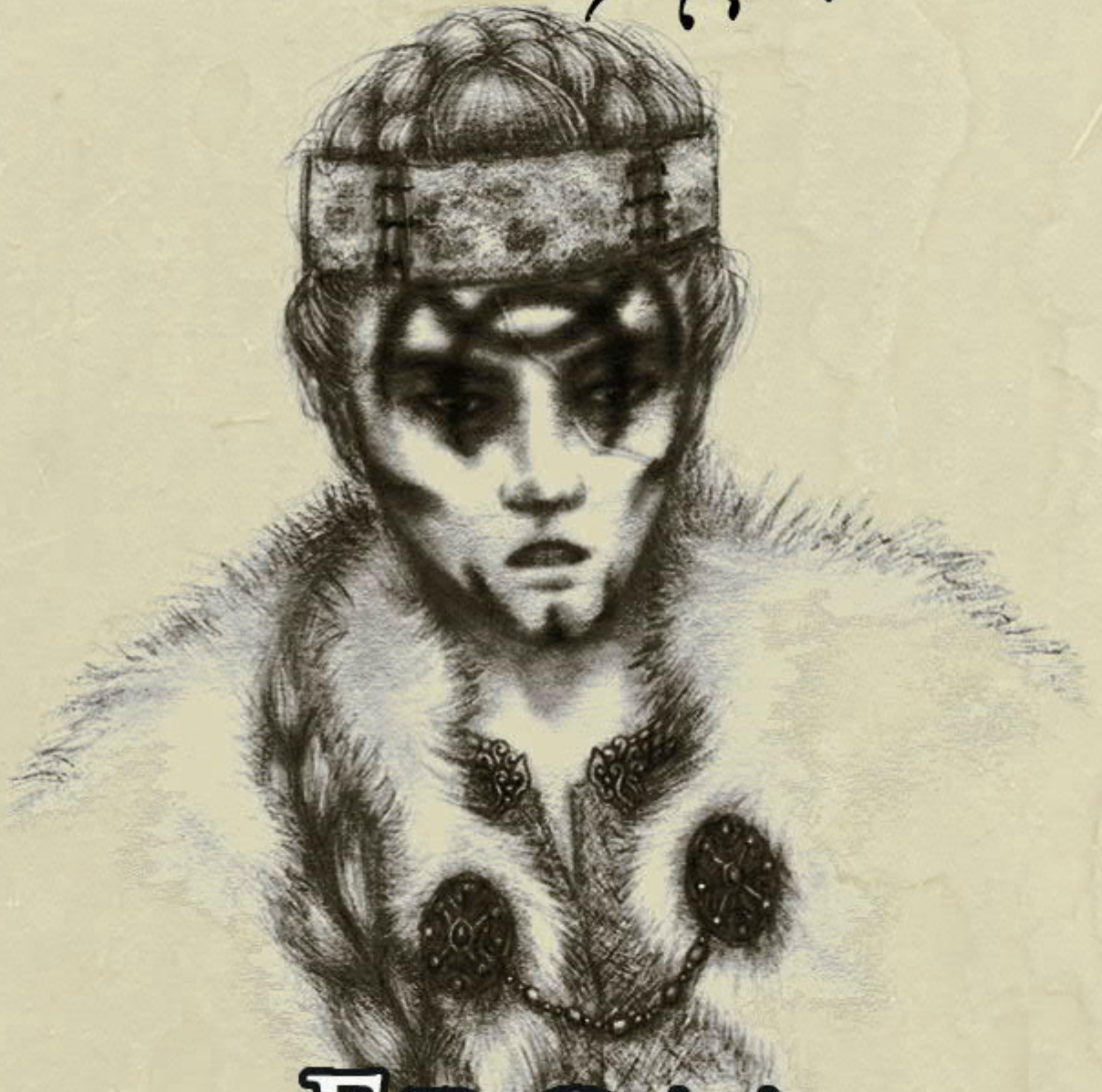


B EYOND THE W ALL
AND OTHER
ADVENTURES



FROM
DISTANT LANDS

A free addon for *Beyond the Wall and Other Adventures* featuring barbarian characters and adversaries.

- Rules for mass combat and heroic battles.
- The Barbarian Tribe, a new Scenario Pack.
- The Barbarian Invasion, a new Threat Pack.
- The Lost Barbarian, a new Character Playbook.
- A selection of wild, bestial magic.
- New bestiary entries for barbarian folk and monsters of legend from the distant north.

AN ADVENTUROUS PASTIME BY FLATLAND GAMES



B EYOND THE WALL AND OTHER ADVENTURES

FROM DISTANT LANDS

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FROM DISTANT LANDS

This booklet gives further rules for running adventures and telling stories involving barbarians in games of *Beyond the Wall and Other Adventures*. The GM can use the information contained herein to help run the ‘Barbarian Tribe’ Scenario Pack, or to develop and introduce barbarians, whether friend or foe, to any game.

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 underserved 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.

The small chapter on Magic of the Wilds provides the group with several spells which are particularly appropriate for barbarians or any other characters associated with the wild. These spells may be known and used by adversaries to the PCs, or they may be secret magics which the party mage has a chance to learn for himself. Finding a teacher or text with these spells might be a reason for the party to adventure in barbarian lands or befriend the outsiders.

The Creatures of the North section presents several new monsters and opponents for the GM to use in her game. Chief among these are the barbarians themselves, and several types of barbarian warrior are provided should the characters find themselves at war

with a dangerous tribe of barbarians. Numerous beasts from frozen, northern lands are also presented, and the PCs may encounter these foes when traveling to the barbarian homeland, or when ancient evils from distant places come to wreak havoc on the village or its surrounding region.

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.

The final section gives gamemasters a new Threat Pack to use in longer campaigns. Full rules for using Threat Packs to run a campaign of *Beyond the Wall* are provided the *Further Afield* supplement. This particular Threat Pack represents a mass migration of a barbarian tribe or culture. The characters will have to find a way to survive, fight off, or come to terms with the newcomers.

MULTICLASS CHARACTERS

A single multiclass Character Playbook is also included in this set. This is fairly straightforward to use. You can review the rules for multiclass characters on p.31 of *Beyond the Wall and Other Adventures*. The Playbook in this set has all of the rules for its class on the last page of the document.

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.

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 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.

1d6	How did the barbarian invaders affect your childhood?	Gain
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

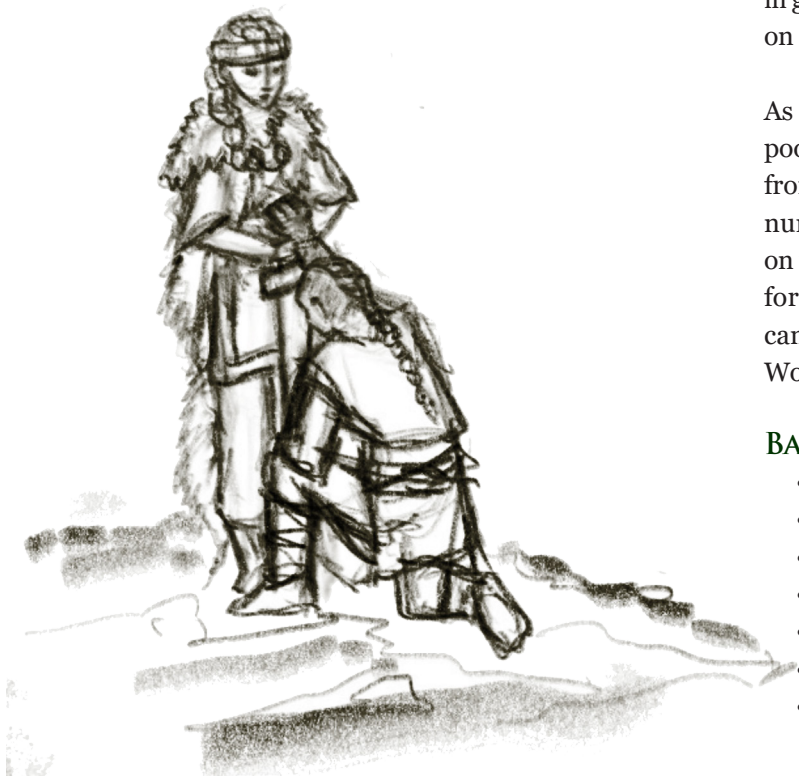
Unlike the barbarian warband above, a barbarian army is a powerful force which can take the field, hold land, and threaten keeps. The barbarian army described here uses the rules for Battles as described on p.7.

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

THREAT EFFECTS:

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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:

COMMON FOES

BARBARIC WARRIORS

Hit Dice: 1d8 (5 HP)

AC: 13

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

Alignment: Chaotic

XP: 20

BARBARIC 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)

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