Table of Contents

Core Rules

Introduction	4
What the Numbers Mean	5
Making a Character	9
The Warrior	10
The Rogue	11
The Mage	12
Coin and Its Uses	13
Hirelings and Allies	15
Rolling the Dice	17
The Clash of Arms	22
True Names	24
Experience and Levels	26
The Sorcerous Arts	27
Appendix: Optional Rules	30
The Elven Highborn	33

How to Play

Introduction	36
Getting Ready to Play	37
Building the Village	40
Running the Game	41

Spells and Magic

Introduction	46
Cantrips	47
Spells	49
Rituals	56
Magical Items	69

Bestiary

Introduction	74
The Monsters	75
Making Demons	100
Making Dragons	103
Making Goblins	105

Character Playbooks and Scenario Packs

Core Rules

Containing rules for making characters and playing games of

Beyond the Wall

and other adventures

Introduction

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

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

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

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

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

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

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

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

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

Basic Terminology

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

What the Numbers Mean

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

Class

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

Level

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

Ability Scores

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

Ability Score	Bonus
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

Strength

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

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

Dexterity

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

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

Constitution

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

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

Intelligence

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

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

Wisdom

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