

# B EYOND THE W ALL AND OTHER ADVENTURES

## A KINGLESS REALM

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*For Oswald, who went ahead, and Callum and Fergus, who came after.*

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# INTRODUCTION

In a broken land, kingless for generations, there are many evils stirring. The peaceful inhabitants of the villages and fiefdoms of the realm will need brave heroes to face the coming trials. There are fallen lands to explore, ancient darks to defeat, and terrible secrets to uncover. The sins of the past haunt the land as surely as do the armies of the Ghost Empress of the Underworld, the draconic cult of the great fire wyrm, and, perhaps most frightening of all, the ancient fae lord known as the Horned King and his emissaries of winter.

*A Kingless Realm* is a supplement for *Beyond the Wall and Other Adventures* which includes several new ways to play the game, a collection of advice for gamemasters, and a sample setting: the Broken Kingdom.



The first four chapters describe numerous new options and modifications for creating characters for games of *Beyond the Wall*. The first of these, 'Untried Heroes,' provides rules for o-level characters, naive and completely untested village youths with the makings of true heroes. The next, 'Mighty Heroes,' provides guidance for increasing the power and capability of characters, including rules for new, additional class abilities and for more adept multiclass characters. The third, 'Legendary Heroes,' presents rules for continuing to gain experience points after reaching 10th level and for spending them on incremental advances; these can help with lengthening a beloved campaign or giving players the chance to play the greatest heroes of myth and legend. Finally, the fourth chapter provides many new Traits with which players can customize their characters.

The fifth chapter is devoted to advice for the game-master on running campaigns. This includes tips on maintaining tone, managing NPCs and plots, running exciting combats, and employing optional systems. This is a lengthy chapter, and scattered throughout are several lightweight and helpful rules, like a simple mechanic for morale and flight in combat, introducing changes to the village, and tables for handling magical miscasts.

This is followed by three chapters detailing new options for groups playing campaigns of *Beyond the Wall*. The first of these, 'Gifts of the Hearth,' presents a new shared resource, Hearth Points, which are gained by building bonds of friendship and protecting the village. The next, 'Tales of Years,' provides a host of resources for running campaigns lasting years of game time, including troupe style play with multiple GMs, managing the events and inhabitants of the characters' home village, crafting and business endeavors, aging and death, and various downtime activities. This is followed by a chapter on legendary magical items which increase in power as characters wield them.

The final major section of *A Kingless Realm* contains five chapters and an appendix describing a sample setting: the Broken Kingdom. This fractured and wild land was once ruled by high kings and queens, but that was long ago. Featuring disparate peoples, encroaching spirits, and capricious faeries, the Broken Kingdom is intended to provide inspiration for a group's own world or an easy-to-use campaign setting which can easily accommodate any material already published for *Beyond the Wall*. The first of these chapters describes the world itself, while the next gives more details on one particular village, Wenfeld, and its surroundings. This is followed by a chapter on using the Broken Kingdom for campaigns, two chapters detailing special magic and monsters for the setting, and an appendix which provides region tables for use with the travel rules from *Further Afield*.

Finally, the book contains some helpful reference sheets for combat and village management, and three new Character Playbooks: the Failed Ranger, the Horned King's Blood, and the Reavers' Descendent. These new Playbooks will work in any game of *Beyond the Wall*, but are particularly appropriate for use in the Broken Kingdom setting.

## MULTICLASS CHARACTERS

Two of the three Character Playbooks included in this volume are for multiclass characters. The rules for multiclass characters can be found on p.31 of *Beyond the Wall and Other Adventures*. Each of the multiclass Playbooks in this set has all of the rules for its class on the last page of its document.

### THE FAILED RANGER

A sturdy traveler and competent fighter, this character is a hybrid of the warrior and rogue classes. With ties to a secretive organization of protectors and wardens, the ranger has access to many skills, has the base attack bonus, weapon specialization, and the high hit points of a warrior, but is limited in available armor.

### THE HORNED KING'S BLOOD

This character, representing a mortal cursed with the fae blood of the terrifying Horned King, is a hybrid of the rogue and mage classes. Gifted with strange luck, the character has the increased Fortune Points of a rogue, similar fighting capability, and can cast spells like a mage, but not cantrips or rituals.



# THE VILLAGE OF WENFELD

This chapter presents an example of a village and its surroundings set in the Homelands of the Broken Kingdom: the village of Wenfeld and the estate of the House Asconsia.

Just as with the larger Broken Kingdom setting described in the last chapter, groups may use this as their own characters' home, or they may use it as a model for a village and noble estate of their own creation. Alternatively, they may steal an idea or two and port them into their own, otherwise original village, or they may use it as an additional location and adventure site in their games.

## GEOGRAPHY

Situated in the northern reaches of the Homelands, Wenfeld is a sizeable village, boasting over 400 inhabitants. Almost that many more men and women live within 10 miles of the village, either on isolated farms or in small clusters of two or three families.

The land is generally open plains and grassy foothills dotted with small clumps of forest. To the south and west, however, lie dense and sprawling tracks of the Gloaming, and few mortal folk spend long beneath its eves.

The river Ut runs directly through the village. It begins somewhere far to the north in the distant mountains, and runs a south-easterly course before joining as a tributary of the great river Ussa. Indeed, in the forgotten tongue of the first men, Ussa meant "the larger Ut," and some say that the lands surrounding this river were the center of a great kingdom of the first men.

## THE ROOK HOLT

Ancient seat of House Asconsia, the Rook Holt is old, older even than the first High Queen. It takes its name from both its dark stone walls and looming appearance and from the ravens who regularly sit upon its towers and walls. It is rare that at least a half dozen

such birds cannot be seen upon the castle at any given time. Sometimes, one of the Great Fithich can be seen among its more common cousins, its eyes glowing an icy blue.

It is unclear who laid the first stones of the Rook Holt. Some say that it predates even the imperial conquest, though that seems unlikely. The castle took on its current form at the order of the first Lord Asconsia, who required a fortified keep in the days of the worst ravages of the reavers, directly following the departure of the imperials. Since that time, small additions and repairs have been made, but little has been done to change its overall shape.

The castle is large and, in truth, its full upkeep is beyond the means and manpower of its current lord. While the battlements are strong and the central keep well-maintained, there are several towers which are now abandoned, and some of the more labyrinthine corridors are in disrepair.

Furthermore, the castle boasts extensive spaces below ground. For generations the lords and ladies of House Asconsia have been buried in crypts beneath the keep, and the storerooms and unused dungeons have numerous passages which connect to each other and the burial chambers. It is unlikely that any among the living know the extent of these works.

## THE HIDDEN SMITH

In a little grove in the woods a few day's walk from town, a happy little stream burbles down a hillside and just through the middle a tidy little open-air workshop, just next to the forge and the anvil. Just inside the woods, looking out on the workshop, a comfortable half-hall hides between the trees.

The master of the workshop and the hall is an unprepossessing figure of indeterminate, perhaps middle age, strong of form and slightly pocked from forge-spits, Wayland is to all appearances an artist