

# DEATH COMES TO WYVERLEY

*A Beyond the Wall Playset*

Inspired by Garth Nix' *Old Kingdom* books

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## I. INTRODUCTION

This is a collection of resources for setting a game in Garth Nix' *Old Kingdom* setting, using the *Beyond the Wall* old-school system. It should be considered a work of fan fiction. I've assumed that anyone reading this will at least be interested in the setting, if not a big fan already. If you haven't read at least *Sabriel*, you should start there. (I really like the Leo and Diane Dillon covers, but I tend to read on my Kindle these days.)

While I'll make some references to the monsters, magic and mythology of the series there will not be too much on the fiction itself. Also this has been designed to fit into the *Beyond the Wall* rpg, so there are some compromises with magic (particularly names). Go back to the books for the fiction and tone, and if you don't care for a particular rule, change it.

### *Declaration*

All references to the Old Kingdom series including all proper names and fictional objects (e.g. places, people, mythology) are copyright Garth Nix, and no challenge or claim to ownership is intended or implied in this document, which should be considered a work of fan fiction.

### *Sources*

The primary sources for this collection are Garth Nix' *Old Kingdom* trilogy and related books:

*Sabriel*

*Lirael*

*Abhorsen*

*Clariel* (a prequel)

*Across the Wall* (short stories, including *The Creature In The Case*)

Other resources:

The [Old Kingdom Wiki](#)

The [Garth Nix Wiki](#)

Wikipedia Pages for [Sabriel](#) and the [Old Kingdom Series](#)

[North of the Wall](#) (fan art)

## II. ADVENTURES IN WYVERLEY

Wyverley College is an exclusive boarding school for young ladies of distinction just 40 miles south of the Wall between Ancelstierre and the Old Kingdom.

The characters are (mostly) upper-form students at Wyverley. The tone of this game should be something between *Malory Towers*, *Harry Potter* and *Buffy the Vampire Slayer*, with lashings of Garth Nix' *Old Kingdom* mythology and existential horror. The game should divide its time between traditional adventures outside Wyverley, and interactions between students and teachers. Wyverley should be treated just like the Village in *Beyond the Wall*, and several playbooks mention specific areas in the college by name. You're encouraged to make your own map of Wyverley, and it's up to you whether it's a grand *Hogwarts*-like affair or something a bit smaller and more restrained.

Ancelstierre looks and feels a lot like early to mid 20<sup>th</sup>-century England. Machine guns and motor vehicles are in use (when they work). The Wall is staffed by the Army, and the threat of the Dead crossing over is very real. Although it sounds civilised, the area around Wyverley is sparsely populated farmland with wild animals and no light at night; it should feel much like the wild lands *Beyond the Wall*. Furthermore Necromancers and Free Magic creatures have managed to cross over in the past — who knows what settlements they've occupied, or what corners of the Earth the Elementals and Dead have found to hide in? Haunted woods, abandoned farmsteads, hidden grottos and caves are all fair game for exploring, and plenty of your existing adventures could probably be adapted for this setting with a bit of thought.

I haven't provided a map, but if you own the books you should have one already — or you can search online for a copy. Just as in *Beyond the Wall*, I suggest the GM and the players develop the map of Wyverley grounds (and nearby towns like Wyverley and Bain) together.

## *On Gender*

There are ten playbooks in *Death Comes To Wyverley*. Not all of them need to be female, and a couple aren't even human. However since Wyverley college is an all-female boarding school and many PCs will be students, the party is likely to be mostly young women.

More importantly the administration and teachers of Wyverley college are (almost) all female. Since we're approximating Wyverley College to the village in a "vanilla" Beyond the Wall game, Wyverley is a self-governing entity with its own hierarchy and responsibilities to students and staff. The position of governor lies with Mrs. Umbrade, the Headmistress. Two other teachers are mentioned — Miss Greenwood the Magistrix, and Miss Prionte, the Etiquette Instructor. Overall Wyverley College is a matriarchal organisation.

What about the world outside? At first glance gender roles Ancelstierre appear similar to early 20th century southern England, given the segregation of boys and girls in schools (note that Prince Sameth attended Somersby, which isn't on Mogget's map). We don't see a lot of the country south of the Wall; it does seem that the soldiers guarding the Perimeter are predominantly male, but we don't get long enough with them to properly tell. Certainly we can argue that Ancelstierre's implied early 20th century mores are there (as a literary device) to provide contrast to the Old Kingdom's more egalitarian attitudes to gender roles, e.g. Clariel and her mother Jaciel.

The women of Wyverley do receive a rounded education not only in Literature and Etiquette but also Magic, Science and Fighting Arts. This is partly because some of the young women will be daughters of Old Kingdom families where magic is actually relevant and useful. At the same time daughters of Ancelstierre must be attending the college, and Wyverley is an opportunity to subvert these gender roles in an alternate 20th century setting. We should note however that the women of Wyverley, as well as many of Garth Nix' principle characters are all in privileged positions; even if the rich families of Ancelstierre and the Old Kingdom do intend their daughters to be educated in this manner and take up important positions later in life, it says nothing for the gender division for the rest of society on either side of the Wall.

A final remark about gender portrayal in this series: note that Sendings and Free Magic creatures are essentially without gender, but they do identify as male or female — the Disreputable Dog and Az are both "female" magical creatures, for example. This should be a consideration for a GM building adventures.

## *On Authority*

The temptation to yield to authority is a potential roadblock for *Beyond the Wall* games. At some point the players will think “hey! We’re just kids, we shouldn’t be going out doing these dangerous things! Surely there are older, more experienced adults in the village?” It makes sense that someone older in the village will take charge — but if that happens the PCs will be benched while older and wiser villagers take up the quest.

In the vanilla *Beyond The Wall* game the map is a blank page, ready to be filled in by the players and GM as the group develops the playbooks; thanks to that, it’s easy to imagine the village is isolated in a lawless countryside, and that the PCs are the ones who will go out adventuring on behalf of their community.

Once you establish notions of nearby civilisation - which we are, since Garth Nix’ world implies 20th Century technology and communication, local and national government — suspending disbelief becomes harder. If there really were zombies rampaging through the farmlands near Wyverley and Bain, surely someone in government would do something about it?

Here are some reasons why the PCs are still relevant in this situation:

### THE ADULTS ARE BUSY (OR FAR AWAY)

This actually falls into three different categories:

1. The adults are dealing with other things right now
2. The adults are too far away to be contacted in time
3. The adults don’t believe the characters.

Of these three, the second one — distance as a barrier — is credible, and it works with the local geography, too. The Wall is 40 miles north, so would require quite a journey to summon aid from the soldiers garrisoned there. Furthermore the area is not densely populated, being mostly rural.

Having the adults deal with more pressing matters is another way; whether the matters are of merit (those soldiers are fighting a full-scale incursion from across the Wall) or just a brush off (two lorry loads of paperclips just arrived and need to be sorted) this can work. However I would be wary of inventing trivial reasons for the adults not listening, lest it become a case of them just not believing the PCs.

It's possible that some people just won't believe the characters; however this is not in keeping with the fiction. One thing I like about Sabriel is the way she can lead others, as shown in her interactions with the soldiers on the Wall. In general soldiers, locals and administration of Wyverley College are not ignorant of what's going on in the Old Kingdom, and should be taking mention of a necromancer or Free Magic being on the loose very seriously. That's not to say there aren't green recruits who are yet to see action, or pencil-pushers in Corvere who believe the Charter is just superstition... but people in the North will tend to wake up pretty quickly, or become food for the Dead.

As well as taking notice of characters, soldiers and other authority figures definitely don't bench the protagonists when alerted to the danger; quite the reverse, they often look to the principals for leadership. Earning respect from the community and getting recognition should be part of character growth in any *Beyond the Wall* game, so if a PC steps up to the plate and offers to lead, let them.

### THERE'S ONLY ONE MAGISTRIX

The adults believe the PCs, but if there aren't enough Charter mages to cover the area, it will fall to the PCs to pitch in anyway. The adults become a potential resource for the PCs, offering aid and equipment where directed.

Wyverley certainly has more than one teacher — and a whole lot of students — versed in magic and personal combat. Since the PCs will be sixth-formers they will tend to be the most experienced of the student body anyway, and well-suited to lead their peers.

The notion of a limited number of competent (magic wielding, hero-caliber) NPCs in the area should also reinforce the idea that the PCs themselves are extraordinary, and are the kinds of people that others will look to in a crisis.

### SOMEONE ELSE WILL DEAL WITH IT

The locals aren't ignorant of the dangers of living near the wall, but they are realistic about what they can do against the Dead. They will reasonably expect local organisations to act on their behalf, under the notion that they aren't



equipped to deal with the threat or otherwise cannot put themselves or their dependents at risk.

Just as authority figures shouldn't be patronising to the PCs, the local farming community shouldn't be either ignorant or cannon fodder. They will also take the PCs seriously (at least, the older community members will). But they're unlikely to take action against the Dead, when fleeing is a viable option.

The GM will decide how much the locals actually know and understand about the magical nature of the landscape. Whatever they do know, the prime motivator of the locals will be survival of themselves and their families.

### ANCELSTIERRE EXPECTS

And finally, Wyverley College should impress upon the PCs the idea that they are remarkable, and expected to grow into persons of significance. Taking personal initiative and going on adventures should be acknowledged and rewarded (if not actively encouraged). The way this should be rewarded will be covered in the "Experience and Growth" section.

## *The College*

Some spot notes on the College organisation:

1. For a sense of scale, note that the modern Eton College takes around 1300 boarders from ages 13 to 18, or around 200 students per year; you could cut that in half if you wished (Wyverley College is supposedly exclusive).
2. The typical English boarding school is organised on a system of Houses that run throughout the years.
3. Classes in Wyverley should include Literature, Science, PE, Etiquette, Fighting Arts, Magic. Language, Civics, Geography and History are almost certainly taught.
4. There will be other staff such as groundskeepers, kitchen staff and so on.
5. Wyverley College itself will be a big, rambling building several hundred years old, and include various dormitories, dining rooms, classrooms, staff rooms, cloisters, libraries, cellars, attics, towers, ramparts, walled gardens, etc. plus surrounding grounds.

### COLLEGE ADVENTURES

Some considerations when weaving College life with the characters' adventures:

- Adapt *Beyond the Wall* adventure playbooks and threats to this setting, and note the ways the characters can be hooked into each adventure.
- Consider a “domestic phase” for the game, where you explore the characters' relationships to other students, teachers and other NPCs (e.g. locals in Bain, farmers, other staff). There are some relationship rules suggested in the Rules section.
- Some suspension of disbelief is required when letting them out at all hours to go on adventures — certainly their tutors will not endorse them being out unsupervised and especially not putting themselves in danger all the time. *But* this is a private school — the characters' educations are being paid for and there may be a certain amount of privilege and latitude offered the students to take their own free time. Unless the characters do something truly awful it's unlikely the Head will threaten them with expulsion.
- Include visits from parents and other relatives, letters to the students, care packages, etc.

### III. GENERAL RULES

This is a collection of home-brew rules I developed (some of which have been inspired by other systems). Rules changes include:

1. Simplified advancement tables. All to-hit, saving throws and other abilities come from the Major and Minor level bonuses.
2. Simplified saving throws, using the main Attributes rather than the traditional saves (vs Poison, Breath Weapon, etc.) or the SRD saves (Fortitude/Will/Reflex).
3. An alternative damage system where damage is tracked individually. HP start at a reasonable level and only grow slowly thereafter.
4. An alternative armour system that ties into the damage system, works out armour proficiency, encumbrance, etc.
5. Rules for Relationships.
6. Comments on mixing and matching between the three classes.

Rules are provided as-is with no warranty or claim to balance, etc. and should be picked apart and critiqued and made to work your way, if you are so inclined.

## *Universal Major/Minor Bonus Table*

To simplify bonuses, saving throws and skills, all PCs get a benefit according to the table below for their various abilities:

<i>Level</i>	<i>Major bonus</i>	<i>Minor bonus</i>
1	+2	+1
2	+3	+2
3	+4	+2
4	+5	+3
5	+6	+3
6	+7	+4
7	+8	+4
8	+9	+5
9	+10	+5
10	+11	+6

This is a class bonus. Anything the character class can do — from attacking, to saving throws, to skills — should be considered “major” or “minor” with a numerical benefit according to the above. For example, a generic Fighter’s ability to attack should be a Major class talent, which means it will rise pretty sharply with levels. Any character’s skills will generally be Minor, but could be increased to Major if they really specialise with that skill (mostly the prerogative of Rogues). Mages will get a number of spells equal to their Major Bonus “for free”, and all classes will get a couple of favoured saving throws where the Minor Bonus applies.

This will change the numerical balance of the game a little bit (for example, skills now get better as PCs go up levels). However it should also simplify the character sheet and make it clear at a glance what each PC is good at, and what their bonuses are.

These bonuses are on top of any benefits from having high (or low!) Attributes. You’ll notice that at low levels having a high Attribute can still overshadow the bonus for saves, skills, etc; however as the character goes up a couple of levels, the vocational bonus should become more important.

Other points:

- For skills, this bonus can apply no matter which attribute is being rolled against — if the player and GM agrees the skill applies, they get the bonus
- Conversely saving throw bonuses work for all cases where that attribute is used in a save

## *Saving Throws*

These are my *alternative* alternative Saving Throw rules.

By default *Beyond the Wall* uses the very traditional and eclectic five saving throws (Poison, Breath Weapon, Magic, etc.). Alternatively you can use D&D3e-style saving throws, with one table for all classes. Rogues receive better Reflex saves, Fighters get the advantage with Fortitude and Mages with Will saves.

This alternative system calls for saves directly against the attribute, e.g. a Con save when the character may be affected by poison. The rationale for choosing one attribute over another is left to the GM, but here are a list of situations where each attribute could apply:

- Strength: being pushed, restrained, paralysed, bound or denied entry
- Constitution: poison, hunger and thirst, exhaustion, sickness and death
- Dexterity: anything that can be dodged or ducked, also trips, slips, losing one's balance
- Intelligence: resisting illusions, trickery and concealment, noticing details
- Wisdom: resisting magical domination, enchantment, or shape-changing — personal confidence, objectivity, sense of self
- Charisma: maintaining a lie, maintaining (or justifying) alignment, saving face

### HOW TO ROLL:

1. The GM will call for the PC to save vs. an attribute.
2. The PC always gets that attribute's bonus (or penalty). The PC may also get a saving throw bonus if the class favours that kind of save (player should claim their bonus!)
3. Player rolls the die and adds their bonuses, reports the result.

4. GM interprets the result and returns outcome.

### HOW TO INTERPRET:

For a given die roll (let's say a d20) the GM will set the threshold value. If the total the player rolls is equal to or better than that number, they pass.

Sometimes the GM might consider partial and complete thresholds where passing the lower threshold is a partial (“yes, but”) save and the upper threshold is a full save. Setting the partial threshold at 10 and the full threshold at 15 is not a bad start. Then:

- If the player fails the roll completely the GM imposes some nasty penalty on them.
- If the player succeeds completely, they get away with it.
- If the player only partially succeeds the GM might give them a success at cost, an “ugly choice”, etc.

Saving Throws should be required mainly because the PC has wandered into a threat, though they might happen because they were surprised or weren't paying attention.

### CLASS SAVES:

Each playbook will have two attributes that are favoured for saving throws. This means when the GM calls for that kind of save, the PC gets their *Minor Bonus* to the save as well as the attribute.

For the three core classes:

- Fighters get Strength and Constitution
- Rogues get Dexterity and Charisma
- Mages get Intelligence and Wisdom

But actually you should mix and match to suit the playbook you choose. For example, the Novice Templar can have Strength and Wisdom. This should make figuring saving throws for cross-class playbooks (e.g. demi-humans) simpler too.

## *Class Benefits*

This is roughly where I am with the benefits of each class:

<i>Warriors</i>	<i>Rogues</i>	<i>Mages</i>
Fighting (major)	Fighting (minor)	Cantrips (major)
Defence (minor)	Defence (minor)	Spells (major)
Armour (any) (minor)	Light Armour (minor)	Rituals (major)
STR saves (minor)	CHA saves (minor)	INT saves (minor)
CON saves (minor)	DEX saves (minor)	WIS saves (minor)
Extras: knacks, weapon specialisations, etc.	Extras: more Fortune points, more Skills	Extras: sensing magic

If you want to mix and match consider downgrading from Major to Minor, swapping saving throws, etc.

## *Slightly Alternative Magic*

Note that with the above, Mages get a big rating for their magic.

- For Cantrips, this is the roll to cast. GM still determines the difficulty. And yes, a high level mage *should* ace their cantrip roll without risking a complete blow-out of their magic.
- For Spells, it's the number of spells the Mage can cast before they start taking Magical Fatigue (see below)
- For Rituals, it's the "safe" level of the Ritual that they can cast. Also the level of the Ritual is a penalty, so the net adjustment is the difference between rating and the level of the Ritual, plus any stat modifier.

## OVER-EXTENDING POWER

If a Mage wants to cast more spells than they have slots, no problem! Every extra spell cast more than their quota (equal to the Major rating) causes 1 point of magical Fatigue (see the Damage section next).

Likewise, if the Mage wants to cast a Ritual that exceeds their rating, casting the ritual does a point of Magical Fatigue for every point you exceed your rating by.

## *Alternative Damage Rules*

These are alternative damage rules. They are inspired by Kevin Crawford's *Scarlet Heroes*. They should work for pretty much any OSR system with minimal changes.

When you roll damage (using whatever dice are appropriate), roll the die and add bonuses then compare the result to the table below:

<i>Roll</i>	<i>Damage</i>
0 or less	0
1-3	1
4-6	2
7-9	3
10-12	4
13-15	5

Any damage bonus is applied to the roll, not the damage. Attacks on PCs come off hit points, but on monsters they come off Hit Dice (more or less).

The reason for doing this is to scale back the damage against the PCs, and to simplify combat encounters with monsters.

If this makes your monsters a bit puny and fights over a bit too quickly, you can

- add more monsters and have them swarm
- double the number of hits for tough monsters
- quadruple the number of hits for “named monsters” (as in Feng Shui)

### STARTING HIT POINTS

This will change the amount of damage a PC can take. Use this formula to work out the character's HP:

$$(\text{class base HP}) + (\text{CON bonus}) + (\text{level}) = (\text{Total HP})$$

If you keep the numbers as per the vanilla *Beyond the Wall* the class base is 5 for Mages, 7 for Rogues and 9 for Fighters. You may think that this doesn't differentiate enough, in which case use 5/8/11 or 5/9/13. Tweak further for multiclass characters.



## TRACKING WOUNDS ON PCs

When PCs take damage, treat each hit as a separate wound and track individually.

- 1 or 2 point hit is a *minor wound* and will heal with time on its own. A hit of 3 or more is a *major wound* and needs medical/magical attention.
- Major wounds (3+) can get worse, they can get tagged with conditions like “poisoned” or “painful” or “bleeding”
- At the GM’s option, the worst wound the character has is applied as a penalty to any given skill roll
  - To make this less harsh, make it the worst wound -2
- You might tag some wounds “debilitating” in which case, only those apply penalties. Or maybe they apply especially harsh penalties.
- Special kinds of Wounds include:
  - Hunger/Thirst — if the PC is denied food or drink, they take this temporary damage. Only healed by food and drink.
  - Disease — if the PC is diseased they may pass the disease on. Only healed by the right medicine or magic, although symptoms could be reduced to zero
  - Fatigue — if the PC is tired, they gain fatigue, which is non-specific (but could be life threatening).
  - Magical Fatigue — caused by Mages over-extending themselves.
- If a player makes a critical failure on a physical task their wound could get worse
  - Or the GM could declare that the condition of a wound is such that if the PC tries something and fails, the wound gets worse.

So, wounds are tracked individually — but there should also be a running count of all wounds against the PC’s total HP. If the PC is above 0 HP they can still function. If they dip below 0 HP, they start making saving throws (vs. unconsciousness, death, etc.).

## HEALING

There are two types of healing:

- Strong Healing is anything like medical treatment from a professional, or healing magic. This is good for bringing people back from Death, and healing Major (3+) wounds.
- Light Healing is non-medical stuff like a night's rest, shot of brandy, etc. It's good for all Minor wounds but not for Major ones.

A full night's rest will provide 1 hp of light healing to every wound simultaneously, meaning that a warrior with a lot of 1 hp scrapes will be much improved in the morning. Other forms of light healing are at GM's discretion — a nice meal, a bit of entertainment or a nip of brandy may be good for a 1 hp reward here or there. If you're considering the Hunger rules then eating a meal when you're starving only affects the hunger "wound", and other forms of healing won't take the edge off hunger if you're starving.

The healing spells in the book could be a bit overpowered given the re-scaling of the damage. To deal with this you could either roll the healing die on the damage table above, or just accept it and change the pace of how quickly you damage the party. Some of the rituals may be reconsidered, e.g. *Goodberry* could be used in place of eating and as Light Healing but not good for really bad wounds.

## *Alternative Armour Rules*

Monsters keep Armour Class, for convenience; AC ascends.

To make PCs more interesting I'd prefer to split out passive defence, and worn armour. But rolling to-hit against a static defence is nice and simple (I don't want to muck about with active parries and dodges).

1. PCs don't get AC, they get Defence (in the spelling of your choice). It works exactly like ascending AC for purposes of monsters hitting PCs.
2. Defence starts at 10, modified by (a) Dex bonus and (b) Defensive Fighting talent — a proficiency that both Fighters and Rogues get (minor). So, unarmoured a Fighter gets a Defence equal to 10 + Minor Bonus + Dex Bonus (if any)
3. Armour actually encumbers and makes Defence worse. Armour is encumbering and gives a negative to all physical actions based on its rating — including Dex saves, climbing, swimming, etc.
4. But training mitigates Armour encumbrance. Fighters get a talent (Minor Bonus) in wearing all kinds of armour, and their minor bonus mitigates against encumbrance penalties (so at 4th level they can soak 3 points of encumbrance). Rogues probably get a similar talent in light armour only.
5. Armour rating is just applied to the damage dice roll. Even 1 point of armour is nice to have, and 3 points is guaranteed to reduce a wound by 1.

This means that

- Fighters get better and better at wearing armour as they level up
- Rogues will hit the limits of their light armour options in a few levels
- Mages can wear what they want, but it will interfere with everything they physically do (including defending themselves, cast spells, etc.).

Here are some options for shields (choose some that make sense to you)

1. Let everyone use a shield, with a Defence of +1
2. Let only Fighters get any benefit at all from a Shield in melee combat (others can use it for missile cover)
3. Different kinds of shields give the same bonus, but some are more limited than others. Bucklers are only good against human-sized creatures (too big and they can't ward effectively, too small and they don't cover down the body well enough) but they're very portable (and

actually better than a Targe for fencing — ask George Silver). A Targe is probably the default round shield, and a Tower shield is good for static defence, etc.

4. Let Fighters specialise in Shield (as a weapon) to give a defensive, rather than offensive bonus
5. Let Fighters use their Minor Bonus to Defence when in a defensive stance with a Shield (not attacking)

### SAMPLE ARMOUR TYPES

<i>Armour</i>	<i>Type</i>	<i>Damage Roll Adjust</i>	<i>Encumbrance Penalty</i>
Cloth, Buff Coat	Light	-1	-1
Leather	Light	-2	-2
Half Mail	Medium	-3	-3
Mail	Medium	-4	-4
Half Plate	Heavy	-5	-5
Full Plate	Heavy	-6	-6

## *Relationships*

During the game you might want to keep track of your Relationships between your PCs and the NPCs. Here are a couple of ways to do that.

### METHODS

#### *Method 1: Attribute Based*

People have relationships for various reasons. Consider one Attribute of the PC as the basis for the relationship

- STR based: physical confrontation, rivalry, Protector/Charge relationship
- INT based: shared ideology, Mentor/Student relationship, a shared problem to solve
- WIS based: shared experience or philosophy or faith, Idol/Disciple relationship
- DEX based: shared technical skill (esoteric), getting into trouble together
- CON based: shared life-threatening experience, or experience of mortality (dead relative, etc.)
- CHA based: love or attraction, political rivalry

#### *Method 2: Ties and Antipathies*

Just rate the relationship between +2 and -2. Positive relationships are Ties, negative are Antipathies.

### RATING FOR RELATIONSHIP

You're going to have to work out whether the relationship is positive or negative, and what that means.

Positive could mean

- You treat each other as equals
- You're in a position of responsibility
- They owe you

Negative could mean

- It's not equal, or you're at a disadvantage
- It's not a good relationship (it's abusive, etc.)

- You're subordinate to them

No hard and fast rules here. These relationships won't hurt the character in combat or on adventures, so there's no mechanical benefit. Positive and Negative ratings could both be spun as advantage or disadvantage. Really, what they're for is entangling the characters and injecting a bit of drama into the "domestic" scenes.

## MECHANICAL PARTS

### *Formal*

Here's how you can use them mechanically:

1. As a basis apply your attribute modifier to your relationship and give it a numerical rating.
2. When you or the GM introduces a scene involving you and your NPC, one or both sides will want something out of that encounter — it could be a promise or validation or something material or for your PC to go do something. Anything like this is a *test* of the relationship.
  - a. If you flat out refuse, roll the relationship as a saving throw (using your relationship rating). If you fail to achieve whatever threshold the GM sets, your relationship rating goes down by one.
  - b. If you do the thing, roll the relationship on your return; if you're successful, the relationship goes up by one.
3. If the NPC is somehow entangled in the adventure part (they're abducted by goblins and need rescuing, they're working with the cult against the party, etc.) then consider how the outcome of the adventure will affect the relationship. It could go up or down by one.

### *Informal*

Use the relationship modifier on any social role where

- That character is involved in the conversation
- That character is present

Use the modifier in place of your Cha modifier.

## IV. NIXIAN MYTHOLOGY

### *Magic*

#### OLD KINGDOM ALIGNMENT

The traditional Law-Neutral-Chaos alignment system has a specific meaning in the Old Kingdom. The Charter is what may be considered Order in the magical world, and Free Magic is its opposite and may be considered Chaotic or Wild. Here are some spot suggestions for Alignment:

- Alignment only indicates magical metaphysics, not actual behaviour outside magic. No-one is Lawful, Chaotic, Good or Evil; they just tend towards the Charter or Free Magic.
- For purposes of alignment-specific magic in other texts, read “Law” as Charter and “Chaos” as Free Magic.
- Most characters will be Neutral, even if they use Charter Magic or a bit of Free Magic.
- Characters who are dedicated to the Charter will be Charter Aligned. This includes the Abhorsen, despite her ability to perform acts of necromancy.
- Likewise characters who are really into Free Magic will be Free Magic aligned. This includes Free Magic creatures or elementals that are bound with Charter Spells (like the Cat).
- Both Free Magic creatures and the Dead are Free Magic aligned.
- Ongoing use or influence of Charter or Free Magic could shift Alignment away from Neutral to one of the extremes. The GM should just watch how the PCs behave around charter magic.

In the Old Kingdom several characters who aren't mages can cast charter magic. Wyverley College has whole classes of Charter Magic, although as in any subject some students will simply get a grade and others will go on to excel and use it in later life.

Assume that all Old Kingdom characters are aware of magic and will know a Charter Mark or two. However, none of this will be useful stuff — it's all just a bit of colour for the game. With an hour's practice, any one of the characters might make the charter marks for light for example, but only a mage character

will be able to cast cantrips and spells in a useful timeframe during an adventure. For non-mages interacting with charter marks is like interacting with a kettle or a light switch.

The standard format of Beyond the Wall magic (i.e. cantrips, spells and rituals) should work fine for this game. Of course the casting of magic on school grounds should be strictly regulated, but then... teenagers will be teenagers.

Beyond the Wall includes considerations for unintended consequences of miscast Cantrips and Rituals. See the Miscast table for some ideas about what might happen.

There is one new and important ritual, the Diamond of Protection.

### MISCAST MAGIC

Here are some options for miscasting magic. Roll a d20:

1–3: the effects are reflected back on the caster

4–6: the effects are redirected to a different target

7–9: the effects of the spell are the opposite of what is intended

10–11: the spell works as normal, but causes 1 HP damage (hunger, weakness, other injury)

12–13: the spell works as normal, but causes material damage to an item in the caster or other party member's possession

14–15: the spell works as normal, but causes a change in the caster's mental or emotional state. How this is played out should be agreed between GM and player, but could include alignment shifts, a sudden strong emotion, confusion, negative perception of another PC, etc.

16–19: the spell works as normal, but the casting attracts the Lesser Dead or some weak Free Magic thing which immediately pursues them and will encounter the party in (d82) minutes

20: the spell works as normal, but the casting attracts the attention of something powerful and intelligent from Death, which takes a personal interest in the caster.

### NEW RITUAL: THE DIAMOND OF PROTECTION

Diamonds of Protection appear throughout the series, used to guard the Abhorsen's body while she walks in Death, and in general against the Dead and other creatures when making camp etc. This is an alternative to the various Circles of Protection and other rituals in the rulebook.



Level: 1

Range: Near

Duration: Permanent (until marks destroyed)

Save: no

The charter mage inscribes North, East, West and South charter marks. Inscribing each mark takes about 10–15 minutes. Several mages working together can inscribe different marks to speed up the process. To inscribe the mark the mage spends 5 minutes and at the end rolls a check against their Intelligence. If they succeed, note the margin by which they succeeded. For every 3 points of margin, add 1 to the strength of the mark. If they fail, they may spend another 5 minutes making the mark.

The strength of each mark is equal to the level of the mage that cast it, plus the margin bonus. When something Dead tries to penetrate the Mark, its Hit Dice will be burned away and the strength of the mark will be similarly reduced. If the Dead thing's hit dice reach zero first it is destroyed, but if the mark is reduced to zero first, the Dead thing has penetrated.

Free Magic creatures or Greater Dead may also be affected, but they don't lose their hit dice. Instead, they may need to make a saving throw against Spells to walk over the mark (GM's discretion as to whether this is allowed and what penalties apply). Overwhelming the mark like this reduces its strength to zero.

Many of the Dead are of low intelligence and won't be able to tell the relative strength of the marks — the GM should determine which compass point they attack in this case. Also the Dead need to be sufficiently motivated to penetrate the diamond in the first place, because it hurts us, precious.

If a mark goes down to zero it may be recast, assuming time permits. If the mage fails their roll the mark is replaced but with no margin bonus, and the mark's strength is subtracted from one or more of the other marks. If the mage rolls a critical failure, all four marks will go out.

At higher levels this ritual may be combined with similar effects from other rituals, such as the *Circle of Protection* and the *Witch's Watchman* (with GM approval of course).

## *Necromancer's Bells (and Pipes)*

The Bells are tools carried by the Abhorsen or a Necromancer.

Anyone can ring the bells, but doing so carelessly (or unskilled) will cause all the negative effects of the bell to be reflected on the bearer (and maybe other party members too).

### I. MAKING THE BELLS (OR PIPES)

*Beyond the Wall* has various rituals that can be used for magic item crafting. In particular *Further Afield* describes different levels of rituals for increasing power of magic items. Suggest that to make a complete set of bells a *Third Enchantment* may be needed (up to the GM whether the *First* and *Second Enchantments* are capable of producing the weaker bells).

Each bell must be made in a particular Precinct of Death (a high cost already):

- Ranna (1st)
- Mosrael (2nd)
- Kibeth (4th)
- Dyrin (5th)
- Belgaer (6th)
- Saraneth (7th)
- Astarael (8th)

These are individually crafted items and probably take on some of the character of their maker. Also if pipes are allowed as an alternative to bells, what about other instruments — say, a seven-stringed viol?

Bells work better if you want to hold a weapon in the other hand, of course.

Clearly the manufacturing requirements of these items are pretty onerous, so it's much more likely they will be found rather than made, particularly if they're found by low-level PCs. And being low-level, those characters won't have much expertise in using such items safely. The GM should be prepared to activate each bell's downside if it's misused, and give the bells personalities of their own — to the point that each bell wants to be rung.

These are magic items to be feared, not played with.

## 2. USING THE BELLS

Using each bell is a kind of Ritual, although only taking a few moments. If you don't know the ritual, you're at a severe disadvantage to use them safely.

All such rituals are Range: Near. In all cases if the Ritual roll is failed, the normal effects happen but so do the consequences of failure.

The more powerful bells involve downsides such as manipulating memory and behaviour.

### Ranna (Wisdom)

Level 1

Duration: Instant

The smallest of the Bells; the Sleepbringer. Its effect is to induce calm or sleepiness in humans and Dead alike.

Effect: All who hear Ranna make a Save vs. Magic. Failure means the target is at -2 to all actions, and must make a further save or fall asleep. The Abhorsen's allies get +8 on their save. Especially weak Dead (zombies, individual gore crows) may be cast back into Death.

Complication: If the Abhorsen makes an error, both she and her allies must make a save with no bonus or be affected.

### Mosrael (Charisma)

Level 2

Duration: 1 hour/level, or Permanent with a body

The Waker; used by Necromancers to call the Dead to Life.

Effect: the bell calls the Dead into Life. How long they stay will depend on whether there is a suitable vessel for them to occupy.

Complication: if misused, this bell will throw the bearer into Death.

### Kibeth (Dexterity)

Level 3

Duration: Permanent

Kibeth is the Walker. It can animate the Dead in Life and also make them walk through the gates of Death.

Effect: a Necromancer will use Kibeth to animate a corpse; no saving throw is required of the target. An Abhorsen will use the bell in the opposite fashion, to

cast the Dead into Death and beyond the First Gate. When it is used in this way, the target must Save vs. Spells or be forced to move into Death. The spell must be used once to force the Dead to cross over, and again to make them go through the First Gate.

Complication: a misuse will require the bearer to make a save or be directed to cross over into Death and walk towards the First Gate. Use the same rules as those for falling into Death after hitting 0 HP.

### Dyrim (Wisdom)

Level 4

Duration: Permanent

Dyrim gives the Dead a voice, or silences the living.

Effect: whether Dead or Alive the target should make a Save vs. Spells. Several effects are possible: a lightening of mood (changing reaction rolls), silence (preventing spell casting etc.), or allowing the Dead to speak.

Complication: misuse will rebound on the bearer, rendering them unable to speak; a save vs spells can be attempted every 10 mins to shake off the effect.

### Belgaer (Intelligence)

Level 5

Duration: Instant

Belgaer affects memories, unlocking those of the Dead, or suppressing them.

Effect: if the bell is used to suppress a memory, the target must save against Spells; a failure means the bearer may erase or suppress the memories of the target. If the bell is instead used to bring back memories that have been erased by Death no save is required.

Complication: if the ritual is misused, there is a risk of the bearer's memory being affected. They may lose

- a skill

- a recent memory (of adventuring with the other characters)

- a distant memory (e.g. something from their playbooks)

A save against Spells should be allowed on a weekly basis to recover the memory.

### Saraneth (Wisdom)

Level 6

Duration: Instant

Saraneth is the Binder, used to bind the Dead (or Free Magic creatures) to the will of the Abhorsen.

Effect: the effect is not unlike Kibeth, but the magic is sufficiently strong that the user may force the target through the Ninth Gate.

Complication: a misuse will cause the user to become a slave to Saraneth for a while. The GM should take control of the PC and make them go where the bell desires — be that in Life or Death. A saving throw once per day may be attempted to shake the effects off.

### Asatrael (Intelligence)

Level 7

Duration: Instant

When rung properly Astarael the Sorrowful sends everyone who hears it deep into death — including the bearer.

Effect: the effect is similar to Kibeth except the transition is instant and affects everyone in the area. The GM should randomise which Precinct everyone arrives in. Roll 1d20:

1–5: third precinct

6–10: fourth precinct

11–14: fifth precinct

15–18: sixth precinct

19: seventh precinct

20: eighth precinct

Complication: with a misuse, when the PCs land in Death they are considered to be falling into Death, and should start making saving throws against Death to regain their footing, or accidentally walk further down through the gates.

## *When the North Wind Blows*

Wyverley College lies close to the Wall at the very north of Ancelstierre. While technology (specifically early 20th century technology) exists in this country, that technology is at odds with Magic. Whenever the wind blows from the north it carries the air of magic from the other side of the Wall, and plays havoc with technology. There's a good chance that these devices just won't work at all.

“Technology” includes:

- firearms
- electric lighting and appliances
- engines of all kinds — generators, motor cars, etc.

Wyverley college and other settlements in the area are well prepared for this and make use of paraffin lamps and candles for lighting, oil and wood for heat and cooking and animals for transport. That's not to say technology isn't common — just people have a low expectation of it working reliably all the time.

Attitudes to technology will be mixed — while the local economy will be dependent on goods transport and communications, there will be plenty of people alive who remember a time (perhaps only a couple of decades ago) when technology was not nearly as necessary.

### EFFECT OF THE NORTH WIND ON TECHNOLOGY

Whenever a technological device is carried near the wall, first check the Wind Direction table. Randomly roll or pick the most likely direction for the season.

If a North Wind is blowing, the person trying to use the device should make a Save vs. Charisma; on a pass the device works, otherwise it doesn't. Roll at the point the character tries to use the device.

As well as making technology less likely to work, a north wind also has potential to make magic more potent or easier to cast. Consult the table for the effect on Cantrip difficulty, Spell potency or Ritual time to cast.

### IF TECHNOLOGY IS SUCH A BOTHER...

So technology is unreliable. Why bother with it at all?

Here are some areas where, despite its unreliability, technology still represents a significant benefit (and can affect the environment during adventures):

- i. Lighting. Without widespread electrical street lighting, viewing distances will be worse. If any Dead or Free Magic being manages to pass through

the Wall they will tend to roam at night — and poor lighting will make surprise and ambushes more likely. When the electric lights fail, it's time to bring out the candles and lanterns.

2. Transport. While horses can be used for riding and commerce, it's generally harder to get the resources required to the local area than with vehicles, and slower to travel. Also buses and cars may break down in the middle of nowhere.
3. Communications. A failure in the telephone lines means the area may be cut off from local government further south, and even people in the vicinity. This also applies to telegrams. A postal service will still be reliable, as will physical messengers — but this will delay the communication significantly.
4. Firearms. I don't think the soldiers on the Wall really expect their firearms to work. But when they do work they're going to be easier to use with a higher rate of fire and better portability than historical weapons.

Note that there are Charter spells that do a similar service to these technological devices, but they are generally works of powerful Charter mages — not the young students of Wyverley, who are only learning. Also magic has the inconvenience of being only available where the caster is. While magic can overcome many issues it's just not widespread enough to address the day-to-day needs of local life.

## *The Free and the Dead*

There are four types of “monsters”:

- Human antagonists
- Wild Animals
- The Dead
- Free Magic Elementals

I’m not going to bother with stat blocks, because at the very least anyone reading this will have the excellent *Beyond the Wall* bestiary (and probably plenty of other resources, too). Instead I’ll just suggest the different resources you might want to use for each category.

### HUMANS

There are two different types of human antagonist. From North of the Wall there are Necromancers and other Free Magic users. South of the Wall, human antagonists could be bureaucrats from Corvere who have Ancelstierre’s security at heart; they think they’re heroes and protectors, but their ignorance and zeal makes them monstrous too.

Mechanically, Free Magic is no different from Charter Magic, although it feels wrong to anyone who isn’t Free Magic aligned; it’s like a sharp metallic odour in the air, and can cause nausea in anyone who isn’t Free Magic aligned (Con or Wis saving throw is required to not be at some kind of functional penalty).

Necromancers and others will probably be threatened by being the source of some ritual magic or change in the landscape (most obviously the Dead rising). Bureaucrats may work a little differently, being able to enter Wyverley itself and upset the various relationships there, restricting access and imposing curfews, etc.

### WILD ANIMALS

Wild animals who are territorial, hungry, or otherwise hostile to people and cannot be reasoned with.

Wyverley’s surroundings are rural farming land with a lot of natural space and places for animals to make dens. Wild animal populations will not be controlled as effectively as they are today, and a lot of this rural area will be unlit at night. Animals will pretty much only form threats when the characters are travelling,



unless something very odd happens like wolves appearing on the Wyverley grounds.

Note that the Dead can be forced into the bodies of animals (e.g. Gore Crows), so animals behaving strangely may turn out to be animated corpses with a Dead spirit providing impetus.

## THE DEAD

The Dead are one of the two classes of true “monsters” in the setting. Dead creatures – whether Greater or Lesser Dead – originate from human souls who refuse to accept Death, or from Necromancers who have called those souls into a body in Life. There are a number of different Dead described in the books:

Greater Dead — a spirit (usually a necromancer) with enough power to pull themselves and others out of Death.

Lesser Dead — dead that refuse to pass on but aren’t powerful enough to get back to Life without the help of the Greater Dead.

Dead Hands — animated corpses.

Shadow Hands — dead spirits with no body.

Gore Crows — one spirit animating a flock of crow corpses.

Mordaut — a controlling spirit that directs a living host.

Mordicant — appears to be some kind of golem.

Fifth Gate Rester should probably be regarded as synonymous with Greater Dead

Stat blocks and special powers can be drawn from any undead bestiary — the ghoul, spectre, lich, slugh, spirit, wight, vampire and the Nameless One and various demons from the Beyond the Wall main book should do well for lesser and greater dead with a bit of cosmetic tweaking. The common feature of all these monsters is they were once human, even if they’re horribly misshapen.

## FREE MAGIC ELEMENTALS

Creatures of Free Magic (elementals and such) are weird and alien, and frequently dangerous to humans. There aren’t many descriptions of Free Magic elementals — here are some from the books (courtesy of the Old Kingdom Wiki):

Ferenk, a creature of stone and mud

Stilken, an attractive woman with hooks for arms

Hrule, a humanoid described in *The Creature in the Case*

Aziminil and Baazalann are described in Clariel

The summoning of two Hish “impossibly thin, vaguely human things with flesh of swiftly moving mist and bones of blue-white fire” is described in Lirael’s prologue

Some common features of Free Magic elementals:

1. They’re alien creatures that pre-date (and escaped) the forming of the Charter. They are not the same as the Dead, who were once human and now twisted by Death.
2. They are frequently summoned by Free Magic sorcerers.
3. Charter mages tend to do the reverse, that is to seal them up in artifacts or different forms (e.g. a cat).
4. In general they don’t die, they can only be rendered immobile.
5. Many of them are of humanoid appearance. There a hint in Clariel that they can choose other shapes, and before the Charter they did have many other shapes (such as that of a dragon). Whether they choose to reflect the shape of humans, or appear the way they do for another reason isn’t clear.
6. Their touch is often corrosive and inimical to life.
7. Frequently they are immune to mundane weapons.
8. They have various magical powers.
9. Many appear as breeds of certain types (the Hish, Hrule, Ferenk and Stilken), but some others are named and may be unique (Aziminil).

Plenty of fantastic creatures from the BtW or other bestiaries can be re-purposed — possibly changing the shape of the creature as the GM sees fit.

Clearly there’s a precedent for mythical beasts such as dragons, cockatrices, unicorns and others to have existed, so a mythology that refers to these creatures is reasonable. Other resources you could try include the vast and detailed Summon spell in Lamentations of the Flame Princess Rules and Magic book. But In general:

- give all such magical creatures an individual personality
- make them hard to kill (non-spelled weapons do no or less damage)
- make them hazardous to be near (requiring saving throws, crossing off hit points, etc.)

## *Walking Through Death*

### DYING

Originally I was going to represent different stages of Death by negative HP, but that doesn't work so well with scaling, or with the implication of negative HP. What does being at negative HP mean? Usually the PC is "incapacitated" so they don't really participate in the game other than wait to die.

I don't want my players to wait to die — I want them to either be *In Life* or *In Death*. So, 0 HP is the threshold between Life and Death ("Death's Door"). If a PC arrives at or goes below 0 HP, they make a Saving Throw against Death (CON, Poison, or Fortitude depending on your approach to saves) or their spirit gets swept into the First Precinct.

The saving throw is modified thus:

1. if the last damage the PC took would have taken them to negative HP, that number is applied as a penalty
2. if the PC has any major wounds, subtract 2 from the worst wound and apply the number as a penalty (cumulative with above)

While the spirit is in the First Precinct they can be brought back by strong healing. However the spirit won't hang around there for long — and once beyond the First Gate, no healing can save them; the Abhorsen or a Necromancer must venture Into Death to pull them back into life.

In the Abhorsen trilogy, Death is a series of Precincts separated by Gates. Although the Old Kingdom and Ancelstierre are on two different planes of existence it seems Death connects both (as both Sameth and Hedge enter Death south of The Wall). Possibly Death is easier to reach when the North Wind blows.

### FALLING OR WALKING INTO DEATH

Newly dead souls get disoriented when they're swept into Death, and may find themselves in any Precinct.

- Every round the new soul rolls an unmodified save vs Death. If they pass they get to stay in the First Precinct, otherwise they will pass through the First Gate.
- If the soul makes 3 checks in a row they are no longer disoriented and can resist the pull of the First Gate (but they're still dead).

- If they get swept past the First Gate they get to continue making checks in the Second and subsequent Precincts. Fails mean they get swept through the next Gate, success means they stay, and with 2 saves in succession they regain their senses and can choose to remain in that Precinct.

An Abhorsen or a Necromancer can just walk into Death and keep their wits. When they do this, rime frost may form on their body and clothes in Life, and their body is potentially vulnerable.

### ENVIRONMENTAL HAZARDS

Once in Death the Precincts and Gates are negotiated like other physical obstacles. The Gates and Precincts are well described on this page, so I won't reiterate them here.

Negotiating the various waves, sinkholes, whirlpools and flares is at the GM's discretion, but in general if a character fails a check they are at risk of being swept away, and should make a save against Death or become disoriented. A second save (should the first be failed) or help from another is required to avoid stumbling into the next Gate.

The Dead are an obvious threat in any Precinct, and the deeper down one goes the more powerful the Dead are. Combat should be handled just as in Life, and the non corporeal body will have the same hit points, etc.

The types of dead encountered will generally be:

- degenerate souls which have taken on different forms (features of insect, worm, etc.) with only animal intelligence
- human souls retaining intelligence and memory, who may speak (assuming they're not immediately violent)
- powerful dead like the Fifth Gate Resters

In theory Death could be developed into a dungeon, however there's not a lot of value unless the whole party is able to venture into Death — for now the loose descriptions of the Precincts and Gates will be enough.

## V. PLAYBOOKS

There are several tables for each playbook. Most characters will run through nine tables:

- *Growing Up*, which is about the character's relationship with their family
- *Arrival at the College*, which is about relationships and bonds with the college
- *Awakening*, which are tables specific to each template.

The exceptions to this are the three special playbooks:

- *The Boy in the Woods* and *The Cat* don't roll on the Growing Up or Arrival tables.
- *The Sending* does not roll on Growing Up tables, though she does roll on the Arrival tables as she matriculates like any other student.

I can't say how balanced the playbooks are — they should be even in terms of total attributes, skills and other class values.

All of the playbooks were based on one or more of the *Beyond the Wall* playbooks:

Abhorsen in Waiting

Born to the Charter

The Boy in the Woods

The Cat

The Heir to a Fortune

The Necromancer's Get

The Royal Berserk

The Sending

The Sightless Clayr

The Wyverley Scholar

The Elven Highborn

The Witches' Prentice

The Young Woodsman

The Gifted Dilettante

The Future Warlord

The Self-Taught Mage

The Would-be Knight/Future Warlord

The Reformed Bully/Fae Foundling

The Assistant Beast-Keeper

The Forgotten Child

## *The Abhorsen-in-waiting*

“Two in the folk who keep the dead down”

The Abhorsens are a hereditary Old Kingdom bloodline charged with maintaining the border between Life and Death. All who have the Abhorsen’s blood can see and enter Death, and use a combination of Charter and Free Magic to undo works of necromancy and keep the Dead down.

The new Abhorsen is not always a direct relative of the incumbent, but they are always have the Blood. For whatever reason you have been named as the Abhorsen-in-Waiting, meaning that one day the awful responsibility will fall on your shoulders.

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The Abhorsen is both a Warrior and a Mage, and their primary attributes are Wisdom and Strength. Both Wisdom and Strength start at 10 and the other attributes begin at 8.

The Abhorsen is aligned to the Charter.

The Abhorsen inherits some of the Warrior’s ability in fighting, and the Mage’s ability with Rituals:

- Fighting (minor)
- Defence (minor)
- Armour (minor)
- Rituals (major) — *includes Bells*
- Skills as stated
- Knacks as stated
- Fortune Points: 2 (see below)
- Hit Points base: 9

Special Advantages and Disadvantages:

- The Abhorsen can see into and enter Death.
- They know how to use Necromancer’s Bells (or pipes).
- The Abhorsen is marked by Death, and starts with only two (2) Fate Points.

## GROWING UP

IDI2	WHAT IS YOUR FAMILY KNOWN FOR?	YOU GAIN
1	Betrayal. Your family is respected, but not trusted.	+I Wis, +I Cha Skill: Subterfuge
2	Leading in battle. Your family have a history of being on the winning side, and taking the glory for it.	+I Str, +Wis Skill: Command
3	Wealth. They're the financial might behind several political moves in your country's history.	+I Int, +I Con Skill: Finance
4	Knowledge. They know the value of a secret.	+I Int, +I Wis Skill: Forbidden Secrets
5	Farming. They're a major economic force in the land.	+I Con, +I Wis Skill: Animal Ken
6	A craft. They're reknowned for their skill.	+I Dex, +I Int Skill: Craft (choose)
7	Entertaining. They throw the best parties.	+I Dex, +I Cha Skill: Dancing
8	Orating. Your family are expert politicians.	+I Str, +I Cha Skill: Public Speaking
9	Protection. Your family is an important ally to have -- and many pay for the privilege.	+I Dex, +I Con Skill: Intimidation
10	Training knights. Your family manages one of the most prestigious academies in the country.	+I Str, +I Dex Skill: Riding
11	Winemaking. Your estates have some of the oldest vines in the country.	+I Int, +I Con Skill: Taste/Smell
12	Old money. They're powerfully connected, and rich.	+I Cha, +I Str Skill: Connections
IDI2	WHAT IS YOUR RELATIONSHIP WITH YOUR FAMILY? (MARK THIS AS A RELATIONSHIP ON YOUR CHARACTER SHEET)	BASIS FOR RELATTONSHIP
1	A mystery. You're an orphan who was sent at an early age to Wyverley on the instructions of a guardian you have never met. You only know of your family's reputation through secondhand accounts and rumours.	Int (gain +2 Int)
2	Happy. You have loving parents who keep in touch regularly, and have taught you the value of respecting others.	Cha (gain +2 Cha)
3	Distant. Your parents have their own concerns and sent you away at the earliest opportunity.	Con (gain +I Con, +I Int)
4	Neglected. You are the middle child and were largely ignored though childhood.	Wis (gain +2 Wis)
5	Competitive. You come from a family where siblings compete for their parents' attention; you've been pushed to be better than your peers at every point in your life. Being sent to Wyverley is a privilege.	Str (gain +2 Str)
6	Cherished. Although you're not spoiled, next to your siblings you are the favourite child — with the most expectations on your shoulders.	Cha (gain +I Cha, +I Int)
7	Spoiled. You have wanted for nothing during your early life, and can get away	Dex (gain +I Dex, +I Int)

	with anything.	
8	Stifling. Every aspect of your life has been under your parents' control.	Int (gain +1 Int, +1 Str)
9	Abusive. Your parents found fault with everything you did, and never praised you for your achievements.	Con (gain +2 Con)
10	Undisciplined. You were left to fight your own battles and your parents never chastised you for your behaviour. Wyverley life was a bit of a shock.	Dex (gain +2 Dex)
11	Adventuring. You were encouraged to make your own discoveries, and your parents' approved of you learning about the world on your own.	Str (gain +1 Str, +1 Con)
12	Nomadic. Your family travelled and introduced you to different cultures.	Wis (gain +1 Wis, +1 Con)

## ARRIVAL AT WYVERLEY

IDI2	HOW DID YOU DISTINGUISH YOURSELF WHEN YOU ARRIVED IN THE FIRST FORM AT WYVERLEY COLLEGE?	GAIN
1	Children often fight, but you never lost.	+2 Str
2	There wasn't a game you couldn't win.	+2 Dex
3	You were the toughest girl in the First Form.	+2 Con
4	Somehow you could always work out other people's secrets.	+2 Int
5	Your empathy made people confide in you.	+2 Wis
6	You never met someone who didn't like you.	+2 Cha
7	You solved everyone else's problems and never mentioned your own.	+1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Int, +1 Wis
9	You have always been a conscientious and hard-working student.	+1 Int, +1 Con
10	You got into places you shouldn't have been.	+1 Dex, +1 Cha
11	You're a natural at sports.	+1 Str, +1 Dex
12	You spent a lot of time outdoors, exploring the grounds and countryside.	+1 Str, +1 Wis
IDI2	WYVERLEY HAS MANY PLACES AND SECRETS. WHAT PLACE DO YOU FEEL A STRONG CONNECTION WITH IN THE COLLEGE? (MARK THIS AS A LOCATION ON THE WYVERLEY MAP)	GAIN
1	The library, where you spent hours studying in the quiet.	+1 Int, +1 Wis
2	The dining hall, where you made friends.	+1 Con, +1 Cha
3	The ramparts, where you can see for miles.	+1 Dex, +1 Wis
4	The cellars, where you went to be alone with a book and candle.	+1 Str, +1 Con
5	The walled garden, where you weren't supposed to go.	+1 Cha, +1 Dex
6	The cloisters, where you would sit and absorb the atmosphere of the college.	+1 Str, +1 Int
7	The kitchen, where you helped out the staff.	+1 Dex, +1 Con
8	The senior common-room, where you debated with the other students.	+1 Int, +1 Cha
9	The fountain, which was cool in summer.	+1 Cha, +1 Dex
10	The dormitories, where you held secret meetings at night.	+1 Str, +1 Wis
11	The woods near the college, where you found a secret wild garden.	+1 Int, +1 Str



12	The nearby village of Bain, which you would sneak off to.	+1 Con, +1 Wis
IDI2	THE PCs IN THE PARTY WERE YOUR BEST FRIENDS GROWING UP IN WYVERLEY. WHO ELSE DID YOU INTERACT WITH, AND WHAT WAS YOUR RELATIONSHIP? (MARK THIS AS A RELATIONSHIP ON YOUR CHARACTER SHEET. ALSO INVENT A LOCATION THAT MAY BE RELATED TO THIS RELATIONSHIP ON THE WYVERLEY MAP)	BASIS FOR RELATIONSHIP
1	Help. Either you needed help with a subject, or you were in a position to give help to another student. How did you help them?	Int (+2 Int)
2	Encouragement. Either you were having a hard time and another older student inspired you, or you saw a younger student in need of guidance and supported them. Why were they uncertain and needed encouragement?	Wis (+2 Wis)
3	Rivalry. You're competing with another student for something. What is it? How far does your competitiveness go?	Str (+2 Str)
4	Attraction. You have a relationship with another student (not necessarily romantic). It's separate from your relationship with the other PCs. The relationship is uneven — you feel an obligation to them and are easily manipulated by them, or they look up to you and will do things to gain your friendship (gifts, taking risks, etc.)	Cha (+2 Cha)
5	Deception. You're in cahoots with another student to get up to no good. Are you the bad influence, or are they?	Dex (+2 Dex)
6	Great expectations. A teacher in your least favourite subject (pick one) pushed you particularly hard. Are you doing well now, or still struggling? How has that affected your relationship?	Con (+2 Con)
7	Authority. Your relationship with a teacher is adversarial; they demand that you conform to their rules. Are you defiant, or do they make your life a misery?	Dex (+1 Dex, +1 Wis)
8	The Staff. You have a relationship with a staff member — maybe the groundskeeper, or a local boy or girl from the village who comes into the college to work. They are teaching you things you cannot learn from the teachers.	Wis (+1 Wis, +1 Con)
9	Knowledge. You have a relationship with the teacher of your best subject (pick one). They view you as their protege, and are another mentor to you.	Int (+1 Int, +1 Wis)
10	No-one. You're a loner, even though you've made friends with the other PCs. Instead, you like to find the private places in the college. Where's your preferred spot?	Con (+1 Con, +1 Str)
11	Bully. One of the older girls has a gang, and bullies you. They're always flanked by a couple of older girls. Do you stand up to them, or do you avoid them?	Str (+1 Str, +1 Con)
12	Outsider. You have a relationship with someone from outside the grounds.	Cha (+1 Cha, +1 Wis)

## AWAKENING

Id6	What was happening when you first glimpsed Death?	Gain
1	As a child you'd often go to a ruin on your family's estate to be alone. It was easy to look into Death there — in that still place you could hear the waters near the First Gate.	+3 Wis Skill: Meditation
2	You were there when your grandfather died in his bed, and you felt him slip into Death.	+3 Con Skill: Medicine
3	You were in a crowd, and you realised that there were Dead amongst the living on the other side.	+3 Int Skill: Awareness
4	You were with your mother, who shared your ability by blood. She trained you from a young age to look into and enter Death.	+3 Str Skill: Death Lore
5	Your family was walking in Belesaire when they were attacked violently. One of the bodyguards was killed in front of you, and you felt her slip into Death.	+3 Str Knack: Defensive Fighter
6	A cart ran over a boy in the street, and you saw him slip into Death while the people around him tried to save him.	+3 Con Gain one additional Fate point

Id6	You learned the ritual <i>Diamond of Protection</i> . What else did you read in the Book of the Dead?	Gain
1	How to send the Dead to sleep.	+2 Wis Ritual: Ranna
2	How to call the Dead to Life.	+2 Cha Ritual: Mosrael
3	How to send the Dead walking.	+2 Dex Ritual: Kibeth
4	How to give the Dead a voice.	+2 Wis Ritual: Dyrin
5	How to return memories to the Dead.	+2 Int Ritual: Belgaer
6	How to bind the Dead.	+2 Wis Ritual: Saraneth

Id6	One day, you discovered a Dead thing prowling in the woods. How did you deal with it? <i>If you receive the same Ritual as the previous table, pick another ritual from the previous table for free.</i>	Gain
1	You erected a Diamond of Protection and entered Death to deal with the threat. <i>Your friend stood watch and gained +1 Wis.</i>	+2 Wis Ritual: Ranna
2	You fought a tiring battle with the dead thing. <i>Your friend fought next to you and gained +1 Str.</i>	+2 Str Knack: Resilience
3	You ambushed the monster through teamwork. <i>Your friend acted as bait, and gained +1 Dex.</i>	+2 Dex Knack: Great Strike
4	A grave nearby hinted at who the Dead thing once was. You gave the thing a voice and listened to its story, and it turned back to Death voluntarily. <i>Your</i>	+2 Cha Ritual: Belgaer

	<i>friend was the one who discovered the grave, and gains +1 Cha.</i>	
5	The thing proved more intelligent and powerful than you originally thought. After a promise to return and visit you, it retreated back into Death on its own. <i>Your friend suffered a great wound and could have died; they gained +1 Con.</i>	+2 Con Ritual: Saraneth
6	The Dead was riding one of three travellers. You successfully worked out who was under its control and dealt with the parasite. <i>Your friend spotted the nervous tic that gave the imposter away, and gains +1 Int.</i>	+2 Int Ritual: Kibeth

Id6	What did you find in the waters near the First Gate?	Gain
1	A bracelet with a tiny golden horn	+2 Con, a bracelet
2	A rusty knife with the initials PN in the hilt	+2 Dex, a knife
3	A cracked necromancer's bell, missing its clapper.	+2 Int, a cracked bell
4	A cameo brooch of a handsome young man in an intricate setting.	+2 Cha, a brooch
5	A Charter-spelled short sword of an ancient design.	+2 Str, a sword
6	A letter, written in a spidery hand and partly illegible after soaking in the waters of Death.	+2 Wis, a letter

## *Born to the Charter*

Back in the Old Kingdom your family have always been strong in the working of Charter magic, and you're no exception. You excel in your magic classes at Wyverley. Great things are expected of you, some day.

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The Charter Mage a Mage, and their primary attributes are Wisdom and Intelligence. Both Wisdom and Intelligence start at 10 and the other attributes begin at 8.

The Charter Mage is aligned to Charter. They have the following abilities:

- Cantrips, Spells and Rituals (major)
- Sense Magic
- Skills as stated
- Fortune Points: 3
- Hit Points base: 7

### GROWING UP

IDI2	WHAT IS YOUR FAMILY KNOWN FOR?	YOU GAIN
1	Betrayal. Your family is respected, but not trusted.	+1 Wis, +1 Cha Skill: Subterfuge
2	Leading in battle. Your family have a history of being on the winning side, and taking the glory for it.	+1 Str, +1 Wis Skill: Command
3	Wealth. They're the financial might behind several political moves in your country's history.	+1 Int, +1 Con Skill: Finance
4	Knowledge. They know the value of a secret.	+1 Int, +1 Wis Skill: Forbidden Secrets
5	Farming. They're a major economic force in the land.	+1 Con, +1 Wis Skill: Animal Ken
6	A craft. They're reknowned for their skill.	+1 Dex, +1 Int Skill: Craft (choose)
7	Entertaining. They throw the best parties.	+1 Dex, +1 Cha Skill: Dancing
8	Orating. Your family are expert politicians.	+1 Str, +1 Cha Skill: Public Speaking
9	Protection. Your family is an important ally to have -- and many pay for the privilege.	+1 Dex, +1 Con Skill: Intimidation
10	Training knights. Your family manages one of the most prestigious academies in the country.	+1 Str, +1 Dex Skill: Riding
11	Winemaking. Your estates have some of the oldest vines in the country.	+1 Int, +1 Con Skill: Taste/Smell

12	Old money. They're powerfully connected, and rich.	+1 Cha, +1 Str Skill: Connections
IDI2	WHAT IS YOUR RELATIONSHIP WITH YOUR FAMILY? (MARK THIS AS A RELATIONSHIP ON YOUR CHARACTER SHEET)	BASIS FOR RELATTONSHIP
1	A mystery. You're an orphan who was sent at an early age to Wyverley on the instructions of a guardian you have never met. You only know of your family's reputation through secondhand accounts and rumours.	Int (gain +2 Int)
2	Happy. You have loving parents who keep in touch regularly, and have taught you the value of respecting others.	Cha (gain +2 Cha)
3	Distant. Your parents have their own concerns and sent you away at the earliest opportunity.	Con (gain +1 Con, +1 Int)
4	Neglected. You are the middle child and were largely ignored though childhood.	Wis (gain +2 Wis)
5	Competitive. You come from a family where siblings compete for their parents' attention; you've been pushed to be better than your peers at every point in your life. Being sent to Wyverley is a privilege.	Str (gain +2 Str)
6	Cherished. Although you're not spoiled, next to your siblings you are the favourite child — with the most expectations on your shoulders.	Cha (gain +1 Cha, +1 Int)
7	Spoiled. You have wanted for nothing during your early life, and can get away with anything.	Dex (gain +1 Dex, +1 Int)
8	Stifling. Every aspect of your life has been under your parents' control.	Int (gain +1 Int, +1 Str)
9	Abusive. Your parents found fault with everything you did, and never praised you for your achievements.	Con (gain +2 Con)
10	Undisciplined. You were left to fight your own battles and your parents never chastised you for your behaviour. Wyverley life was a bit of a shock.	Dex (gain +2 Dex)
11	Adventuring. You were encouraged to make your own discoveries, and your parents' approved of you learning about the world on your own.	Str (gain +1 Str, +1 Con)
12	Nomadic. Your family travelled and introduced you to different cultures.	Wis (gain +1 Wis, +1 Con)

## ARRIVAL AT WYVERLEY

IDI2	HOW DID YOU DISTINGUISH YOURSELF WHEN YOU ARRIVED IN THE FIRST FORM AT WYVERLEY COLLEGE?	GAIN
1	Children often fight, but you never lost.	+2 Str
2	There wasn't a game you couldn't win.	+2 Dex
3	You were the toughest girl in the First Form.	+2 Con
4	Somehow you could always work out other people's secrets.	+2 Int
5	Your empathy made people confide in you.	+2 Wis
6	You never met someone who didn't like you.	+2 Cha
7	You solved everyone else's problems and never mentioned your own.	+1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Int, +1 Wis
9	You have always been a conscientious and hard-working student.	+1 Int, +1 Con
10	You got into places you shouldn't have been.	+1 Dex, +1 Cha

II	You're a natural at sports.	+I Str, +I Dex
I2	You spent a lot of time outdoors, exploring the grounds and countryside.	+I Str, +I Wis
IDI2	WYVERLEY HAS MANY PLACES AND SECRETS. WHAT PLACE DO YOU FEEL A STRONG CONNECTION WITH IN THE COLLEGE? (MARK THIS AS A LOCATION ON THE WYVERLEY MAP)	GAIN
I	The library, where you spent hours studying in the quiet.	+I Int, +I Wis
2	The dining hall, where you made friends.	+I Con, +I Cha
3	The ramparts, where you can see for miles.	+I Dex, +I Wis
4	The cellars, where you went to be alone with a book and candle.	+I Str, +I Con
5	The walled garden, where you weren't supposed to go.	+I Cha, +I Dex
6	The cloisters, where you would sit and absorb the atmosphere of the college.	+I Str, +I Int
7	The kitchen, where you helped out the staff.	+I Dex, +I Con
8	The senior common-room, where you debated with the other students.	+I Int, +I Cha
9	The fountain, which was cool in summer.	+I Cha, +I Dex
IO	The dormitories, where you held secret meetings at night.	+I Str, +I Wis
II	The woods near the college, where you found a secret wild garden.	+I Int, +I Str
I2	The nearby village of Bain, which you would sneak off to.	+I Con, +I Wis
IDI2	THE PCs IN THE PARTY WERE YOUR BEST FRIENDS GROWING UP IN WYVERLEY. WHO ELSE DID YOU INTERACT WITH, AND WHAT WAS YOUR RELATIONSHIP? (MARK THIS AS A RELATIONSHIP ON YOUR CHARACTER SHEET. ALSO INVENT A LOCATION THAT MAY BE RELATED TO THIS RELATIONSHIP ON THE WYVERLEY MAP)	BASIS FOR RELATIONSHIP
I	Help. Either you needed help with a subject, or you were in a position to give help to another student. How did you help them?	Int (+2 Int)
2	Encouragement. Either you were having a hard time and another older student inspired you, or you saw a younger student in need of guidance and supported them. Why were they uncertain and needed encouragement?	Wis (+2 Wis)
3	Rivalry. You're competing with another student for something. What is it? How far does your competitiveness go?	Str (+2 Str)
4	Attraction. You have a relationship with another student (not necessarily romantic). It's separate from your relationship with the other PCs. The relationship is uneven — you feel an obligation to them and are easily manipulated by them, or they look up to you and will do things to gain your friendship (gifts, taking risks, etc.)	Cha (+2 Cha)
5	Deception. You're in cahoots with another student to get up to no good. Are you the bad influence, or are they?	Dex (+2 Dex)
6	Great expectations. A teacher in your least favourite subject (pick one) pushed you particularly hard. Are you doing well now, or still struggling? How has that affected your relationship?	Con (+2 Con)
7	Authority. Your relationship is with a teacher is adversarial; they demand that you conform to their rules. Are you defiant, or do they make your life a misery?	Dex (+I Dex, +I Wis)
8	The Staff. You have a relationship with a staff member — maybe the	Wis (+I Wis, +I Con)

	groundskeeper, or a local boy or girl from the village who comes into the college to work. They are teaching you things you cannot learn from the teachers.	
9	Knowledge. You have a relationship with the teacher of your best subject (pick one). They view you as their protege, and are another mentor to you.	Int (+1 Int, +1 Wis)
10	No-one. You're a loner, even though you've made friends with the other PCs. Instead, you like to find the private places in the college. Where's your preferred spot?	Con (+1 Con, +1 Str)
11	Bully. One of the older girls has a gang, and bullies you. They're always flanked by a couple of older girls. Do you stand up to them, or do you avoid them?	Str (+1 Str, +1 Con)
12	Outsider. You have a relationship with someone from outside the grounds.	Cha (+1 Cha, +1 Wis)

## AWAKENING

id6	Your tutor at Wyverley took a special interest with you. Why?	Gain
1	Your family gave you a letter of introduction to be delivered to them in person. It seems they asked your tutor to make you a special case, though you don't know how or why.	+2 Int, +1 Cha Skill: Family Status (Old Kingdom)
2	You have a remarkable singing voice, something that's highly prized for a Charter Mage.	+3 Cha Skill: Singing
3	They noticed your encyclopaedic knowledge of history.	+3 Wis Skill: Old Kingdom Lore
4	You found your way into the tutor's apartments, despite the ward of confusion on the door.	+3 Dex Skill: Stealth
5	You were a determined and opinionated student. They stood up to you and set you a real challenge to keep you occupied.	+2 Wis, +1 Dex Skill: Intimidate
6	They approached you, saying they knew your family. They offered to teach you tricks and introduce you to real power, as long as you kept it between the two of you.	+3 Int Skill: Networking (magic and academia)

id6	What sort of Charter Mage were they?	Gain
1	An illusionist. You learned the spell Greater Illusion, the ritual Gather Mists, and the cantrip Glamour Weaving.	+2 Dex, spells to left
2	A master of Beasts. You learned the spell Call the Swarm, the ritual Bind Familiar, and the cantrip Beast Ken.	+2 Wis, spells to left
3	A mystic. You learned the spell Whispering Wind, the ritual Unseen Servant, and the cantrip Second Sight.	+2 Int, spells to left
4	A healer. You learned the spell Healing Touch, the ritual Goodberry, and the cantrip Blessing.	+2 Wis, spells to left
5	A gardener. You learned the spell Pass without Trace, the ritual Staff of Might, and the cantrip Druid's Touch.	+2 Con, spells to left
6	An enchanter. You learned the spell Sense Nature, the ritual Witch's Watchman, and the cantrip Blessing.	+2 Cha, spells to left

id6	Your tutor was tough on you. How did you earn their praise?	Gain
1	You'd spotted some rough-looking people you didn't recognise going into a nearby wood and followed them. When you entered the wood you found your Tutor caught in a snare and under guard by two of the strangers. You managed to distract them and free her. <i>The friend to your right helped you fight them off, and gains +1 Str.</i>	+2 Str Spell: Mystical Shield
2	You worked for her calmly and patiently, and never questioned her wisdom or authority. <i>The friend to your right was a good listener when you became frustrated, and gains +1 Wis.</i>	+2 Wis Spell: Sanctuary of Peace
3	You watched her for many years and learned all the secrets of her garden. <i>The friend to your right often spent time there with you, keeping you company and learning at your side, and gains +1 Int.</i>	+2 Int Spell: Entanglement
4	Your tutor was never trusted by one superstitious family in Bain. When a local girl disappeared they turned the village against her and the college, but you defended her and made them see sense. <i>The friend to your right gave a rousing speech, and gains +1 Cha.</i>	+2 Cha Spell: Petrifying Gaze
5	You always paid close attention when your tutor took you into the woods, and you learned all of the 5 hidden paths and mystical places there. <i>The friend to your right has often traveled these paths with you, and gains +1 Int.</i>	+2 Int Spell: Entanglement
6	One night a stranger came to your tutor's apartments while she was in a deep trance, apparently looking for something of hers. You caught him unawares and frightened him away, protecting your mistress. <i>The friend to your right helped you rout the stranger, and gains +1 Cha.</i>	+2 Cha Spell: Terrifying Presence

id6	Where is your tutor now?	Gain
1	She still works in Wyverley, though you've since exceeded her teachings. She gave you a silver flask of healing draught as a personal "graduation" gift.	+2 Int, flask of healing draught
2	She left the college under mysterious circumstances, without even saying goodbye. You snatched her journal of arcane experiments written in her shorthand before the college cleaned out her apartments (you'll decipher it later)	+2 Wis, a journal
3	She was found dead in her apartments a couple of months ago. It was a horrible shock for everyone. The official announcement claimed it was a short illness. Just after she died you found a folded map tucked into your favourite book — it was hastily drawn and seems to be of the local area, with a mysterious set of symbols in different places.	+2 Wis, a map
4	She swore you to secrecy that she was leaving for some mission north of the Wall on behalf of the Royal Family. She left you a charter-spelled envelope to be opened in six months if she does not return.	+2 Cha, a charter-spelled envelope
	She's in hiding, working on something secret.	+2 Int, a charter-spelled crystal of permanent light
6	She went south to a new appointment in Corvere. She gave you a pendant with her family crest before she left, saying that it would open doors if the need arose.	+2 Wis, a pendant with a Corvere heraldic crest



## *Boy in the Woods*

There's a local boy who can be found in the woods at the edge of Wyverley's grounds. He seems to live by foraging and begging the kitchen for leftovers, and for some reason the cook can't resist him. He knows the secret places around the land, and the old stories that go with them.

The Boy in the Woods is a Rogue, and their primary attributes are Wisdom and Dexterity. Wisdom, Dexterity and Constitution start at 12, Strength at 10 and the other attributes begin at 8.

- Fighting (minor)
- Defence (minor)
- Light Armour (minor)
- Skill: Stealth
- Other skills as stated
- Fortune Points: 5
- Hit Points base: 9

*Nb. this playbook has incomplete tables, and the stats above have been adjusted to compensate. This playbook may be revised in the future with a format in line with the Wyverley students.*

id6	Why are you alone in the woods?	Gain
1	Your family lives in nearby Bain, but you spend a lot of time on your own here.	+3 Str Skill: Hunting
2	You ran away from home and now live amongst the trees.	+3 Con Skill: Survival
3	You're a Southerling immigrant, from another country south of Ancelstierre and far from your own family.	+3 Dex Skill: Languages
4	Your family was attacked and killed on the road nearby by footpads with dark cloaks. Your mother made you flee and save yourself. You've been living here a few months.	+3 Wis Skill: Alertness
5	You care for your uncle in a hidden cabin.	+3 Cha Skill: Medicine
6	You live with your whole family in the woods. The legend in your family says your people came from North of the Wall, fleeing something terrible there. You can't go back but you also can't go too far South, or you'll perish so far from the source of magic. You've been taught to "pass" as human, and you have a birthmark a little like a charter mark.	+3 Cha Skill: Disguise

id6	What have you learned living in the woods?	Gain
1	You can call to birds, and get them to deliver messages.	+2 Cha Skill: Bird calling

2	You can set traps and snares.	+2 Wis Skill: Trapping
3	You make small but beautiful carvings from wood.	+2 Dex Skill: Wood carving
4	You're great at climbing.	+2 Str Skill: Climbing
5	You can sneak up on anything.	+2 Dex Skill: Stealth
6	You tend to a hidden garden.	+2 Wis Skill: Herbalism

Id6	The woods hold many secrets. What secret did you share with the PC to your right?	Gain
1	You make long treks in the wilderness collecting herbs. <i>The friend to your right often comes with you, and gains +1 Con.</i>	+2 Con Skill: Herbalism
2	There are many forgotten paths in the woods and you watch them all, but not always alone. <i>The friend to your right has stood with you time and again on those paths, and gains +1 Str.</i>	+2 Str Skill: Orienteering
3	In the winter, stores are often low in the village and you bring in meat in lean times. <i>The friend to your right brought down a wild boar with you last winter, and gains +1 Dex.</i>	+2 Dex Skill: Hunting
4	Sometimes armies from the south move on distant roads up towards the Wall. Unseen, you watch them when they do. <i>The friend to your right stayed with you last summer, watching just such a movement of troops, and gains +1 Dex.</i>	+2 Dex Skill: Alertness
5	You bring delicate herbs to the local physician and aid him in his work. <i>The friend to your right often aids you in this endeavour, and gains +1 Wis.</i>	+2 Wis Skill: Herbalism
6	The most dangerous animals often need culling, and you do this for the other villagers. <i>Once, the friend to your right aided you in tracking a pack of ravenous wolves threatening the village, and gains +1 Int.</i>	+2 Int Skill: Tracking

Id6	What precious thing did you find in the woods?	Gain
1	A hidden cache of money, buried in an iron-bound chest beneath an old oak tree. There was a huge gem within, probably worth a fortune but you've no idea how you could ever sell it.	+2 Dex, a large ruby
2	A deep cave complex with many entrances hidden in a vine-covered stretch of rocky riverside.	+2 Int, your own little cave
3	A fine and glittering short sword, cached in a lightning-cleft rowan tree.	+2 Str, a Charter-spelled sword
4	An odd friend who knows older roads than you.	+2 Cha, a strange ally who often remains unseen
5	Some strange ruins built of foreign stones, long abandoned, but recently reclaimed.	+2 Con, a piece of an ancient marble statue
6	You stumbled upon the dark heart of the woods. The sky went black, and the tree limbs reached for you.	+2 Con, a twisted yew branch



## The Cat

Wyverley has always had its Cat. The Cat goes where it wants, and makes friends with whomever it pleases. It wears a little collar around its neck with a tiny little bell on it... oh, and it talks.

The Cat is a magical thing, but also cunning and roguish. Its Intelligence, Dexterity and Charisma begin at 12, Wisdom and Constitution at 10, Strength at 6.

- Fighting (minor)
- Defence (minor)
- Cantrips (major)
- Rituals (major)
- The skill Stealth
- Other skills as stated
- Fortune Points: 3
- Hit Points base: 9
- The Cat cannot wear any armour unless it is specially made.
- The Cat cannot wield any weapons, but does a frankly surprising 1d6 damage with claws and teeth.
- They benefit from +2 defence on account of their small size.

*Nb. this playbook has incomplete tables, and the stats above have been adjusted to compensate. This playbook may be revised in the future with a format in line with the Wyverley students.*

Id6	You're a talking cat. How do you manipulate humans into getting what you want?	Gain
1	You're a small black and white cat — you can get up to mischief but no-one will ever see you do it.	+2 Cha, +1 Dex Skill: Deceit
2	You're a cunning calico cat — you pop up at the right moment with the right information.	+2 Int, +1 Con Skill: Stealth
3	You're a fluffy grey persian cat — you know how to roll over and get anyone's sympathy.	+2 Cha, +1 Con Skill: Empathy
4	You're a sly siamese — you can outstare anyone.	+2 Wis, +1 Dex Skill: Intimidation
5	You're a big bruising ginger cat — you get your way by refusing to budge, charging through or just taking what you want.	+2 Str, +1 Con Skill: Athletics
6	You're a sleek black cat — you know many secrets.	+2 Dex, +1 Int Skill: Forbidden Secrets

Id6	What's your favourite place and pastime? <i>Mark the place on the map.</i>	Gain
1	Hunting in the Walled Garden.	+2 Wis Skill: Hunting
2	Walking around the very edges of the college grounds, marking your territory.	+2 Con Skill: Navigation
3	Hiding in rooms and spying on visitors.	+2 Dex Skill: Alertness
4	Walking along the walls of the college	+2 Str Skill: Athletics
5	Sunning yourself on the south-facing windows in the classrooms, listening to the tutors give classes (and occasionally telling the students that the tutor is wrong).	+2 Int Skill: Ancient History
6	Going around everyone in the college for scraps and treats.	+2 Cha Skill: Foraging

Id6	You know a bit of magic, and you talk. What happened recently?	Gain
1	You convinced your friend to perform a ritual you found in an old book, and together you loosed a shadow upon the world. You hunted it and sealed it again beyond the dark. You know the cantrip Mage Light and the ritual Circle of Protection. <i>The friend to your right tirelessly hunted with you and helped you cast the great banishing spell, and gains +1 Int.</i>	+2 Int Skill: Survival cantrip and ritual to left
2	You freed a minor spirit to make mischief around the college, but you bound it to your will again. You gain the cantrip Hexing and the ritual Unseen Servant. <i>The friend to your right still helps you think of the best uses for your invisible friend, and gains +1 Wis.</i>	+2 Wis Skill: Alertness cantrip and ritual to left
3	You inadvertently attracted a Dead thing to the college. Together you stood against it and drove it away. You gain the cantrip Mage Light and the ritual Mage Armour. <i>The friend to your right went hand-to-hand with the thing in a desperate fight, and gains +1 Str.</i>	+2 Str Skill: Athletics cantrip and ritual to left
4	You found the Octagonal Room and conversed with the fairy-like creatures in the mirrors. You gain the cantrip Glamour Weaving and the ritual Witch's Watchman. <i>The friend to your right was touched by the experience and has had strange dreams ever since, and gains +1 Cha.</i>	+2 Cha Skill: Navigation cantrip and ritual to left
5	A Mage from the north visited the college to seek your advice. In return you learned much from him, gaining the cantrip Conjure Sound and the ritual Gather Mists. <i>The friend to your right sat at his feet and listened to your conversation, and gains +1 Int.</i>	+2 Int Skill: Forbidden Knowledge cantrip and ritual to left
6	When a visiting Southern official came to the college with an odd gift for the Head secretly meaning to control them, you and a friend distracted them and stole the object. You gain the cantrip Glamour Weaving and the ritual Arcane Experiment. <i>The friend to your right helped you lift the item and threw it into a nearby gorge, and gains +1 Int.</i>	+2 Int Skill: Subterfuge cantrip and ritual to left

Id6	You have a stash of possessions somewhere in the college, some of which you don't remember acquiring. What's your favourite?	Gain
1	The green leather collar around your neck, with a tiny silver pendant.	+2 Cha, collar

2	A carved wooden mouse.	+2 Dex, wooden mouse
3	A scroll case with an illuminated scroll inside of a large battle (how you open the scroll case is your secret)	+2 Int, scroll of battle scene
4	A tiny golden bell, once attached to your collar.	+2 Wis, a golden bell.
5	A pouch of herbs, that smell... mwrowr...	+2 Con, herbs in a little pouch
6	A heavy studded ball that you like to chase for exercise. It makes a chiming sound when it rolls on the floor.	+2 Str, a ball.

## *Heir to a Fortune*

You're from a powerful Ancelstierran family with connections to the government. Great things are expected of you when you return to Corvere after your Northern education.

The Heir's Strength and Charisma begin at 10, and other stats start at 8. They're a combination of Rogue and Warrior, with the following abilities:

- Fighting (major)
- Defence (minor)
- Armour (minor)
- Skills as stated
- Knacks as stated
- Fortune Points: 4
- Hit Points base: 9

### GROWING UP

IDI2	WHAT IS YOUR FAMILY KNOWN FOR?	YOU GAIN
1	Betrayal. Your family is respected, but not trusted.	+1 Wis, +1 Cha Skill: Subterfuge
2	Leading in battle. Your family have a history of being on the winning side, and taking the glory for it.	+1 Str, +1 Wis Skill: Command
3	Wealth. They're the financial might behind several political moves in your country's history.	+1 Int, +1 Con Skill: Finance
4	Knowledge. They know the value of a secret.	+1 Int, +1 Wis Skill: Forbidden Secrets
5	Farming. They're a major economic force in the land.	+1 Con, +1 Wis Skill: Animal Ken
6	A craft. They're reknowned for their skill.	+1 Dex, +1 Int Skill: Craft (choose)
7	Entertaining. They throw the best parties.	+1 Dex, +1 Cha Skill: Dancing
8	Orating. Your family are expert politicians.	+1 Str, +1 Cha Skill: Public Speaking
9	Protection. Your family is an important ally to have -- and many pay for the privilege.	+1 Dex, +1 Con Skill: Intimidation
10	Training knights. Your family manages one of the most prestigious academies in the country.	+1 Str, +1 Dex Skill: Riding
11	Winemaking. Your estates have some of the oldest vines in the country.	+1 Int, +1 Con

		Skill: Taste/Smell
12	Old money. They're powerfully connected, and rich.	+1 Cha, +1 Str Skill: Connections
IDI2	WHAT IS YOUR RELATIONSHIP WITH YOUR FAMILY? (MARK THIS AS A RELATIONSHIP ON YOUR CHARACTER SHEET)	BASIS FOR RELATONSHIP
1	A mystery. You're an orphan who was sent at an early age to Wyverley on the instructions of a guardian you have never met. You only know of your family's reputation through secondhand accounts and rumours.	Int (gain +2 Int)
2	Happy. You have loving parents who keep in touch regularly, and have taught you the value of respecting others.	Cha (gain +2 Cha)
3	Distant. Your parents have their own concerns and sent you away at the earliest opportunity.	Con (gain +1 Con, +1 Int)
4	Neglected. You are the middle child and were largely ignored though childhood.	Wis (gain +2 Wis)
5	Competitive. You come from a family where siblings compete for their parents' attention; you've been pushed to be better than your peers at every point in your life. Being sent to Wyverley is a privilege.	Str (gain +2 Str)
6	Cherished. Although you're not spoiled, next to your siblings you are the favourite child — with the most expectations on your shoulders.	Cha (gain +1 Cha, +1 Int)
7	Spoiled. You have wanted for nothing during your early life, and can get away with anything.	Dex (gain +1 Dex, +1 Int)
8	Stifling. Every aspect of your life has been under your parents' control.	Int (gain +1 Int, +1 Str)
9	Abusive. Your parents found fault with everything you did, and never praised you for your achievements.	Con (gain +2 Con)
10	Undisciplined. You were left to fight your own battles and your parents never chastised you for your behaviour. Wyverley life was a bit of a shock.	Dex (gain +2 Dex)
11	Adventuring. You were encouraged to make your own discoveries, and your parents' approved of you learning about the world on your own.	Str (gain +1 Str, +1 Con)
12	Nomadic. Your family travelled and introduced you to different cultures.	Wis (gain +1 Wis, +1 Con)

## ARRIVAL AT WYVERLEY

IDI2	HOW DID YOU DISTINGUISH YOURSELF WHEN YOU ARRIVED IN THE FIRST FORM AT WYVERLEY COLLEGE?	GAIN
1	Children often fight, but you never lost.	+2 Str
2	There wasn't a game you couldn't win.	+2 Dex
3	You were the toughest girl in the First Form.	+2 Con
4	Somehow you could always work out other people's secrets.	+2 Int
5	Your empathy made people confide in you.	+2 Wis
6	You never met someone who didn't like you.	+2 Cha
7	You solved everyone else's problems and never mentioned your own.	+1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Int, +1 Wis
9	You have always been a conscientious and hard-working student.	+1 Int, +1 Con



10	You got into places you shouldn't have been.	+I Dex, +I Cha
11	You're a natural at sports.	+I Str, +I Dex
12	You spent a lot of time outdoors, exploring the grounds and countryside.	+I Str, +I Wis
IDI2	WYVERLEY HAS MANY PLACES AND SECRETS. WHAT PLACE DO YOU FEEL A STRONG CONNECTION WITH IN THE COLLEGE? (MARK THIS AS A LOCATION ON THE WYVERLEY MAP)	GAIN
1	The library, where you spent hours studying in the quiet.	+I Int, +I Wis
2	The dining hall, where you made friends.	+I Con, +I Cha
3	The ramparts, where you can see for miles.	+I Dex, +I Wis
4	The cellars, where you went to be alone with a book and candle.	+I Str, +I Con
5	The walled garden, where you weren't supposed to go.	+I Cha, +I Dex
6	The cloisters, where you would sit and absorb the atmosphere of the college.	+I Str, +I Int
7	The kitchen, where you helped out the staff.	+I Dex, +I Con
8	The senior common-room, where you debated with the other students.	+I Int, +I Cha
9	The fountain, which was cool in summer.	+I Cha, +I Dex
10	The dormitories, where you held secret meetings at night.	+I Str, +I Wis
11	The woods near the college, where you found a secret wild garden.	+I Int, +I Str
12	The nearby village of Bain, which you would sneak off to.	+I Con, +I Wis
IDI2	THE PCs IN THE PARTY WERE YOUR BEST FRIENDS GROWING UP IN WYVERLEY. WHO ELSE DID YOU INTERACT WITH, AND WHAT WAS YOUR RELATIONSHIP? (MARK THIS AS A RELATIONSHIP ON YOUR CHARACTER SHEET. ALSO INVENT A LOCATION THAT MAY BE RELATED TO THIS RELATIONSHIP ON THE WYVERLEY MAP)	BASIS FOR RELATIONSHIP
1	Help. Either you needed help with a subject, or you were in a position to give help to another student. How did you help them?	Int (+2 Int)
2	Encouragement. Either you were having a hard time and another older student inspired you, or you saw a younger student in need of guidance and supported them. Why were they uncertain and needed encouragement?	Wis (+2 Wis)
3	Rivalry. You're competing with another student for something. What is it? How far does your competitiveness go?	Str (+2 Str)
4	Attraction. You have a relationship with another student (not necessarily romantic). It's separate from your relationship with the other PCs. The relationship is uneven — you feel an obligation to them and are easily manipulated by them, or they look up to you and will do things to gain your friendship (gifts, taking risks, etc.)	Cha (+2 Cha)
5	Deception. You're in cahoots with another student to get up to no good. Are you the bad influence, or are they?	Dex (+2 Dex)
6	Great expectations. A teacher in your least favourite subject (pick one) pushed you particularly hard. Are you doing well now, or still struggling? How has that affected your relationship?	Con (+2 Con)
7	Authority. Your relationship is with a teacher is adversarial; they demand that you conform to their rules. Are you defiant, or do they make your life a misery?	Dex (+1 Dex, +1 Wis)

8	The Staff. You have a relationship with a staff member — maybe the groundskeeper, or a local boy or girl from the village who comes into the college to work. They are teaching you things you cannot learn from the teachers.	Wis (+1 Wis, +1 Con)
9	Knowledge. You have a relationship with the teacher of your best subject (pick one). They view you as their protege, and are another mentor to you.	Int (+1 Int, +1 Wis)
10	No-one. You're a loner, even though you've made friends with the other PCs. Instead, you like to find the private places in the college. Where's your preferred spot?	Con (+1 Con, +1 Str)
11	Bully. One of the older girls has a gang, and bullies you. They're always flanked by a couple of older girls. Do you stand up to them, or do you avoid them?	Str (+1 Str, +1 Con)
12	Outsider. You have a relationship with someone from outside the grounds.	Cha (+1 Cha, +1 Wis)

## AWAKENING

Id6	Your family moves in exclusive circles; what skill did you learn from an early age?	Gain
1	You learned how to conduct yourself at dinner.	+2 Cha Skill: Etiquette
2	You learned to dance.	+2 Dex Skill: Dancing
3	You have tasted fine wine.	+2 Int Skill: Taste/Smell
4	You recognise different family crests.	+2 Wis Skill: Heraldry
5	You understand the tea-service ritual.	+2 Cha Skill: Protocol
6	You know many small details about Corvere society and the families.	+2 Cha Skill: Influence (Ancestierre society)

Id6	How do you intend to honour your family and make your own name?	Gain
1	You'll be the first to fight in times of war.	+3 Dex Knack: Fleet
2	You'll protect your family honour at all costs.	+3 Cha Knack: Resilience
3	You will eliminate all opposition without hesitation.	+3 Str Knack: Great Strike
4	You're a tactical thinker, and you'll outmanoeuvre your family's opponents.	+3 Int Knack: Fleet
5	You know how to make alliances to secure your family's position.	+3 Wis Knack: Defensive Fighter
6	You won't start a fight, but you'll finish it.	+3 Con Knack: Defensive Fighter

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Id6	Your family has powerful enemies. Recently they tried to abduct you from the college to use you as political leverage. What happened, and how did the person to your right help?	Gain
1	You acted quickly and managed to overpower your captors while they were making preparations. <i>Your friend found you and cut your bonds, and gains +1 Dex.</i>	+2 Dex Skill: Awareness
2	When captured you put on a show of being weak and afraid, so when the time came you could make a surprise strike and your escape. <i>Your friend provided a distraction, and gains +1 Wis.</i>	+2 Cha Skill: Subterfuge
3	You bribed the henchmen to betray the leader and let you go, promising more when you were free. <i>Your friend snuck you something valuable to tempt them with and was waiting for you with the authorities when you escaped. They gain +1 Int.</i>	+2 Cha Skill: Negotiation
4	You concealed a weapon and fought your way from your captors. <i>Your friend piled in and gained +1 Str.</i>	+2 Str Skill: Sleight of Hand
5	You were warned that the men were coming, and took a different route through the streets to avoid their ambush. <i>Your friend acted as lookout and gains +1 Wis.</i>	+2 Wis Skill: Area Knowledge (Town)
6	Before they could act you confronted the leader head-on. Realising their cover was blown, they fled. <i>Your friend had seen the leader before and led you to their hideout with some constables, and gains +1 Int.</i>	+2 Cha Skill: Intimidation

Id6	What item do you carry with your family's crest on it?	Gain
1	A ceremonial knife in a boot-sheath.	+2 Dex, a knife
2	A brooch that has been handed down through generations.	+2 Con, a brooch
3	The a ring stamped with the crests of both your family and Wyverley college.	+2 Wis, a signet ring
4	A rapier.	+2 Str, a rapier
5	A pocket watch.	+2 Int, a watch
6	Embossed stationery and a wax seal.	+2 Cha, wax seal

## *Necromancer's Get*

Your family's name is tainted with darkness – one of your relatives has been accused of Free Magic and Necromancy. You were sent away from your family to avoid connection with the scandal (or worse).

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The Necromancer's Get is a talented Mage. Her Intelligence begins at 12, and all other stats start at 8. The Necromancer's alignment is to Free Magic. Note that there is no legal position regarding Free Magic south of the Wall.

The Necromancer's Get is aligned to Free Magic. They have the following abilities:

- Cantrips, Spells and Rituals (major)
- Sense Magic
- Skills as stated
- Hit Points base: 7

### GROWING UP

IDI2	WHAT IS YOUR FAMILY KNOWN FOR?	YOU GAIN
1	Betrayal. Your family is respected, but not trusted.	+1 Wis, +1 Cha Skill: Subterfuge
2	Leading in battle. Your family have a history of being on the winning side, and taking the glory for it.	+1 Str, +1 Wis Skill: Command
3	Wealth. They're the financial might behind several political moves in your country's history.	+1 Int, +1 Con Skill: Finance
4	Knowledge. They know the value of a secret.	+1 Int, +1 Wis Skill: Forbidden Secrets
5	Farming. They're a major economic force in the land.	+1 Con, +1 Wis Skill: Animal Ken
6	A craft. They're reknowned for their skill.	+1 Dex, +1 Int Skill: Craft (choose)
7	Entertaining. They throw the best parties.	+1 Dex, +1 Cha Skill: Dancing
8	Orating. Your family are expert politicians.	+1 Str, +1 Cha Skill: Public Speaking
9	Protection. Your family is an important ally to have -- and many pay for the privilege.	+1 Dex, +1 Con Skill: Intimidation
10	Training knights. Your family manages one of the most prestigious academies in the country.	+1 Str, +1 Dex Skill: Riding

11	Winemaking. Your estates have some of the oldest vines in the country.	+1 Int, +1 Con Skill: Taste/Smell
12	Old money. They're powerfully connected, and rich.	+1 Cha, +1 Str Skill: Connections
IDI2	WHAT IS YOUR RELATIONSHIP WITH YOUR FAMILY? (MARK THIS AS A RELATIONSHIP ON YOUR CHARACTER SHEET)	BASIS FOR RELATIONSHIP
1	A mystery. You're an orphan who was sent at an early age to Wyverley on the instructions of a guardian you have never met. You only know of your family's reputation through secondhand accounts and rumours.	Int (gain +2 Int)
2	Happy. You have loving parents who keep in touch regularly, and have taught you the value of respecting others.	Cha (gain +2 Cha)
3	Distant. Your parents have their own concerns and sent you away at the earliest opportunity.	Con (gain +1 Con, +1 Int)
4	Neglected. You are the middle child and were largely ignored though childhood.	Wis (gain +2 Wis)
5	Competitive. You come from a family where siblings compete for their parents' attention; you've been pushed to be better than your peers at every point in your life. Being sent to Wyverley is a privilege.	Str (gain +2 Str)
6	Cherished. Although you're not spoiled, next to your siblings you are the favourite child — with the most expectations on your shoulders.	Cha (gain +1 Cha, +1 Int)
7	Spoiled. You have wanted for nothing during your early life, and can get away with anything.	Dex (gain +1 Dex, +1 Int)
8	Stifling. Every aspect of your life has been under your parents' control.	Int (gain +1 Int, +1 Str)
9	Abusive. Your parents found fault with everything you did, and never praised you for your achievements.	Con (gain +2 Con)
10	Undisciplined. You were left to fight your own battles and your parents never chastised you for your behaviour. Wyverley life was a bit of a shock.	Dex (gain +2 Dex)
11	Adventuring. You were encouraged to make your own discoveries, and your parents' approved of you learning about the world on your own.	Str (gain +1 Str, +1 Con)
12	Nomadic. Your family travelled and introduced you to different cultures.	Wis (gain +1 Wis, +1 Con)

## ARRIVAL AT WYVERLEY

IDI2	HOW DID YOU DISTINGUISH YOURSELF WHEN YOU ARRIVED IN THE FIRST FORM AT WYVERLEY COLLEGE?	GAIN
1	Children often fight, but you never lost.	+2 Str
2	There wasn't a game you couldn't win.	+2 Dex
3	You were the toughest girl in the First Form.	+2 Con
4	Somehow you could always work out other people's secrets.	+2 Int
5	Your empathy made people confide in you.	+2 Wis
6	You never met someone who didn't like you.	+2 Cha
7	You solved everyone else's problems and never mentioned your own.	+1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Int, +1 Wis

9	You have always been a conscientious and hard-working student.	+I Int, +I Con
10	You got into places you shouldn't have been.	+I Dex, +I Cha
11	You're a natural at sports.	+I Str, +I Dex
12	You spent a lot of time outdoors, exploring the grounds and countryside.	+I Str, +I Wis
IDI2	WYVERLEY HAS MANY PLACES AND SECRETS. WHAT PLACE DO YOU FEEL A STRONG CONNECTION WITH IN THE COLLEGE? (MARK THIS AS A LOCATION ON THE WYVERLEY MAP)	GAIN
1	The library, where you spent hours studying in the quiet.	+I Int, +I Wis
2	The dining hall, where you made friends.	+I Con, +I Cha
3	The ramparts, where you can see for miles.	+I Dex, +I Wis
4	The cellars, where you went to be alone with a book and candle.	+I Str, +I Con
5	The walled garden, where you weren't supposed to go.	+I Cha, +I Dex
6	The cloisters, where you would sit and absorb the atmosphere of the college.	+I Str, +I Int
7	The kitchen, where you helped out the staff.	+I Dex, +I Con
8	The senior common-room, where you debated with the other students.	+I Int, +I Cha
9	The fountain, which was cool in summer.	+I Cha, +I Dex
10	The dormitories, where you held secret meetings at night.	+I Str, +I Wis
11	The woods near the college, where you found a secret wild garden.	+I Int, +I Str
12	The nearby village of Bain, which you would sneak off to.	+I Con, +I Wis
IDI2	THE PCs IN THE PARTY WERE YOUR BEST FRIENDS GROWING UP IN WYVERLEY. WHO ELSE DID YOU INTERACT WITH, AND WHAT WAS YOUR RELATIONSHIP? (MARK THIS AS A RELATIONSHIP ON YOUR CHARACTER SHEET. ALSO INVENT A LOCATION THAT MAY BE RELATED TO THIS RELATIONSHIP ON THE WYVERLEY MAP)	BASIS FOR RELATIONSHIP
1	Help. Either you needed help with a subject, or you were in a position to give help to another student. How did you help them?	Int (+2 Int)
2	Encouragement. Either you were having a hard time and another older student inspired you, or you saw a younger student in need of guidance and supported them. Why were they uncertain and needed encouragement?	Wis (+2 Wis)
3	Rivalry. You're competing with another student for something. What is it? How far does your competitiveness go?	Str (+2 Str)
4	Attraction. You have a relationship with another student (not necessarily romantic). It's separate from your relationship with the other PCs. The relationship is uneven — you feel an obligation to them and are easily manipulated by them, or they look up to you and will do things to gain your friendship (gifts, taking risks, etc.)	Cha (+2 Cha)
5	Deception. You're in cahoots with another student to get up to no good. Are you the bad influence, or are they?	Dex (+2 Dex)
6	Great expectations. A teacher in your least favourite subject (pick one) pushed you particularly hard. Are you doing well now, or still struggling? How has that affected your relationship?	Con (+2 Con)
7	Authority. Your relationship is with a teacher is adversarial; they demand that you conform to their rules. Are you defiant, or do they make your life a	Dex (+I Dex, +I Wis)

	misery?	
8	The Staff. You have a relationship with a staff member — maybe the groundskeeper, or a local boy or girl from the village who comes into the college to work. They are teaching you things you cannot learn from the teachers.	Wis (+1 Wis, +1 Con)
9	Knowledge. You have a relationship with the teacher of your best subject (pick one). They view you as their protege, and are another mentor to you.	Int (+1 Int, +1 Wis)
10	No-one. You're a loner, even though you've made friends with the other PCs. Instead, you like to find the private places in the college. Where's your preferred spot?	Con (+1 Con, +1 Str)
11	Bully. One of the older girls has a gang, and bullies you. They're always flanked by a couple of older girls. Do you stand up to them, or do you avoid them?	Str (+1 Str, +1 Con)
12	Outsider. You have a relationship with someone from outside the grounds.	Cha (+1 Cha, +1 Wis)

## AWAKENING

id6	Your family sent you away to avoid you being dragged into a family scandal. What do you remember of your last night in the Old Kingdom?	Gain
1	You were woken in the middle of the night and bundled away to your new home, south of the Wall, with no explanation. You only learned why later, when your uncle visited you in Wyverley.	+2 Dex, +1 Wis Skill: Stealth
2	You were carried away by household staff, but not before you saw your mother and father arrested by the Royal Guard.	+2 Str, +1 Int Skill: Law
3	Your mother and father took you aside and explained that the family had political enemies, and they were sending you away where the authorities could not find you.	+2 Cha, +1 Wis Skill: Politics
4	You saw your mother standing against a group of Charter Mages. The last thing you saw as your uncle took you away was her summoning a tall scaled creature that filled the air with the metallic stink of Free Magic.	+2 Con, +1 Wis Skill: Arcane Sense
5	Your last night was an ordinary family meal, and there was no hint of any turmoil. Since you came to Wyverley you've heard nothing from your mother and father.	+2 Wis, +1 Cha Skill: Cooking
6	You found your family's house ablaze, with the sounds of inhuman shrieking coming from within. The household staff met you outside and dragged you away, then took you south.	+2 Con, +1 Int Skill: Navigation

id6	How did you realise that your legacy had followed you to Wyverley?	Gain
1	Your mother had packed a book of magic in with your belongings, and you devoured its contents. You learned the spell False Friend, the ritual Arcane Experiment, and the cantrip Hexing.	+2 Cha, spells to left
2	When the wind blows from North of the Wall, you can feel the magic saturating everything, and you feel strongly connected to the elemental forces of nature. You developed the spell Feather Fall, the ritual Gather Mists, and the cantrip Blessing.	+2 Con, spells to left
3	When others made you angry, you realised you could do terrible things. You've since learned to control your temper. You gained the spell Burning Hands, the ritual Mage Armour, and the cantrip Glamour Weaving.	+2 Con, spells to left

4	You found a book of Old Kingdom lore in the library, and it connected you with your past, recalling magic to your mind. Refusing to give in to the darkness you developed the spell Abjuration, the ritual Circle of Protection, and the cantrip Second Sight.	+2 Int, spells to left
5	You met a stranger in the woods, who spoke of your legacy and the things you might accomplish. Seeking meaning in your life you became their pupil and they taught you the spell Terrifying Presence, the ritual Witch's Watchman, and the cantrip Conjure Sound.	+2 Int, spells to left
6	You have recurring dreams and nightmares of Free Magic; sometimes they are so strong you could call them to life. You gained the spell Greater Illusion, the ritual Wizard's Mark, and the cantrip Glamour Weaving.	+2 Cha, spells to left

Id6	A Free Magic elemental came to you, tempting you with power. What stopped you losing yourself?	Gain
1	You stood before it with steady hands. <i>The friend to your right stood by your side and did not waver, and gains +1 Wis.</i>	+2 Wis, Spell: Commanding Word
2	You called it by its true name and cast it back into the abyss. <i>The friend to your right helped you discover the name, and gains +1 Int.</i>	+2 Int Spell: Magic Missile
3	Although you drove it off, it still waits for you just beyond the walls of sight. <i>The friend to your right helped you slip its grasp, and gains +1 Dex.</i>	+2 Dex Spell: Magic Missile
4	Your clever words were enough to turn aside the worst of its temptations. <i>The friend to your right also bandied words with the spirit, and gains +1 Cha.</i>	+2 Cha Spell: Petrifying Gaze
5	You stood behind the wall of your power until it grew weak. <i>The friend to your right learned a lot from your brave stand, and gains +1 Int.</i>	+2 Int Spell: Mystical Shield
6	You withstood its blows, while your friend sealed it beneath the earth. <i>Your stalwart friend to the right saved the day, and gains +1 Con.</i>	+2 Con Spell: Healing Touch

Id6	What item did your parents give you before you left?	Gain
1	A finely made golden circlet.	+2 Cha, circlet
2	Three large candles that reek of Free Magic when burned.	+2 Wis, candles
3	A thick protective buff coat, embroidered with the family crest.	+2 Con, buff coat
4	A silver walking stick with a concealed blade inside.	+2 Dex, blade stick
5	A carved ebony mask in a worn leather case.	+2 Cha, mask
6	A tiny silver bottle on a chain, with a liquid inside.	+2 Con, bottle



## *Royal Berserk*

“One in the People who wear the Crown”

You have royal blood – you may even be directly in line for the throne. The Royals are one of the five great Charters in the land, which gives their blood interesting properties. In your case you’ve inherited your family’s berserk rage.

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The Royal Berserk’s Strength begins at 12, and other attributes begin at 8. As a Warrior they get the following abilities:

- Fighting (major)
- Defence (minor)
- Armour (minor)
- Skills as stated
- Knacks as stated
- Hit Points base: 11

Special abilities:

- The Royal Berserk can enter a Berserk Rage.
- Whilst in the Berserk Rage, the character will ignore all wounds and continue fighting.
- While enraged, the character may only take three actions:
  - Fight (the character cannot fight defensively; they must attack to protect themselves or their friends)
  - Flee
  - Try to come out of the Rage (a Wisdom save; can be made at any time)
- Their Strength, Dexterity and Constitution should all be considered 18 for the purposes of combat and saving throws.
- While enraged, the character will accrue Fatigue at a rate of 1 point for a number of rounds equal to their Minor Bonus (1/round at 1<sup>st</sup> level, 1 every 2 rounds at 2<sup>nd</sup>, etc.). Like other wounds, they won’t suffer the effects of the Fatigue until after they come out of the Rage.
- Sometimes the GM may force the player to save or enter the Rage (in times of great stress, etc.)

- Friends may help the Berserk come out of her rage, adding their Charisma modifier plus any appropriate skill to the Wisdom save.

## GROWING UP

IDI2	WHAT IS YOUR FAMILY KNOWN FOR?	YOU GAIN
1	Betrayal. Your family is respected, but not trusted.	+1 Wis, +1 Cha Skill: Subterfuge
2	Leading in battle. Your family have a history of being on the winning side, and taking the glory for it.	+1 Str, +1 Wis Skill: Command
3	Wealth. They're the financial might behind several political moves in your country's history.	+1 Int, +1 Con Skill: Finance
4	Knowledge. They know the value of a secret.	+1 Int, +1 Wis Skill: Forbidden Secrets
5	Farming. They're a major economic force in the land.	+1 Con, +1 Wis Skill: Animal Ken
6	A craft. They're renowned for their skill.	+1 Dex, +1 Int Skill: Craft (choose)
7	Entertaining. They throw the best parties.	+1 Dex, +1 Cha Skill: Dancing
8	Orating. Your family are expert politicians.	+1 Str, +1 Cha Skill: Public Speaking
9	Protection. Your family is an important ally to have -- and many pay for the privilege.	+1 Dex, +1 Con Skill: Intimidation
10	Training knights. Your family manages one of the most prestigious academies in the country.	+1 Str, +1 Dex Skill: Riding
11	Winemaking. Your estates have some of the oldest vines in the country.	+1 Int, +1 Con Skill: Taste/Smell
12	Old money. They're powerfully connected, and rich.	+1 Cha, +1 Str Skill: Connections
IDI2	WHAT IS YOUR RELATIONSHIP WITH YOUR FAMILY? (MARK THIS AS A RELATIONSHIP ON YOUR CHARACTER SHEET)	BASIS FOR RELATIONSHIP
1	A mystery. You're an orphan who was sent at an early age to Wyverley on the instructions of a guardian you have never met. You only know of your family's reputation through secondhand accounts and rumours.	Int (gain +2 Int)
2	Happy. You have loving parents who keep in touch regularly, and have taught you the value of respecting others.	Cha (gain +2 Cha)
3	Distant. Your parents have their own concerns and sent you away at the earliest opportunity.	Con (gain +1 Con, +1 Int)
4	Neglected. You are the middle child and were largely ignored though childhood.	Wis (gain +2 Wis)
5	Competitive. You come from a family where siblings compete for their parents' attention; you've been pushed to be better than your peers at every point in your life. Being sent to Wyverley is a privilege.	Str (gain +2 Str)
6	Cherished. Although you're not spoiled, next to your siblings you are the	Cha (gain +1 Cha, +1 Int)

	favourite child — with the most expectations on your shoulders.	
7	Spoiled. You have wanted for nothing during your early life, and can get away with anything.	Dex (gain +1 Dex, +1 Int)
8	Stifling. Every aspect of your life has been under your parents' control.	Int (gain +1 Int, +1 Str)
9	Abusive. Your parents found fault with everything you did, and never praised you for your achievements.	Con (gain +2 Con)
10	Undisciplined. You were left to fight your own battles and your parents never chastised you for your behaviour. Wyverley life was a bit of a shock.	Dex (gain +2 Dex)
11	Adventuring. You were encouraged to make your own discoveries, and your parents' approved of you learning about the world on your own.	Str (gain +1 Str, +1 Con)
12	Nomadic. Your family travelled and introduced you to different cultures.	Wis (gain +1 Wis, +1 Con)

## ARRIVAL AT WYVERLEY

IDI2	HOW DID YOU DISTINGUISH YOURSELF WHEN YOU ARRIVED IN THE FIRST FORM AT WYVERLEY COLLEGE?	GAIN
1	Children often fight, but you never lost.	+2 Str
2	There wasn't a game you couldn't win.	+2 Dex
3	You were the toughest girl in the First Form.	+2 Con
4	Somehow you could always work out other people's secrets.	+2 Int
5	Your empathy made people confide in you.	+2 Wis
6	You never met someone who didn't like you.	+2 Cha
7	You solved everyone else's problems and never mentioned your own.	+1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Int, +1 Wis
9	You have always been a conscientious and hard-working student.	+1 Int, +1 Con
10	You got into places you shouldn't have been.	+1 Dex, +1 Cha
11	You're a natural at sports.	+1 Str, +1 Dex
12	You spent a lot of time outdoors, exploring the grounds and countryside.	+1 Str, +1 Wis
IDI2	WYVERLEY HAS MANY PLACES AND SECRETS. WHAT PLACE DO YOU FEEL A STRONG CONNECTION WITH IN THE COLLEGE? (MARK THIS AS A LOCATION ON THE WYVERLEY MAP)	GAIN
1	The library, where you spent hours studying in the quiet.	+1 Int, +1 Wis
2	The dining hall, where you made friends.	+1 Con, +1 Cha
3	The ramparts, where you can see for miles.	+1 Dex, +1 Wis
4	The cellars, where you went to be alone with a book and candle.	+1 Str, +1 Con
5	The walled garden, where you weren't supposed to go.	+1 Cha, +1 Dex
6	The cloisters, where you would sit and absorb the atmosphere of the college.	+1 Str, +1 Int
7	The kitchen, where you helped out the staff.	+1 Dex, +1 Con
8	The senior common-room, where you debated with the other students.	+1 Int, +1 Cha
9	The fountain, which was cool in summer.	+1 Cha, +1 Dex

I0	The dormitories, where you held secret meetings at night.	+I Str, +I Wis
II	The woods near the college, where you found a secret wild garden.	+I Int, +I Str
I2	The nearby village of Bain, which you would sneak off to.	+I Con, +I Wis
IDI2	THE PCs IN THE PARTY WERE YOUR BEST FRIENDS GROWING UP IN WYVERLEY. WHO ELSE DID YOU INTERACT WITH, AND WHAT WAS YOUR RELATIONSHIP? (MARK THIS AS A RELATIONSHIP ON YOUR CHARACTER SHEET. ALSO INVENT A LOCATION THAT MAY BE RELATED TO THIS RELATIONSHIP ON THE WYVERLEY MAP)	BASIS FOR RELATIONSHIP
I	Help. Either you needed help with a subject, or you were in a position to give help to another student. How did you help them?	Int (+2 Int)
2	Encouragement. Either you were having a hard time and another older student inspired you, or you saw a younger student in need of guidance and supported them. Why were they uncertain and needed encouragement?	Wis (+2 Wis)
3	Rivalry. You're competing with another student for something. What is it? How far does your competitiveness go?	Str (+2 Str)
4	Attraction. You have a relationship with another student (not necessarily romantic). It's separate from your relationship with the other PCs. The relationship is uneven — you feel an obligation to them and are easily manipulated by them, or they look up to you and will do things to gain your friendship (gifts, taking risks, etc.)	Cha (+2 Cha)
5	Deception. You're in cahoots with another student to get up to no good. Are you the bad influence, or are they?	Dex (+2 Dex)
6	Great expectations. A teacher in your least favourite subject (pick one) pushed you particularly hard. Are you doing well now, or still struggling? How has that affected your relationship?	Con (+2 Con)
7	Authority. Your relationship with a teacher is adversarial; they demand that you conform to their rules. Are you defiant, or do they make your life a misery?	Dex (+I Dex, +I Wis)
8	The Staff. You have a relationship with a staff member — maybe the groundskeeper, or a local boy or girl from the village who comes into the college to work. They are teaching you things you cannot learn from the teachers.	Wis (+I Wis, +I Con)
9	Knowledge. You have a relationship with the teacher of your best subject (pick one). They view you as their protege, and are another mentor to you.	Int (+I Int, +I Wis)
I0	No-one. You're a loner, even though you've made friends with the other PCs. Instead, you like to find the private places in the college. Where's your preferred spot?	Con (+I Con, +I Str)
II	Bully. One of the older girls has a gang, and bullies you. They're always flanked by a couple of older girls. Do you stand up to them, or do you avoid them?	Str (+I Str, +I Con)
I2	Outsider. You have a relationship with someone from outside the grounds.	Cha (+I Cha, +I Wis)

## AWAKENING

Id6	Back in Belesaire you had several tutors — who was your favourite?	Gain
I	The captain of the guard, who taught you to command the respect of the men.	+3 Cha Skill: Command
2	Your father's old scribe, who taught you your letters and lessons.	+3 Int

		Skill: Ancient History
3	The weapon master, who showed you the ways of the sword.	+3 Str Skill: Intimidation
4	A young bard, who taught you many old stories and songs.	+3 Cha Skill: a musical skill of your choice
5	The captain of the hunt, with whom you rode for many long days throughout the lands.	+3 Con Skill: Hunting
6	Your father's seneschal, who revealed the secrets of his craft.	+3 Wis Skill: Estate Management

Id6		Gain
1	You learned to fence from the finest tutor in Belesaire. What did he teach you?	
1	He made you balance on a beam and parry his blows.	+2 Dex Specialisation: Longsword
2	The two of you would spar long into the night.	+2 Con Specialisation: Longsword
	He taught you a handful of dirty tricks.	+2 Dex Specialisation: Shortsword
4	You learned early on that a single, powerful strike was the best way to end a fight.	+2 Str Specialisation: Greatsword
5	He taught you close-quarter fighting.	+2 Str Specialisation: Shortsword
6	You practiced the old ways of war, where champions would face each other on the field.	+2 Con Specialisation: Greatsword

Id6		Gain
1	When did you first enter the Rage?	
1	You haven't yet, though you've been tempted. You're afraid of what might happen if you do. <i>Your friend to the right knows your fears, and gains +1 Cha.</i>	+2 Cha Knack: Defensive Fighter
2	One night, you were surprised a Dead thing that had wandered onto the college grounds. You can't remember much, but your friend said you defended your friends like a she-wolf protecting her cubs. <i>Your friend gains +1 Con.</i>	+2 Con Knack: Fleet
3	You became so angry that you accidentally slew a partner in training. You're not sure you could trust yourself again. <i>Your friend to the right knows this secret but is determined to remain your friend, and gains +1 Str.</i>	+2 Str Knack: Weapon Specialisation
4	When some villagers attacked your friend you fought like a king of old, with great presence. <i>Your friend learned from your display and gains +1 Cha.</i>	+2 Cha Knack: Great Strike
5	The son of a visiting noble boasted of their fighting ability and questioned	+2 Dex

	yours, until you could no longer remain calm. He found you more than he could handle. <i>Your friend to the right knows this story — and also how not to raise your temper, and gains +1 Dex.</i>	Knack: Weapon Specialisation
6	While you were out camping you were crossing a field, and were threatened by the farmer's bull. When you charged it, the animal turned and fled. <i>Your friend to the right was there stayed with you as you calmed down, and gains +1 Con.</i>	+2 Con Knack: Resilience

rd6	One day you may have to take the throne. What are your plans?	Gain
1	You'll travel throughout the Old Kingdom and meet your people — the Royals should not just rule remotely from Belesaire.	+2 Cha Item: an Old Kingdom map
2	You'll wear the royal mantle into battle.	+2 Str Item: a mantle with the Royal crest
3	You expect to make political alliances between the Guilds.	+2 Cha Item: a gold dip-pen and ink.
4	You'll show the necessary strength the Old Kingdom needs, and make difficult decisions.	+2 Str Item: A shining helm
5	You'll root out the scourge of Free Magic.	+2 Con Item: an ancient scroll of Charter Lore
6	You'd rather travel far away and see distant lands.	+2 Con Item: a lodestone

## Sending

You look like a real girl. You attend classes, you learn, and you eat, drink and sleep like a real girl. But look closely and people will see that you're not a human at all — you're a solid thing, composed of intricate layers of Charter marks swimming over your skin. You know you're not a real person. Where did you come from, and why are you here?

The Sending starts with Strength and Intelligence of 12, Constitution of 10, Charisma of 6 and other attributes at 8. They also start with the skill *Disguise*. As a Warrior they get the following abilities:

- Fighting (major)
- Defence (minor)
- Armour (minor)
- Disguise skill
- Other skills as stated
- Knacks as stated
- Fortune Points: 3
- Hit Points base: 11

### ARRIVAL AT WYVERLEY

IDI2	HOW DID YOU DISTINGUISH YOURSELF WHEN YOU ARRIVED IN THE FIRST FORM AT WYVERLEY COLLEGE?	GAIN
1	Children often fight, but you never lost.	+2 Str
2	There wasn't a game you couldn't win.	+2 Dex
3	You were the toughest girl in the First Form.	+2 Con
4	Somehow you could always work out other people's secrets.	+2 Int
5	Your empathy made people confide in you.	+2 Wis
6	You never met someone who didn't like you.	+2 Cha
7	You solved everyone else's problems and never mentioned your own.	+1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Int, +1 Wis
9	You have always been a conscientious and hard-working student.	+1 Int, +1 Con
10	You got into places you shouldn't have been.	+1 Dex, +1 Cha
11	You're a natural at sports.	+1 Str, +1 Dex
12	You spent a lot of time outdoors, exploring the grounds and countryside.	+1 Str, +1 Wis
IDI2	WYVERLEY HAS MANY PLACES AND SECRETS. WHAT PLACE DO YOU FEEL A STRONG	GAIN

	CONNECTION WITH IN THE COLLEGE? (MARK THIS AS A LOCATION ON THE WYVERLEY MAP)	
1	The library, where you spent hours studying in the quiet.	+I Int, +I Wis
2	The dining hall, where you made friends.	+I Con, +I Cha
3	The ramparts, where you can see for miles.	+I Dex, +I Wis
4	The cellars, where you went to be alone with a book and candle.	+I Str, +I Con
5	The walled garden, where you weren't supposed to go.	+I Cha, +I Dex
6	The cloisters, where you would sit and absorb the atmosphere of the college.	+I Str, +I Int
7	The kitchen, where you helped out the staff.	+I Dex, +I Con
8	The senior common-room, where you debated with the other students.	+I Int, +I Cha
9	The fountain, which was cool in summer.	+I Cha, +I Dex
10	The dormitories, where you held secret meetings at night.	+I Str, +I Wis
11	The woods near the college, where you found a secret wild garden.	+I Int, +I Str
12	The nearby village of Bain, which you would sneak off to.	+I Con, +I Wis
IDI2	THE PCs IN THE PARTY WERE YOUR BEST FRIENDS GROWING UP IN WYVERLEY. WHO ELSE DID YOU INTERACT WITH, AND WHAT WAS YOUR RELATIONSHIP? (MARK THIS AS A RELATIONSHIP ON YOUR CHARACTER SHEET. ALSO INVENT A LOCATION THAT MAY BE RELATED TO THIS RELATIONSHIP ON THE WYVERLEY MAP)	BASIS FOR RELATIONSHIP
1	Help. Either you needed help with a subject, or you were in a position to give help to another student. How did you help them?	Int (+2 Int)
2	Encouragement. Either you were having a hard time and another older student inspired you, or you saw a younger student in need of guidance and supported them. Why were they uncertain and needed encouragement?	Wis (+2 Wis)
3	Rivalry. You're competing with another student for something. What is it? How far does your competitiveness go?	Str (+2 Str)
4	Attraction. You have a relationship with another student (not necessarily romantic). It's separate from your relationship with the other PCs. The relationship is uneven — you feel an obligation to them and are easily manipulated by them, or they look up to you and will do things to gain your friendship (gifts, taking risks, etc.)	Cha (+2 Cha)
5	Deception. You're in cahoots with another student to get up to no good. Are you the bad influence, or are they?	Dex (+2 Dex)
6	Great expectations. A teacher in your least favourite subject (pick one) pushed you particularly hard. Are you doing well now, or still struggling? How has that affected your relationship?	Con (+2 Con)
7	Authority. Your relationship with a teacher is adversarial; they demand that you conform to their rules. Are you defiant, or do they make your life a misery?	Dex (+I Dex, +I Wis)
8	The Staff. You have a relationship with a staff member — maybe the groundskeeper, or a local boy or girl from the village who comes into the college to work. They are teaching you things you cannot learn from the teachers.	Wis (+I Wis, +I Con)
9	Knowledge. You have a relationship with the teacher of your best subject (pick	Int (+I Int, +I Wis)



	one). They view you as their protege, and are another mentor to you.	
10	No-one. You're a loner, even though you've made friends with the other PCs. Instead, you like to find the private places in the college. Where's your preferred spot?	Con (+1 Con, +1 Str)
11	Bully. One of the older girls has a gang, and bullies you. They're always flanked by a couple of older girls. Do you stand up to them, or do you avoid them?	Str (+1 Str, +1 Con)
12	Outsider. You have a relationship with someone from outside the grounds.	Cha (+1 Cha, +1 Wis)

## AWAKENING

Id6	You look like a normal girl, except...	Gain
1	You have subtly pointed ears.	+3 Wis Skill: Alertness
2	You have weirdly coloured and intense eyes.	+3 Cha Skill: Forbidden Lore
3	You have disproportionately large and strong hands.	+3 Str Skill: Intimidation
4	You have a kind of ethereal presence.	+3 Dex Skill: Command
5	Your face looks young but your eyes look very old.	+3 Int Skill: Ancient History
6	You look wild, as if you would fly out of control in a heartbeat.	+3 Con Skill: Survival

Id6	Being different you struggled to fit in, and over time you became cruel. What did you do?	Gain
1	You knew exactly the most hurtful thing to say, and said it often.	+2 Cha Knack: Resilience
2	You'd pick a fight at the slightest provocation.	+2 Str Knack: Great Strike
3	You plotted constantly at night.	+2 Int Knack: Defensive Fighter
4	You set up other students to fail.	+2 Wis Knack: Fleet
5	You stole from others.	+2 Dex Knack: Defensive Fighter
6	You isolated yourself from everyone by lashing out if they came near.	+2 Con Knack: Resilience

Id6	Something happened that made you realise the problem wasn't other people treating you differently, it was <i>you</i> . What was it? <i>The person to the right was there.</i>	Gain
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1	You always pushed and shoved on the hockey field, but this time you really hurt someone. You realised you'd gone too far, and suddenly felt remorse. <i>Your friend was the one who was injured, but they forgave you immediately and you became better friends. They gain +1 Str.</i>	+2 Str Weapon specialisation: staff/club
2	Your maker called you away from the college, intending for you to do their bidding. The others realised you were under their control and ran to help you. Your maker commanded that you strike your friend down, but you resisted, and the others drove them away. <i>Your friend who trusted you not to strike them gains +1 Cha.</i>	+2 Cha Weapon specialisation: sword
3	When the fair came to town in Bain, you went with the other students. You were good at the high striker but, after winning the top prize you were mocked by the local boys for being a freak. The friend to your right backed you up against the locals and gains +1 C on (after a brief but decisive scuffle).	+2 Con Weapon specialisation: club/hammer
4	Wyverley had an archery contest, and you won the contest. <i>The friend to your right lost the competition to you, but being a good sport they congratulated you and spoke highly of you to their friends. They gain +1 Dex.</i>	+2 Dex Weapon specialisation: bow
5	The tutor who sponsored you died suddenly. They had been the only person you really talked to, and now you were really alone. <i>The other characters rallied around you, and the friend to your right was very supportive, and gains +1 Wis.</i>	+2 Wis Weapon specialisation: sword
6	You'd been plagued by nightmares of a disembodied voice calling you away, but no-one believed you. One night you found yourself suddenly in the middle of a field barefoot, with your friend next to you, having sleep-walked there. <i>Your friend believed your story of the nightmares, and gained +1 Int.</i> (You have no Weapon Specialisation, but instead may cast the Second Sight cantrip.)	+2 Int Cantrip: Second Sight

id6	You have few possessions, but this is your favourite:	Gain
1	A brooch with a fine cameo inset, that almost looks lifelike.	+2 Int, a brooch
2	A small carved stone dog.	+2 Str, stone dog
3	A steel hair comb with a single Charter mark that you always wear in your hair.	+2 Wis, a comb
4	A leather satchel that was a special gift from your arrivals tutor.	+2 Cha, a satchel
5	A long cloak with a cowl and a Charter-marked clasp.	+2 Con, a cloak
6	A wooden doll that has your eyes, that sometimes gives you cryptic advice at night.	+2 Dex, a freakish doll

## *Sightless Clayr*

“Four sees all in frozen water”

The Clayr are the seers of the Old Kingdom. Sometimes however a child in the Clayr does not achieve the Sight. Your parents and the Clayr decided to send you away to Wyverley for a different education.

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The Sightless Clayr begins with Wisdom and Constitution of 10 and other attributes at 8. They get the following abilities:

- Fighting (minor)
- Defence (minor)
- Light Armour (minor)
- Cantrips (minor)
- Skills as stated
- Fortune Points: 4
- Hit Points base: 9

### GROWING UP

IDI2	WHAT IS YOUR FAMILY KNOWN FOR?	YOU GAIN
1	Betrayal. Your family is respected, but not trusted.	+1 Wis, +1 Cha Skill: Subterfuge
2	Leading in battle. Your family have a history of being on the winning side, and taking the glory for it.	+1 Str, +1 Wis Skill: Command
3	Wealth. They're the financial might behind several political moves in your country's history.	+1 Int, +1 Con Skill: Finance
4	Knowledge. They know the value of a secret.	+1 Int, +1 Wis Skill: Forbidden Secrets
5	Farming. They're a major economic force in the land.	+1 Con, +1 Wis Skill: Animal Ken
6	A craft. They're reknowned for their skill.	+1 Dex, +1 Int Skill: Craft (choose)
7	Entertaining. They throw the best parties.	+1 Dex, +1 Cha Skill: Dancing
8	Orating. Your family are expert politicians.	+1 Str, +1 Cha Skill: Public Speaking
9	Protection. Your family is an important ally to have -- and many pay for the privilege.	+1 Dex, +1 Con Skill: Intimidation
10	Training knights. Your family manages one of the most prestigious academies in the country.	+1 Str, +1 Dex Skill: Riding

11	Winemaking. Your estates have some of the oldest vines in the country.	+1 Int, +1 Con Skill: Taste/Smell
12	Old money. They're powerfully connected, and rich.	+1 Cha, +1 Str Skill: Connections
IDI2	WHAT IS YOUR RELATIONSHIP WITH YOUR FAMILY? (MARK THIS AS A RELATIONSHIP ON YOUR CHARACTER SHEET)	BASIS FOR RELATIONSHIP
1	A mystery. You're an orphan who was sent at an early age to Wyverley on the instructions of a guardian you have never met. You only know of your family's reputation through secondhand accounts and rumours.	Int (gain +2 Int)
2	Happy. You have loving parents who keep in touch regularly, and have taught you the value of respecting others.	Cha (gain +2 Cha)
3	Distant. Your parents have their own concerns and sent you away at the earliest opportunity.	Con (gain +1 Con, +1 Int)
4	Neglected. You are the middle child and were largely ignored though childhood.	Wis (gain +2 Wis)
5	Competitive. You come from a family where siblings compete for their parents' attention; you've been pushed to be better than your peers at every point in your life. Being sent to Wyverley is a privilege.	Str (gain +2 Str)
6	Cherished. Although you're not spoiled, next to your siblings you are the favourite child — with the most expectations on your shoulders.	Cha (gain +1 Cha, +1 Int)
7	Spoiled. You have wanted for nothing during your early life, and can get away with anything.	Dex (gain +1 Dex, +1 Int)
8	Stifling. Every aspect of your life has been under your parents' control.	Int (gain +1 Int, +1 Str)
9	Abusive. Your parents found fault with everything you did, and never praised you for your achievements.	Con (gain +2 Con)
10	Undisciplined. You were left to fight your own battles and your parents never chastised you for your behaviour. Wyverley life was a bit of a shock.	Dex (gain +2 Dex)
11	Adventuring. You were encouraged to make your own discoveries, and your parents' approved of you learning about the world on your own.	Str (gain +1 Str, +1 Con)
12	Nomadic. Your family travelled and introduced you to different cultures.	Wis (gain +1 Wis, +1 Con)

## ARRIVAL AT WYVERLEY

IDI2	HOW DID YOU DISTINGUISH YOURSELF WHEN YOU ARRIVED IN THE FIRST FORM AT WYVERLEY COLLEGE?	GAIN
1	Children often fight, but you never lost.	+2 Str
2	There wasn't a game you couldn't win.	+2 Dex
3	You were the toughest girl in the First Form.	+2 Con
4	Somehow you could always work out other people's secrets.	+2 Int
5	Your empathy made people confide in you.	+2 Wis
6	You never met someone who didn't like you.	+2 Cha
7	You solved everyone else's problems and never mentioned your own.	+1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Int, +1 Wis

9	You have always been a conscientious and hard-working student.	+I Int, +I Con
10	You got into places you shouldn't have been.	+I Dex, +I Cha
11	You're a natural at sports.	+I Str, +I Dex
12	You spent a lot of time outdoors, exploring the grounds and countryside.	+I Str, +I Wis
IDI2	WYVERLEY HAS MANY PLACES AND SECRETS. WHAT PLACE DO YOU FEEL A STRONG CONNECTION WITH IN THE COLLEGE? (MARK THIS AS A LOCATION ON THE WYVERLEY MAP)	GAIN
1	The library, where you spent hours studying in the quiet.	+I Int, +I Wis
2	The dining hall, where you made friends.	+I Con, +I Cha
3	The ramparts, where you can see for miles.	+I Dex, +I Wis
4	The cellars, where you went to be alone with a book and candle.	+I Str, +I Con
5	The walled garden, where you weren't supposed to go.	+I Cha, +I Dex
6	The cloisters, where you would sit and absorb the atmosphere of the college.	+I Str, +I Int
7	The kitchen, where you helped out the staff.	+I Dex, +I Con
8	The senior common-room, where you debated with the other students.	+I Int, +I Cha
9	The fountain, which was cool in summer.	+I Cha, +I Dex
10	The dormitories, where you held secret meetings at night.	+I Str, +I Wis
11	The woods near the college, where you found a secret wild garden.	+I Int, +I Str
12	The nearby village of Bain, which you would sneak off to.	+I Con, +I Wis
IDI2	THE PCs IN THE PARTY WERE YOUR BEST FRIENDS GROWING UP IN WYVERLEY. WHO ELSE DID YOU INTERACT WITH, AND WHAT WAS YOUR RELATIONSHIP? (MARK THIS AS A RELATIONSHIP ON YOUR CHARACTER SHEET. ALSO INVENT A LOCATION THAT MAY BE RELATED TO THIS RELATIONSHIP ON THE WYVERLEY MAP)	BASIS FOR RELATIONSHIP
1	Help. Either you needed help with a subject, or you were in a position to give help to another student. How did you help them?	Int (+2 Int)
2	Encouragement. Either you were having a hard time and another older student inspired you, or you saw a younger student in need of guidance and supported them. Why were they uncertain and needed encouragement?	Wis (+2 Wis)
3	Rivalry. You're competing with another student for something. What is it? How far does your competitiveness go?	Str (+2 Str)
4	Attraction. You have a relationship with another student (not necessarily romantic). It's separate from your relationship with the other PCs. The relationship is uneven — you feel an obligation to them and are easily manipulated by them, or they look up to you and will do things to gain your friendship (gifts, taking risks, etc.)	Cha (+2 Cha)
5	Deception. You're in cahoots with another student to get up to no good. Are you the bad influence, or are they?	Dex (+2 Dex)
6	Great expectations. A teacher in your least favourite subject (pick one) pushed you particularly hard. Are you doing well now, or still struggling? How has that affected your relationship?	Con (+2 Con)
7	Authority. Your relationship is with a teacher is adversarial; they demand that you conform to their rules. Are you defiant, or do they make your life a	Dex (+I Dex, +I Wis)

	misery?	
8	The Staff. You have a relationship with a staff member — maybe the groundskeeper, or a local boy or girl from the village who comes into the college to work. They are teaching you things you cannot learn from the teachers.	Wis (+1 Wis, +1 Con)
9	Knowledge. You have a relationship with the teacher of your best subject (pick one). They view you as their protege, and are another mentor to you.	Int (+1 Int, +1 Wis)
10	No-one. You're a loner, even though you've made friends with the other PCs. Instead, you like to find the private places in the college. Where's your preferred spot?	Con (+1 Con, +1 Str)
11	Bully. One of the older girls has a gang, and bullies you. They're always flanked by a couple of older girls. Do you stand up to them, or do you avoid them?	Str (+1 Str, +1 Con)
12	Outsider. You have a relationship with someone from outside the grounds.	Cha (+1 Cha, +1 Wis)

## AWAKENING

id6	When the Sight didn't come you ended up doing more menial tasks. What did you do?	Gain
1	You worked in the library.	+2 Int, +1 Wis Skill: Research
2	You became a Scout on the glacier.	+2 Con, +1 Dex Skill: Alertness
3	You became a carpenter and built houses.	+2 Dex, +1 Str Skill: Woodworking
4	You tended to animals.	+2 Cha, +1 Wis Skill: Animal Ken
5	You helped in the infirmary.	+2 Wis, +1 Con Skill: Medicine
6	You looked after young children.	+2 Cha, +1 Dex Skill: Leadership

id6	Although Sightless, you have learned a little Charter magic. What did you learn?	Gain
1	How to make things go easier for yourself and others	+2 Wis Skill: Athletics Cantrip: Blessing
2	How to trick the other Clayr when you were feeling mischievous.	+2 Int Skill: Stealth Cantrip: Conjure Sound
3	How to tend the garden in the harshest climate.	+2 Wis Skill: Herbalism Cantrip: Druid's Touch
4	How to see that which you probably should not.	+2 Int, Skill: Forbidden Knowledge Cantrip: Second Sight

5	How to light your way, even without a torch.	+2 Int Skill: Survival Cantrip: Mage Light
6	How to put the evil eye on those who displeased you.	+2 Wis Skill: Socialize Cantrip: Hexing

rd6	The Clayr had an ulterior motive for sending you away to Wyverley. What was it?	Gain
1	They sent you to protect a daughter of the Old Kingdom from assassins. <i>The friend on your right helped you form a plan to hide the girl, and gains +1 Int.</i>	+2 Int Skill:
2	You were to spy on one of the Tutors who was acting against the Crown. <i>The friend on your right helped you with spying, and gains +1 Cha.</i>	+2 Cha Skill: Subterfuge
3	You hand-delivered a message to the Headmistress, though you don't know the contents. <i>The friend to your right was in the waiting room when you arrived and later introduced herself, and gains +1 Wis.</i>	+2 Wis Skill: Alertness
4	The Clayr saw that Wyverley would one day be important. Your mission was to observe the land and look for changes when the North Wind blows. <i>Your friend often came out with you on patrol, and realised what you were doing, and gains +1 Con.</i>	+2 Con Skill: Map-making
5	You took charge of a mysterious package that was delivered to Wyverley from Corvere in the middle of the night, before passing it on to your contact at the Wall. <i>Your friend agreed to hide the parcel under her bed in the dormitory, and gains +1 Dex.</i>	+2 Dex Skill: Concealment
6	You found the ruins of a crashed Paperwing in a cave in the woods nearby. You reported back that there was nothing else with the Paperwing. <i>Your friend to the right followed you to the site, but agreed not to tell anyone else, and gains +1 Str.</i>	+2 Str Skill: Climbing

rd6	What did you take with you from the Clayr's Glacier?	Gain
1	You spent a lot of time indoors, and have unusually white skin and hair.	+2 Cha A bone comb
2	You wear your hair braided in a fashion common to young girls in the Clayr's glacier.	+2 Con A concealed knife
3	You have very distinctive light blue eyes.	+2 Cha A formal gown
4	You spent a lot of time outside, and your face is unusually weatherbeaten for someone so young.	+2 Con A leather bandolier with many pouches
5	You have a distinctive walk, after years of carefully walking on icy surfaces.	+2 Dex Slippers
6	You have a strong accent and a good singing voice.	+2 Cha Book of hymns

## Wyverley Scholar

You're from an unremarkable Southern family; just another girl sent away to learn manners in Wyverley's famous College. But in your time here, you've developed a deep, almost spiritual connection with the place itself — and you probably know more than anyone else about the College and the surrounding area. You can't think of ever leaving.

The Wyverley Scholar's Dexterity and Charisma begin at 10, and other stats begin at 8. They get the following abilities:

- Fighting (minor)
- Defence (minor)
- Light Armour (minor)
- Skills as stated
- Fortune Points: 5
- Hit Points base: 9

### GROWING UP

IDI2	WHAT IS YOUR FAMILY KNOWN FOR?	YOU GAIN
1	Betrayal. Your family is respected, but not trusted.	+1 Wis, +1 Cha Skill: Subterfuge
2	Leading in battle. Your family have a history of being on the winning side, and taking the glory for it.	+1 Str, +1 Wis Skill: Command
3	Wealth. They're the financial might behind several political moves in your country's history.	+1 Int, +1 Con Skill: Finance
4	Knowledge. They know the value of a secret.	+1 Int, +1 Wis Skill: Forbidden Secrets
5	Farming. They're a major economic force in the land.	+1 Con, +1 Wis Skill: Animal Ken
6	A craft. They're renowned for their skill.	+1 Dex, +1 Int Skill: Craft (choose)
7	Entertaining. They throw the best parties.	+1 Dex, +1 Cha Skill: Dancing
8	Orating. Your family are expert politicians.	+1 Str, +1 Cha Skill: Public Speaking
9	Protection. Your family is an important ally to have -- and many pay for the privilege.	+1 Dex, +1 Con Skill: Intimidation
10	Training knights. Your family manages one of the most prestigious academies in the country.	+1 Str, +1 Dex Skill: Riding



II	Winemaking. Your estates have some of the oldest vines in the country.	+I Int, +I Con Skill: Taste/Smell
I2	Old money. They're powerfully connected, and rich.	+I Cha, +I Str Skill: Connections
IDI2	WHAT IS YOUR RELATIONSHIP WITH YOUR FAMILY? (MARK THIS AS A RELATIONSHIP ON YOUR CHARACTER SHEET)	BASIS FOR RELATIONSHIP
I	A mystery. You're an orphan who was sent at an early age to Wyverley on the instructions of a guardian you have never met. You only know of your family's reputation through secondhand accounts and rumours.	Int (gain +2 Int)
2	Happy. You have loving parents who keep in touch regularly, and have taught you the value of respecting others.	Cha (gain +2 Cha)
3	Distant. Your parents have their own concerns and sent you away at the earliest opportunity.	Con (gain +I Con, +I Int)
4	Neglected. You are the middle child and were largely ignored though childhood.	Wis (gain +2 Wis)
5	Competitive. You come from a family where siblings compete for their parents' attention; you've been pushed to be better than your peers at every point in your life. Being sent to Wyverley is a privilege.	Str (gain +2 Str)
6	Cherished. Although you're not spoiled, next to your siblings you are the favourite child — with the most expectations on your shoulders.	Cha (gain +I Cha, +I Int)
7	Spoiled. You have wanted for nothing during your early life, and can get away with anything.	Dex (gain +I Dex, +I Int)
8	Stifling. Every aspect of your life has been under your parents' control.	Int (gain +I Int, +I Str)
9	Abusive. Your parents found fault with everything you did, and never praised you for your achievements.	Con (gain +2 Con)
10	Undisciplined. You were left to fight your own battles and your parents never chastised you for your behaviour. Wyverley life was a bit of a shock.	Dex (gain +2 Dex)
II	Adventuring. You were encouraged to make your own discoveries, and your parents' approved of you learning about the world on your own.	Str (gain +I Str, +I Con)
I2	Nomadic. Your family travelled and introduced you to different cultures.	Wis (gain +I Wis, +I Con)

## ARRIVAL AT WYVERLEY

IDI2	HOW DID YOU DISTINGUISH YOURSELF WHEN YOU ARRIVED IN THE FIRST FORM AT WYVERLEY COLLEGE?	GAIN
I	Children often fight, but you never lost.	+2 Str
2	There wasn't a game you couldn't win.	+2 Dex
3	You were the toughest girl in the First Form.	+2 Con
4	Somehow you could always work out other people's secrets.	+2 Int
5	Your empathy made people confide in you.	+2 Wis
6	You never met someone who didn't like you.	+2 Cha
7	You solved everyone else's problems and never mentioned your own.	+I Con, +I Cha
8	Everyone has something to teach, and you learned a little from them all.	+I Int, +I Wis

9	You have always been a conscientious and hard-working student.	+I Int, +I Con
10	You got into places you shouldn't have been.	+I Dex, +I Cha
11	You're a natural at sports.	+I Str, +I Dex
12	You spent a lot of time outdoors, exploring the grounds and countryside.	+I Str, +I Wis
IDI2	WYVERLEY HAS MANY PLACES AND SECRETS. WHAT PLACE DO YOU FEEL A STRONG CONNECTION WITH IN THE COLLEGE? (MARK THIS AS A LOCATION ON THE WYVERLEY MAP)	GAIN
1	The library, where you spent hours studying in the quiet.	+I Int, +I Wis
2	The dining hall, where you made friends.	+I Con, +I Cha
3	The ramparts, where you can see for miles.	+I Dex, +I Wis
4	The cellars, where you went to be alone with a book and candle.	+I Str, +I Con
5	The walled garden, where you weren't supposed to go.	+I Cha, +I Dex
6	The cloisters, where you would sit and absorb the atmosphere of the college.	+I Str, +I Int
7	The kitchen, where you helped out the staff.	+I Dex, +I Con
8	The senior common-room, where you debated with the other students.	+I Int, +I Cha
9	The fountain, which was cool in summer.	+I Cha, +I Dex
10	The dormitories, where you held secret meetings at night.	+I Str, +I Wis
11	The woods near the college, where you found a secret wild garden.	+I Int, +I Str
12	The nearby village of Bain, which you would sneak off to.	+I Con, +I Wis
IDI2	THE PCs IN THE PARTY WERE YOUR BEST FRIENDS GROWING UP IN WYVERLEY. WHO ELSE DID YOU INTERACT WITH, AND WHAT WAS YOUR RELATIONSHIP? (MARK THIS AS A RELATIONSHIP ON YOUR CHARACTER SHEET. ALSO INVENT A LOCATION THAT MAY BE RELATED TO THIS RELATIONSHIP ON THE WYVERLEY MAP)	BASIS FOR RELATIONSHIP
1	Help. Either you needed help with a subject, or you were in a position to give help to another student. How did you help them?	Int (+2 Int)
2	Encouragement. Either you were having a hard time and another older student inspired you, or you saw a younger student in need of guidance and supported them. Why were they uncertain and needed encouragement?	Wis (+2 Wis)
3	Rivalry. You're competing with another student for something. What is it? How far does your competitiveness go?	Str (+2 Str)
4	Attraction. You have a relationship with another student (not necessarily romantic). It's separate from your relationship with the other PCs. The relationship is uneven — you feel an obligation to them and are easily manipulated by them, or they look up to you and will do things to gain your friendship (gifts, taking risks, etc.)	Cha (+2 Cha)
5	Deception. You're in cahoots with another student to get up to no good. Are you the bad influence, or are they?	Dex (+2 Dex)
6	Great expectations. A teacher in your least favourite subject (pick one) pushed you particularly hard. Are you doing well now, or still struggling? How has that affected your relationship?	Con (+2 Con)
7	Authority. Your relationship is with a teacher is adversarial; they demand that you conform to their rules. Are you defiant, or do they make your life a	Dex (+I Dex, +I Wis)

	misery?	
8	The Staff. You have a relationship with a staff member — maybe the groundskeeper, or a local boy or girl from the village who comes into the college to work. They are teaching you things you cannot learn from the teachers.	Wis (+1 Wis, +1 Con)
9	Knowledge. You have a relationship with the teacher of your best subject (pick one). They view you as their protege, and are another mentor to you.	Int (+1 Int, +1 Wis)
10	No-one. You're a loner, even though you've made friends with the other PCs. Instead, you like to find the private places in the college. Where's your preferred spot?	Con (+1 Con, +1 Str)
11	Bully. One of the older girls has a gang, and bullies you. They're always flanked by a couple of older girls. Do you stand up to them, or do you avoid them?	Str (+1 Str, +1 Con)
12	Outsider. You have a relationship with someone from outside the grounds.	Cha (+1 Cha, +1 Wis)

## AWAKENING

id6	You know the college better than anyone. What's your favourite place? <i>Write down the location on the map</i>	Gain
1	The ramparts outside the Sixth Form dormitory windows, where you go to eat lunch.	+3 Str Skill: Athletics
2	The work sheds where you lend a hand to the handyman and learn some mechanical skills.	+3 Int Skill: Mechanical repair
3	You know a way into the walled garden.	+3 Dex Skill: Herbalism
4	The cellars are cool in summer and warm in winter, and always quiet.	+3 Wis Skill: Awareness
5	There's a spot just outside the pantry where you go to read.	+3 Cha Skill: Cooking
6	A copse just outside Wyverley's grounds, where you go to be alone.	+3 Con Skill: Foraging

id6	What's your favourite book in the library?	Gain
1	A book of maps.	+3 Con Skill: Cartography
2	A catalog of animals, including creatures from north of the Wall.	+3 Int Skill: Beast Lore
3	A book of anatomy.	+3 Wis Skill: Medicine
4	A book of mechanical torture devices and traps of all sizes.	+3 Dex Skill: Traps
5	A book of local history going back hundreds of years.	+3 Int Skill: Ancient History
6	A book about nobility and the origins of many customs.	+3 Cha Skill: Etiquette

Id6	What secret history did you discover about Wyverley? <i>Write down the location on the map</i>	Gain
1	There's a shrine in an alcove in a corner of the cellar, where a visiting knight came to worship a dark pagan god and left rude inscriptions in the walls. <i>Your friend helped you discover the alcove and gains +1 Wis.</i>	+2 Dex Skill: Stealth
2	You found a scroll written by one of your own ancestors in a dead-drop near the gatehouse, warning of dark days to come for Wyverley. <i>Your friend helped you decipher the scroll, and gains +1 Int.</i>	+2 Int Skill: Ancient history
3	You found a cache in an old outbuilding of love letters between a distant cousin of yours and a visiting noble — the letters have implications for the relationship between two Ancelstierre families. <i>Your friend read the letters with you and swore to keep the contents a secret, and gains +1 Cha.</i>	+2 Cha Skill: Intrigue
4	You discovered that a couple of the staff were using an underground tunnel from the cellars to a nearby ruin in a wood, and were pilfering the College's valuables. <i>Your friend helped gather the authorities and put a stop to their theft, and gains +1 Dex.</i>	+2 Str Skill: Athletics
5	Investigating the north-east tower, you found an octagonal room of mirrors where fairy-like creatures gathered. <i>Your friend seemed to impress them, and gained +1 Cha.</i>	+2 Cha Skill: Free Magic Lore
6	You discovered a secret crypt on the grounds, and that someone else had been there recently. You lay in wait and discovered that the assistant head was meeting with a tall man who spoke with a southern accent but didn't show his face. You didn't like the sound of their conversation, and reported them to the Head of the college, and soon after the assistant head packed her bags. <i>Your friend saw the whole thing with you and helped convince the Head that what you saw was true, and gains +1 Con.</i>	+2 Con Skill: Alertness

Id6	What object did you find in college, and where did you find it? <i>Write down the location on the map</i>	Gain
1	A rusted iron dagger under a flagstone in the Cloister.	+2 Dex, an iron dagger of ancient design
2	A journal of someone who campaigned in a war several hundred years ago and far to the south, under one of the legs of the Literature Tutor's desk.	+2 Int, a journal
3	A skull in a trunk in the Attic.	+2 Wis, a skull
4	A heavy silver bracelet inscribed with Charter marks in a nook in the old willow tree.	+2 Cha, a bracelet
5	A buckler shield that had seen some action, stuffed in the corner of an old store room full of junk.	+2 Str, a small but sturdy shield
6	A jar containing a preserved hand, tucked away at the back of the pantry.	+2 Con, a preserved hand in a jar