

# BEYOND THE WALL

AND OTHER ADVENTURES

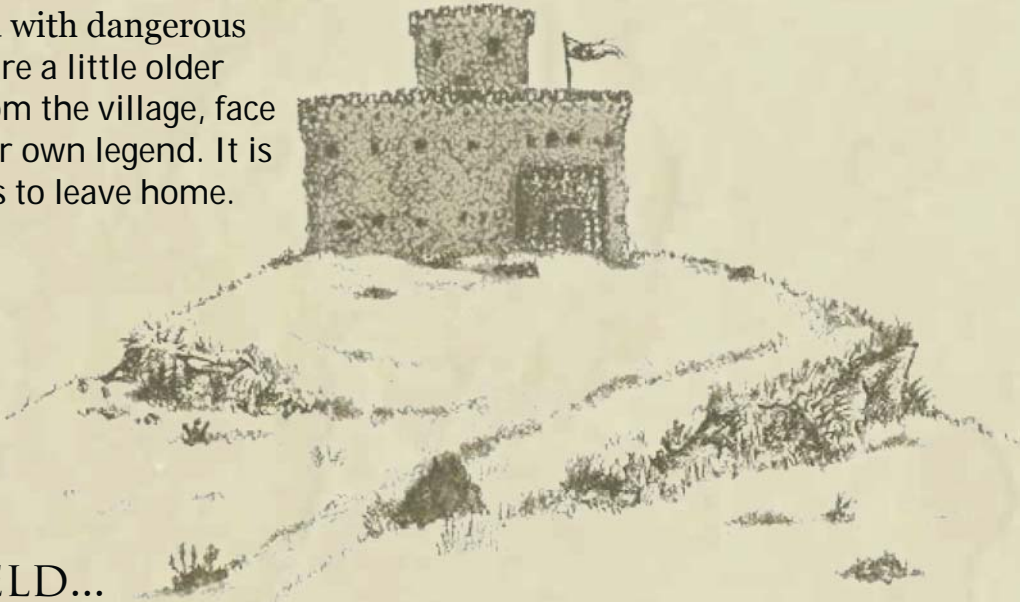


FURTHER AFIELD

## SOMETIMES HEROES MUST WANDER...

Shadows gather throughout the world, threatening you, your village, your friends, and your family.

The lands are wide and wild, filled with dangerous foes and fantastic treasures. You are a little older now, ready to see the world far from the village, face the darkest threats, and make your own legend. It is time for you and your companions to leave home.



## TRAVEL FURTHER AFIELD...

Just as *Beyond the Wall and Other Adventures* provides for an exciting evening of play with zero prep, *Further Afield* offers guidelines and rules to create and run an extended campaign in the same spirit. Now the players and gamemaster work together to create the myths, legends, and rumors of a unique setting. Included in this book are all the necessary tools to create your world, travel and explore within it, defeat great and terrible adversaries, and reap the rewards of adventures even further beyond the wall.

- Collaborative player-driven campaign creation for making your own shared sandbox.
- Threat Packs for dynamic villains and dangers affecting the world beyond the village.
- Helpful hints and systems for integrating new characters into existing groups.
- Rules for creating magical items through your crafts, deeds, or sorcerous powers.
- Four Threat Packs, including the Blighted Land and the Vengeful Wurm.

AN ADVENTUROUS PASTIME BY FLATLAND GAMES



# B EYOND THE WALL AND OTHER ADVENTURES

## FURTHER AFIELD

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*For Ovid, and all of our animal friends who too soon went too far afield.*

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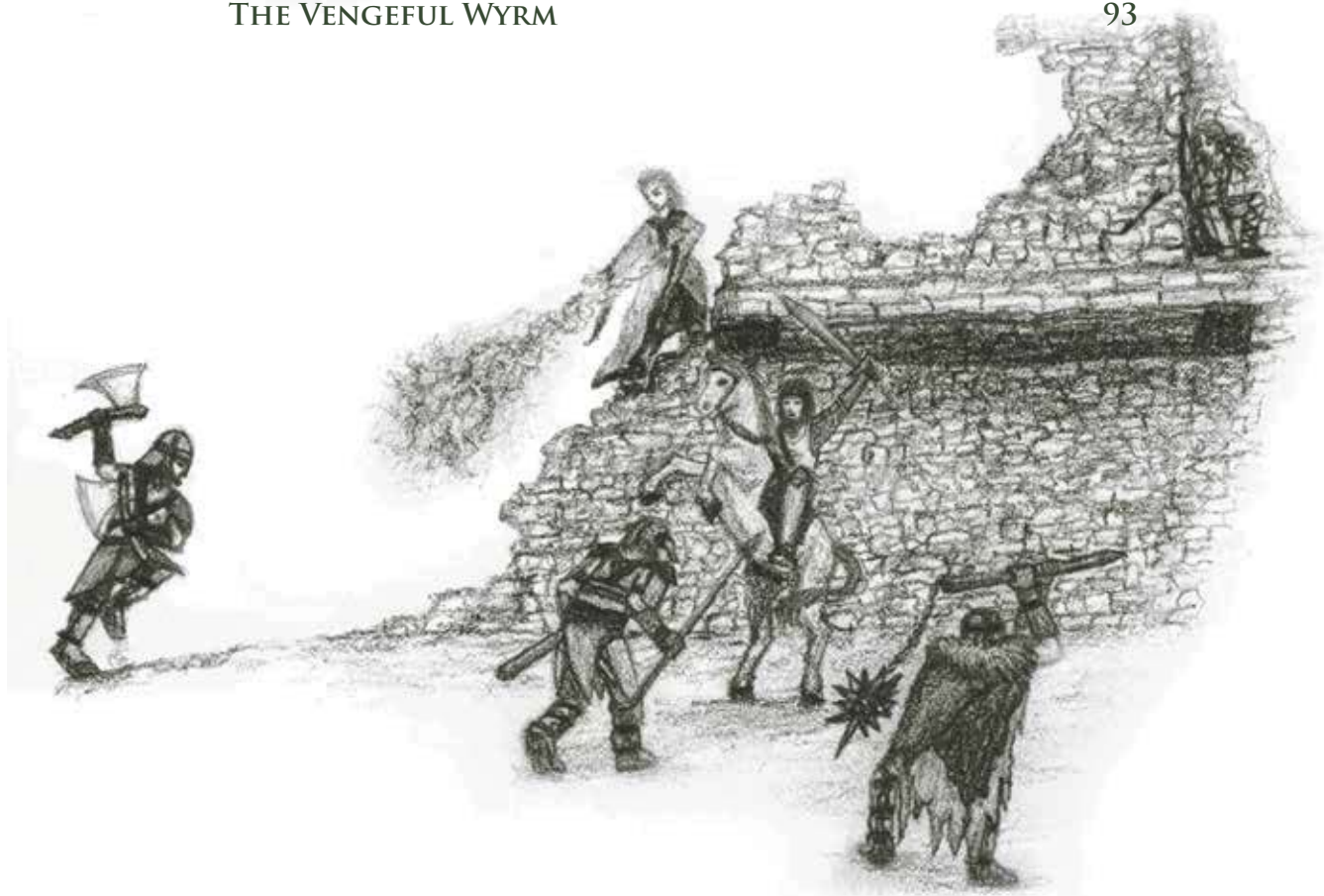


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## THREAT PACKS AND PLAY AIDS

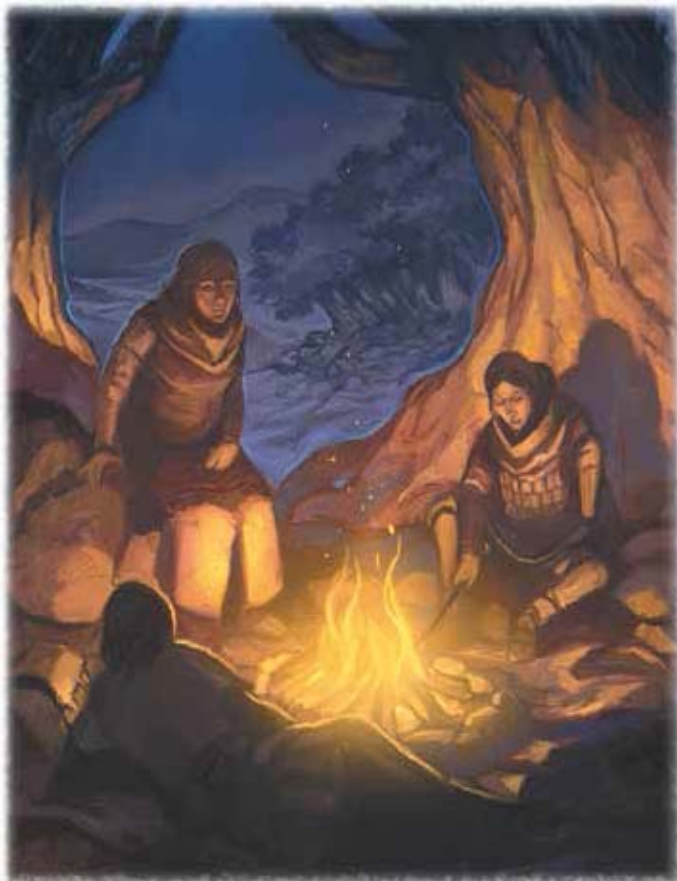
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# INTRODUCTION

*Beyond the Wall and Other Adventures* comes with a lot of tools to get your group sitting down and playing immediately. The Character Playbooks and Scenario Packs allow you to play an entire gaming session with zero prep. That notion of being able to play a role-playing game “out-of-the-box” was one of the major design goals of the game.

However, long-term campaign play has its own rewards, and there is no reason that a game of *Beyond the Wall* has to end after that first session. *Further Afield* helps your group make setting up a full campaign of *Beyond the Wall* as enjoyable and cooperative as possible. It also provides advice and extra rules to help you run such a campaign, including new types of magic, experience systems, and special character Traits.



The following are all examples of ways to extend games of *Beyond the Wall* into viable, long-term campaigns. *Further Afield* primarily provides help in setting up the ‘Shared Sandbox’ style of campaign.

## THE TRADITIONAL CAMPAIGN

This is the method enjoyed by many fantasy role-players for decades. The gamemaster comes up with the campaign, probably presenting the characters with a map and some hooks, and lets them run wild. Games like this may start out with the GM designing her world and launching into things, or with the group playing through a Scenario Pack and then using the ‘The Road Goes On...’ tables to get ideas for where to go next. This is the high-prep campaign. The GM will shoulder a great deal of the burden in designing the campaign and keeping it going from session to session.

## REPEATED SCENARIO PACKS

There is no reason that a group cannot keep the same characters and run several Scenario Packs in a row. If the characters’ village was bothered first by an evil cult of Chaos, the GM might say that some time passes and then run the group through the Goblin Infestation Scenario Pack. One Scenario Pack could even be run more than once for the same group, since the particulars will be different every time. This is the zero-prep campaign; the GM has no work to do in between sessions.

## THE SHARED SANDBOX

In this style of campaign, the group works together to develop an open setting with several hazards, rewards, and story hooks dangling out in the wilderness beyond the walls of their village. Players take turns placing interesting locations on a map, tell stories about the myths of their people and the rumors their friends and travelers are telling, and then go investigate these things to see how true they are and what treasures and dangers await them. This is the low-prep campaign. The GM will have to do some preparation between sessions (most notably before the first), but the players will help shoulder the burden.

# THE SHARED SANDBOX

Long-term play can be a very rewarding experience. Players get to watch their characters grow, change, and sometimes die and be replaced by new heroes. Gamemasters get to come up with elaborate backgrounds involving recurring villains and large threats which take many sessions to resolve. For many players, an extended campaign offers opportunities which a one-shot or short series of games cannot.

On the other hand, running such a campaign can be very taxing on the gamemaster, who frequently feels responsible for doing much work between sessions mapping out dungeons, coming up with elaborate schemes for the villains, and designing a huge cast of NPCs for the characters to meet. Many GMs burn out after experiencing such demands, and many players have stories about wonderful campaigns that never finished because the group fizzled out.

Players sometimes have other complaints about traditional campaigns. They often want more of an input and say into the game, feeling that the campaign belongs to the gamemaster and that they are simply spectators. They also might feel that their characters are not particularly important and that the gamemaster has control of everything. This can lead to apathy. Some players become so disinterested and uninvested in such circumstances that they wander away from the game entirely.

The shared sandbox campaign is an attempt to address both of these issues at once. First, though, we need to understand what a sandbox campaign is.

## WHAT IS A SANDBOX?

Sandbox gaming is perhaps the earliest form of role-playing campaign. There is no "plot" in a sandbox game, and the GM has no particular story to tell. Rather, the gamemaster creates an interesting setting for the players to explore, and they then create characters and have them go wherever they like. Hence the term sandbox;

the players are dropped into a large area to play, but what they decide to do there is up to them.

For instance, the gamemaster might create a system of caves belonging to a brutal band of ogres to the west. The players can go check out these ogres or not as they choose. The GM may place hooks in the game for the characters to follow by having travelers mention having seen the ogres, or a trade caravan coming from the west might simply go missing. However, there are probably lots of other hooks going on at the same time. Our hypothetical sandbox GM certainly also has plans for a haunted manor house in the east and a group of dark sorcerers to the north, and has likely dangled those hooks in front of the players as well.

It is up to the players to provide their own characters' motivations in a sandbox game. Invariably, there are wrongs to right, treasure to be had, and great deeds to be done, but precisely what interests the characters and why they are leaving their homes to go into the dangerous wild is up to the group. For this reason, sandbox play often works best with proactive players who are willing to create characters who are interested in adventure and ready to take the reins of their destinies. In fact, some roleplayers suggest using sandbox style play to entice players to take a more active part in gaming sessions instead of waiting for adventure to happen to them.

Sandbox play is appealing for several reasons. First and foremost, one of the many enjoyable things about roleplaying is becoming immersed in a living, breathing world and imagining yourself as a character within that world. Being in a sandbox often increases these feelings; you can truly go anywhere and do whatever you like, though you might not appreciate the consequences. Secondly, some of the best stories happen when they are not planned by a GM or prepublished adventure module, but created organically in play. The sandbox particularly encourages these sorts of stories.

## SHARING THE WORK

There is no reason for the gamemaster to do all the work of creating a sandbox. Players have rich imaginations of their own, and they often want to see their own ideas come to life. A group of roleplayers can come up with many great ideas together, and can then collaborate on creating a setting and therefore be sure that there is at least something of interest to every single player in the game.

## THE IMPORTANCE OF MYSTERY

The only problem with sharing the work of creating a sandbox is that it can destroy one of the most important elements in such a campaign: the mystery of the wilderness and the joys of exploration and discovery. A sandbox is less fun when the players know exactly what is beyond the village and where the bad guys are located.

The solution, then, is to allow the players to have input into the setting, possibly even as much as the GM, but simultaneously to make them always unsure of the veracity of their information. The players can therefore create the myths, folklore, and rumors of their world. These stories then become locations on the map, interesting places for the characters to explore and sites of evil and danger. However, the players and GM then use ability score checks to determine just how true the stories might be.

## DESIGNING THE MAP

The first step in creating a shared sandbox is making a map. The whole group takes part in this activity, and then the GM takes it home to tweak things and produce a more precise and secret final version of the map. This is what we mean by the low-prep campaign. The GM definitely has work to do, but she has the aid of the players and their ideas to help her do the heavy lifting.

This process can take some time, so we recommend setting aside a whole session to work on campaign setup. There is probably enough time for the players to design characters and make a simple village map as normal and then create their sandbox. Alternatively, the GM could have the players make characters and play through a Scenario Pack as normal for the first session, and then create the sandbox the second time the group gets together. Either way, the players will need to have created characters before designing the map.

The group can use a blank sheet of paper or our campaign generation handout for the map at this point, as the group is more interested in vague directions right now than precise distances and locations. The GM should place the characters' home in the center of the map, which will probably be the village, unless all of the characters are using Character Playbooks from a different setting. The village may have a noble's manor or other important location in its immediate vicinity as dictated normally by Playbooks.

Using the process described on the following pages, each player will take a turn creating a major location. The number of major locations the players place on your map is up to the group, and will depend on how long you want the campaign to last, how many choices interest the group, and how big the group wants its map to be. We recommend a map representing an area about 200 miles across, with each player creating two major locations. Each player makes one major location at a time and then the player to his left makes the next one, and so forth.

Once the players are done creating the major locations for the game, they will then have a chance to embellish on those. Each player gets to add a bit of information about one location on the map, but it must be about another player's location, not one the player created himself.

The gamemaster will then take this rough map home and add several minor locations in between the major ones, determines locations on the map for large regions like forests and mountains, and perhaps develops the major locations in full detail. Finally, the GM transfers the rough map to a more precise, final map.

### THREAT PACKS

*The third chapter of Further Afield addresses the use of Threat Packs to provide villains and great dangers to your campaigns. When you use the Threat Packs, they will tie into both the character creation and this shared sandbox generation process. Each Pack tells you what to do and when in the process to do it. If you choose to use Threats in your campaign, you will already want to know which ones will be showing up.*