

Beyond These Fields

The dense mists give way to a fine autumn morning, there is a river flowing in the valley below and beyond, that rolling hills, and at last grim mountains crowned with clouds. The path is narrow and overgrown but your feet carry you onward with your staunch companions in search of adventure.

Beyond These Fields is a fantasy roleplaying game where one player, “The Master” takes on the role of the entire world and verbally guides the other players through the adventures of their characters.

Characters are the playing pieces that the players move through the fantasy world, following their adventures. Each player should create a character of their own that can adventure in the fantasy world. Playing largely involves describing the character’s responses to the events and situations described by The Master. Players should consider the enjoyment of the other players and be sensitive to the things they might find fun rather than trying to steal the limelight or ruin the game for them. Game wrecking players can wreck friendships and get kicked out of the group. Try not to derail The Master’s plan too much, if their efforts are in vain, they might just stop running games. If your character is too cowardly to go out and explore ancient ruins and fight monsters you might want to ask why you are playing at all. Overall, trying to have fun and help the other players have fun is the most rewarding way to play the game.

Creating Characters

A player character is created by selecting a Kindred and a Vocation and copying down the resulting characteristics, skills, and possessions. One additional point can be added to one Characteristic and one additional skill the character does not already have can be improved by one point.

The Master must create an adventure or use a prepared one. They will need maps of locales, statistics for adversaries, and notes on what is where and what is what. It’s a really good idea to take a look at a prepared adventure or two before coming up with one’s own.

Characteristics

The characteristics are used to measure broad ability and are rated on a scale of one to ten where a five is average human capacity and anything lower than three reflects infants, invalids, and the elderly.

Agility measures the character’s quickness of foot and arm.

Knowledge measures the characters education and understanding of their world.

Perception measures the sharpness of the character’s senses and general alertness.

Resolve measures willpower, character, drive, and determination.

Strength measures muscle, sinew, bone and size.

Kindreds

The creator put many kinds of people in the world. The fallen corrupted and perverted these to create even more. It is suggested that player characters be humans, elves, dwarves, or weefolk. An experienced Master may want to include Goblins, Trolls, and even Nephelium as player characters but they can cause problems both socially and in terms of game balance.

Men

Broad of shoulder and strong of back, men are hardy and determined.

Agility	5
Knowledge	5
Perception	5
Resolve	5
Strength	5

World Lore	1
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Weefolk

Small and stealthy, the wee folk live peacefully in their well tended enclaves.

Agility	6
Knowledge	5
Perception	5
Resolve	6
Strength	3

Sneaking	1
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Elves

Tall, fair, and immortal elves are magical creatures who's perceptions border on the spirit realm.

Agility	6
Knowledge	6
Perception	6
Resolve	4
Strength	4

Ancient Lore	1
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Dwarves

Children of stone and masters of craft, dwarves may be short but they're as strong as a man.

Agility	5
Knowledge	5
Perception	4
Resolve	6
Strength	6

Mining or Smithy	1
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Vocations

A character's background will shape their body and mind and provide skills.

Burglar
Farmer
Labore
Student
Warrior

Crafter
Knight
Scout
Vagabond

Burglar

Theft is a specialized profession, most often found in larger cities as one tends to draw suspicion in small towns where everyone knows everybody.

Agility +2
Perception +1

Climbing +2
Sneaking +1
Tinker +1

Dark Cloak
Lock Picks
Wicked Dagger

Farmer

Food is necessary for all living things and farmers never want for work but the work is hard enough that some set out in search of adventure.

Perception +1
Strength +2

Archery +1
Nature Lore +2
Foraging +1

Staff, Sack of Food

Crafter

Material goods are made by skilled hands in these times and great craftsmen can become the stuff of legend.

Knowledge +1
Perception +1
Strength +1

Fighting +1
One Craft +2
Craft Lore +1

Tools, Mule or Small Hand Cart

Knight

The elite soldiers of the noble class are well equipped and perhaps a bit arrogant.

Agility +1
Strength +1
Resolve +1

Lore: Heraldry +1
Fighting +1
Riding +2

Warhorse
Metal Armor
Long Sword
Shield

Laborer

The construction of roads and building takes skill and muscle but when the job is done laborers often move on in search of the next one.

Resolve +1
Strength +2

Carpentry +1
Drover +1
Fighting +1
Masonry +1
Hammer or Shovel

Scout

The wilderness is home to hunters and trackers and rangers and outlaws of all sorts. The skill set is much the same regardless of the uses they are put to.

Perception +2
Agility +1

Archery +1
Foraging +1
Sneaking +1
Tracking +1

Bow, Quiver of Arrows
Long Knife, Satchel

Student

Few have the luxury of time and books to study. Students are generally younger sons of noble lords with little hope of advancement. They often travel in search of new texts to study and copy.

Knowledge +2
Perception +1
Ancient Lore +1
Nature Lore +1
World Lore +2
2 Books, Satchel, Pen and Ink

Vagabond

Some are cast adrift by war and others by wanderlust but there are always a few ragged souls on the road, looking to see what is over the next hill.

Agility +1
Knowledge +1
Perception +1
Foraging +1
Sneaking +1
World Lore +1
Satchel, Staff

Warrior

The soldiers of kings are trained to fight and fighting is what they do best. Some masterless men, wander the world looking for employment or victims.

Agility +1
Strength +2

Archery +1
Climbing +1
Fighting +2

Leather Armour, Spear,
Short Sword, Dagger

Skills

Learned Abilities start with a rating based on a characteristic. Some skills are relatively common and use the full Characteristic while others represent specialized training and give a -5 penalty.

Acrobatics (Agility - 5)

Archery (Agility - 5)

Climbing (Agility)

Crafting (Knowledge - 5)

Driving (Perception)

Foraging (Perception - 5)

Lore (Knowledge -5)

Persuasion (Resolve)

Riding (Agility -5)

Sailing (Knowledge -5)

Tinkering (Knowledge - 5)

Tracking (Perception - 5)

Sneaking (Agility - 5)

Swimming (Strength)

Fighting (Strength)

Acrobatics (Agility - 5)

The character is adept at tumbling, vaulting, and tightrope walking. All risky endeavors to be sure.

Archery (Agility - 5)

The character is skilled in the use of bows and slings in hunting and warfare.

Climbing (Agility)

The character is skilled in getting up and over obstacles and the use of rope and spikes in such operations.

Crafting (Knowledge - 5)

The character must select a craft: brewing, carpentry, masonry, cooking, smithing, tailoring, which they are skilled in. Crafting is a vital part of working magic with cooking and brewing being used for potion making and smithing and tailoring in the use of magical items.

Driving (Perception)

The character is skilled in the hitching of horses and oxen and the driving of carts and waggons.

Foraging (Perception - 5)

The character is skilled in finding food and water in the wilderness. This can be a life saver but is also time consuming and slows the rate of travel.

-2 Bad Lands

-3 Winter

-4 Desert

Lore (Knowledge -5)

The character learned in deep knowledge and can roll against their rating to ask The Master questions on the topic. Lore skills are vital to the creation of magical items, especially ancient lore. Ancient Lore is knowledge of ancient times and the old ways of doing things., Nature Lore is knowledge of plants and animals and the mystical side of nature. World Lore is knowledge of geography and cultures.

Persuasion (Resolve)

Talking is often a good alternative to fighting. A Persuasion roll can often be used to avoid conflict by being reasonable. - 3 Unreasonable demands. -3 evil dealing with evil. -6 Natural enemies -9 dragons, nephelium, and wraiths on general principle.

Riding (Agility -5)

The character is skilled at staying on a mount and not getting sore while spending days in the saddle. Fighting while mounted requires at least as much Riding skill as Fighting skill and any excess is lost while mounted.

Sailing (Knowledge -5)

The character is skilled with boats and ships and the operation of sails and rudders and winches and anchors. Ordinary boating in a row boat or canoe is managed at +5.

Tinkering (Knowledge - 5)

The character is skilled in the operation and use of complex mechanisms like locks, mills, and traps. They can pick locks, disarm traps, and even design them though a crafting skill is needed to actually make them.

Tracking (Perception - 5)

The character is skilled at following slight signs and spoor through the wilderness. -2 if the tracks are more than a day old, -4 if they're more than a week old. +5 if tracking goblins who aren't trying awfully hard to behave themselves. Tracks can also be hidden giving a penalty to those tracking the character. Tracking can also be used to hunt game animals for food and pelts, set simple traps like dead falls.

Sneaking (Agility - 5)

The character is good at not being spotted. This is easier in the dark with spotters taking a -3 penalty.

Swimming (Strength)

The character can stay afloat and indeed move around in the water.

Fighting (Strength)

The character is proficient in the use of melee weapons and hardened to the realities of combat. Fighting skill is used to attack and defend.

Combat

Battles are resolved in turns where one side acts, then the other. In general, the attackers go first. If sighting results in an ambush the side that acts first is obvious. Where there is not an ambush or an obvious aggressor, the player characters go first. If there is a conflict of intent it is resolved by having the party add 1d6 to their Agility scores with the higher total going first.

Spotting

Perception is used to spot encounters and Sneaking is used to avoid being seen. The best Perception in a group is used against the worst Sneaking skill. If a group spreads out or an individual separates themselves from the group they must be spotted separately but once on is spotted, the rest of the group is easier to spot.

Movement

In practice, combatants are in melee, at short range, at long range, or out of range. If both sides spot each other the combat starts out of missile range. If one side spots the other but is not spotted they can elect to evade or move to long range before risking detection again. It takes a full turn of movement to move from one range to the next. Fast creatures and those riding them can cross two ranges in a single turn.

Attacking

Melee attacks are resolved by rolling 2d6 plus the attacker's Fighting skill minus the defender's. Missile attacks are resolved by rolling 2d6 and adding the attacker's Archery skill, subtracting 3 if the target is at short range and -6 at long range. In both case the total is looked up on the Attack Table to find the amount of damage inflicted. When a combatant has suffered damage equal to their Strength they are out of the fight. When they have suffered twice that, they are dead.

Spotting

Perception - Target's Sneaking
+2 Long Range
+4 Short Range
+6 Melee Range
-3 Darkness without Night Vision
-3 Daylight with Night Vision

Range and Movement

Out Of Range 201 - 300 yards
Long Range 101 - 200 yards
Short Range 51 - 100 yards
Thrown 6 - 50 yards
Melee 5 yards
Thrown 6 - 50 yards
Short Range 51 - 100 yards
Long Range 101 - 200 yards
Out of Range 201 - 300 yards

Run 100 yards per round
Fast 200 yards per round
Fly 400 yards per round

Other Arrangements

Using a shield gives a two point penalty to one attack against the character each round.

Using two weapons gives a combatant two attacks but at a -3 to each.

The Attack Table

Total	None	Leather	Metal
Natural 2	Fumble	Fumble	Fumble
3 - 9	Miss	Miss	Miss
10 - 11	Miss	Miss	1
12 - 13	Miss	1	1
14 - 15	3	2	2
16 - 17	4	3	2
18 - 19	5	4	3
20 - 21	6	5	4
22 - 23	7	6	5
24 - 25	8	7	6
26 - 27	9	8	7
28 - 29	10	9	8
Natural 12	Critical	Critical	Critical

Unarmed -2 Damage
 Small Weapon -1 Damage
 Two Handed Melee Weapon +2 Damage
 Large Monster +2 Damage

Criticals

1. Crack Their Skull
2. Knock Them Down (Agility or lose next round)
3. Break Their Arm (No weapon or shield use)
4. Break Their Leg (Slow, half movement rate)
5. Right In The Heart (Double Damage)
6. Fake Them Out (Resolve or no attack next round)

Fumbles

1. Drop Weapon
2. Hit Self (roll 1d10 damage)
3. Throw Weapon
4. Trip and Fall (Agility or lose next round)
5. Disoriented (Resolve or lose next round)
6. Step Right Into It (No Fighting Skill next round)

Traveling

While the average peasant may never travel more than a day from their home, adventurers spend a great deal of time is spent travelling from place to place.

A league is a day's journey or about twenty miles. Lightly burdened riders can travel twice that for a day before their mounts are exhausted. For each day traveled, there is a chance of an encounter or foul weather.

Long journeys and foul weather can leave travelers weary and cold. The shortage of water and food can leave them starving and weak. While weary, travel times are doubled, movement rates halved, and any vigorous activities like combat are done with a -3 modifier.

Foraging

Foraging can alleviate these conditions but cuts the distance travelled in half and requires a successful skill roll.

- 2 Bad Lands
- 3 Winter
- 4 Desert

Weather

Season (2d6)

Spring

- 2 - 3 Snow
- 4 - 5 Rain
- 6 - 7 Wind
- 8 - 12 Fair

Summer

- 2 - 3 Fair
- 4 - 6 Sunny
- 7 - 8 Hot
- 9 - 10 Rain
- 11 - 12 Windy

Autumn

- 2 - 5 Sunny
- 6 - 8 Windy
- 9 - 10 Rain
- 11 - 12 Snow

Winter

- 2 - 4 Fair
- 5 - 7 Cold
- 8 - 10 Snow
- 11 - 12 Blizzard

Encounters

Civilized Country

- | Encounters | |
|------------|----------|
| 2 | Soldiers |
| 3 | Rogues |
| 4 | Bandits |
| 5 | Dogs |
| 6 | Farmers |
| 7 | Peddler |
| 8 | Vagabond |
| 9 | Laborers |
| 10 | Bull |
| 11 | Caravan |
| 12 | Knight |

Wilds

- | Encounters | |
|------------|---------------|
| 2 | Sarcastic Fox |
| 3 | Boar |
| 4 | Bear |
| 5 | Deer |
| 6 | Outlaws |
| 7 | Serpent |
| 8 | Settlers |
| 9 | Vagabond |
| 10 | Wolves |
| 12 | Nephelium |

Dark Lands

- | | |
|----|----------------|
| 2 | Giant |
| 3 | Cold Drake |
| 4 | Troll |
| 5 | Serpent |
| 6 | Goblin Scouts |
| 7 | Goblin Raiders |
| 8 | Wolves |
| 9 | Wretches |
| 11 | Wraith |
| 12 | Nephelium |

Magic

The world is deeply and inherently magical but such powers seldom manifest in any kind of spectacular or even noticeable fashion. Most magic confers an ability by possession of an item. Those with great knowledge may even fashion their own items of power. Short term and one use potions and powders are easier to create. Craft and Lore skills are used to create magical items. It takes time, is difficult, and the powers are relatively minor. The difficulties given are for single use potions and powders. Permanent items double the difficulty.

Changing (-9)

The subject takes on the form and characteristics of another species, usually an animal. The subject must make a Resolve roll to return to their natural form. If the creature is Large or Small the enchantment must also include those abilities. Items generally take the form of pelts and cloaks of feathers.

Communion (-3 / -6 / -9)

The subject can cast their thoughts out into the world sending information and ideas to other minds. The -3 version is limited to visual range and requires the target to be looking in the user's direction. The -6 version is regional and has a range of around 100 miles. The -9 version has a 1000 mile range. In both of the longer ranged versions the projected thoughts are most effective in dreams and prone to coming later than the time of sending or earlier, dreams are weird that way.

Dread (-6)

The fear or stench of the subject requires a Resolve test to take any action. This is a common power of legendary swords but masks and amulets are not unheard of.

Fast (-6)

The subject can cross two range bands in a single combat round and travel two leagues in a day. It will also outrun any less speedy subject in a race or chase on open ground. Items generally take the form of boots or winged sandals.

Flash (-3)

A burst of light and sound, often produced by a hand full of powder disorients and even burns the target. The range is limited to melee and using a flash counts as an attack. The light will cause all onlookers within short range to suffer a -3 penalty for one round. Flash powder's ingredients are carefully guarded but it is becoming more common in the world.

Flight (-9)

The subject can fly and glide, usually due to wings but inflated bags of smoke and kites have been used as well. Flight allows the subject to move four range bands in a single round avoid obstacles and travel four leagues in a day. Long flowing cloaks and feathered sleeves are common forms.

Forecasting (-3)

The subject sends out their thoughts into the world, listening for whispers and echoes of the thoughts of others and in so doing may learn many things, most of them useless. The power is most useful while dreaming or meditating but it takes a great master of lore to discern the useful information in any case. Thoughts being sent out be communion are particularly easy to intercept.

Healing (-3)

Usually found in the form of unagents and potions of rare herbs. The patient recovers one point of damage per day. More than one dose a day is dangerous or at least unhealthy. Test Strength or suffer two points of damage.

Large (-9)

The subject's size makes its attacks particularly powerful. It will also win any shoving match with a smaller subject. Generally found in form of a potion but oversized shoes or trousers are not unheard of.

Light (-6)

The illumination of a crystal or vial of liquid removes darkness penalties out to short range. It also makes it hard to sneak giving a - 5 penalty to the rating while all lit up.

Night Vision (-3)

The subject can see well in the darkness but less well in the light. This is common to subterranean and nocturnal subjects. Ointments and lenses are common forms of enchanted items.

Passage (-3)

The subject can pass through swamp or bramble, or atop snow without being slowed or inconvenienced. Shoes or boots are the most common forms but amulets of deer and hare are also known to exist.

Poison (-3)

The victim of the poison must make a Strength test or take 1d10 damage. Poisons are usually a potion or a unagent for smearing on weapons but items might exist to give a poisonous bite or claws or even make the subject poisonous (A nasty surprise for canibals)

Protection (-3 for Leather, - 6 for Metal)

The subject counts as having armour, usually leather but in some rare cases metal. The protection does not encumber or tire the wearer as real armour would. Bracers and amulets are common versions.

Shadowy (-3)

The subject's dark and faded form makes them hard to spot, giving a +5 to sneaking. Usually a cloak but a smoke or fume from a potion might also produce the effect.

Small (-6)

The subject is smaller, making them a smaller target and easier to carry. They will automatically lose any shoving match with a larger creature. Most often found in the form of a cake or pastry.

Monsters

The magic of the world has been twisted and distorted by the fallen. As a result strange monsters and horrors lurk in the shadows of the bad lands poisoned by ancient evil. There are also many natural creatures that can be quite dangerous. Encounters should generally be with one man-sized foe per player character or one dangerous monster for the entire party. Fleeing from encounters with powerful foes like Dragons and Nephelium or large numbers of foes are entirely worthy of experience awards. Sometimes it's just plain smart to run away.

Bears

These large omnivores are quite dangerous and yet easily befriended which makes them even more dangerous. They are wild animals after all.

Agility 5
Knowledge 2
Perception 7
Resolve 7
Strength 8

Fighting 3

Sharp Claws
Sharp Teeth
Thick Fur (Leather Armour)

Boars

Wild pigs are dangerous and easily startled. They're prone to fighting instead of fleeing.

Agility 5
Knowledge 3
Perception 7
Resolve 8
Strength 7

Fighting 3

Fast
Sharp Tusks
Thick Hide (Leather Armour)

Bulls

A common hazard in civilized lands. Bulls are just plain ornery.

Agility 4
Knowledge 1
Perception 5
Resolve 8
Strength 11

Fighting 3

Fast
Large
Sharp Horns
Thick Hide (Leather Armour)

Cold Drakes

The primordial ancestors of the great dragons are not as wise, nor as large as the great drakes, yet they are deadly foes of men and elves. Cold drakes are less proud than dragons and might allow a great lord or sorcerer to ride them into battle.

Agility 6
Knowledge 4
Perception 6
Resolve 6
Strength 12

Ancient Lore 5
Fighting 5

Scaley Hide (metal armour)
Sharp Claws

Crocodiles

Great lizards with sharp teeth are common in the lakes, swamps, and rivers of the southlands. Easily capable of killing goats and calves, they aren't too bright and will often attack larger prey with somewhat mixed results.

Agility	4
Knowledge	1
Perception	5
Resolve	5
Strength	9

Fighting	3
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Fast
Sharp Teeth
Thick Hide (Leather Armour)

Great Dragons

The great winged worms of the north are a memory of a distant age. While a few persist they mostly lie dreaming of the dark times when they were numerous and mighty.

Agility	5
Knowledge	5
Perception	6
Resolve	7
Strength	15

Ancient Lore	5
Fighting	5

Fiery Breath
Scaley Hide (metal armour)
Sharp Claws
Wings (Flight)

Goblins

Deformed and hunched creatures, immortal as the elves but cancered and bitter from the touch of ancient evils.

Agility	6
Knowledge	5
Perception	5
Resolve	4
Strength	4

Fighting	1
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Night Vision

Growlfs

A breed of large and feral beasts somewhere between a wolf and a horse in form but with soft paws and sharp teeth. Growlfs are intelligent and can speak their own foul language and that of the goblins, who sometimes ride them into battle

Agility	5
Knowledge	4
Perception	6
Resolve	6
Strength	9

Fighting	2
Sneaking	2
Tracking	1

Large
No Hands
Thick Hair (Leather Armour)
Sharp Teeth

Giants

At times magical forces can cause a troll to grow to enormous size. These creatures are stupid, hungry, and cruel.

Agility	2
Knowledge	3
Perception	3
Resolve	8
Strength	10

Fighting 5

Large
Thick Hide (Leather Armour)

Heffalumps

Large relatives of elephants that dwell in the southlands and are at times ridden to war.

Agility	2
Knowledge	3
Perception	6
Resolve	7
Strength	18

Huge (like large but bigger)
Sharp Tusks
Thick Hide (leather armour)

Horses

Mankind's great ally in work and war, horses are strong and fast, and quite dangerous if more prone to flight than battle.

Agility	4
Knowledge	1
Perception	7
Resolve	3
Strength	10

Fighting 1

Fast x 2 run
Large
No Hands (-5 tool use)

Nephelium

The spirits of creation, on rare occasion have been known to mingle their seed with that of elves and men. The resulting persons have exceptional powers and abilities as individuals. They are uniformly immortal, immune to disease and poison, taller, fairer, and wiser than those of lesser lineage. Sadly, or perhaps not so sadly the fallen were far more given to such unions and most Nephelium are creatures of darkness.

Agility	7
Knowledge	7
Perception	7
Resolve	7
Strength	7

Ancient Lore 5
Fighting 5

Nephelium will have at least one magical ability, often changing.

Panthers

Agility	8
Knowledge	2
Perception	7
Resolve	5
Strength	8
Climbing	3
Fighting	3
No Hands	
Sneaking	3
Sharp Teeth	

Python

Really big snakes are found in jungles and swamps of the southlands though they have been imported on occasion.

Agility	6
Knowledge	1
Perception	7
Resolve	6
Strength	12
Fighting	3
Large	
No Hands	
Sharp Fangs	

Trolls

Tall and broad of shoulder, the trolls dwell in hills and mountain passes awaiting unwitting travelers and fresh meat.

Agility	3
Knowledge	4
Perception	4
Resolve	6
Strength	8

Large
Night Vision
Tough Hide (Leather Armour)

Serpent

Snakes seem to have an affinity for evil, or perhaps evil has an affinity for snakes

Agility	8
Knowledge	1
Perception	8
Resolve	5
Strength	2

Fighting 3

Poison Fangs

Vargoyles

A rare and ancient breed of spirits trapped in a bat-like form and lusting for blood. They prefer to sweep down on lone victims from above. Thankfully here are few of these terrors left in the world.

Agility	6
Knowledge	6
Perception	6
Resolve	6
Strength	6

Fighting 2
Sneaking 3

Night Vision
Shadowy
Sharp Claws
Sharp Teeth
Wings (Flight)

Wolves

Agility	6
Knowledge	2
Perception	7
Resolve	6
Strength	5

Fighting	2
Tracking	3

Fur Coat (Leather)
Night Vision
No Hands
Sharp Teeth

Wretches

The dark magic is debilitating and those long under its sway become something less than human. These creatures are found in great numbers in the bad lands where they are used as cheap labour and cannon fodder.

Agility	4
Knowledge	3
Perception	4
Resolve	10
Strength	7

Wraiths

Bad magic and death gives false life to the shadowy forms clad in ragged robes. The relative abilities in terms of skills and characteristics of wraiths is as varied as humans.

Agility	5
Knowledge	5
Perception	5
Resolve	5
Strength	5

Dread (Test Resolve or lose a turn)
Immaterial (half damage from attacks)
Shadowy (Sneaking +5)

Mass Battles

Great wars and climactic battles often rage across the land. The scale of movement and ranges in the standard combat system are well suited to battles but rolling attacks for a thousand men might be excessive. Instead keeping up with the details of individuals, units of one hundred men are tracked.

Battles are played out using the usual combat turn sequence. Units have an attack value that is the number of dice they roll to attack, if the attack value is appended with an “m” they are missile troops armed with bows and crossbows. They also have a defense number that is the number that must be rolled to cause damage (appended with a ‘+’ to indicate the number or higher), and a morale value which is the amount of damage needed to break the unit.

Defending wooden buildings provides a one point bonus to defense and morale unless the enemy has fire, which negates that bonus but also removes the possibility of liberating said buildings and occupying the. Ships are mobile wooden buildings. They are Fast when moving downstream or with the wind and Slow when moving against it. Stone buildings and fortresses give a one point bonus to defense and a two point bonus to morale and cannot be burned down.

Note that while most units around 100 soldiers, a unit of trolls is somewhere between 5 and 20 trolls just depending on how big they are and the dragon is just one dragon but it’s well matched against 100 foes.

	Attack	Defense	Morale	
Elf Scouts	3 / 2	3	3	Passage
Elf Soldiers	0 / 3	4	3	Passage
Dwarf Soldiers	4 / 0	5	4	
Human Scouts	2 / 2	3	2	
Human Soldiers	1 / 3	4	3	
Human Cavalry	0 / 4	5	4	Fast
Goblin Scouts	2 / 1	2	2	
Goblin Soldiers	1 / 3	3	3	
Goblin Cavalry	1 / 3	4	3	Fast
Trolls	0 / 5	5	4	
Dragon	3 / 6	5	4	Fly

The Art of The Master

Beyond These Fields is a game and the point of playing a game is to have fun. There isn't a winner or a loser and The Master is a guide not an opponent. It can be annoying sometimes but this is the kind of game where The Master is expected to let the players win and provide them aid when they are failing. This is not, however represented mechanically, it's The Master's job to know whether their players will enjoy racing against time to cure a plague or spend hours detailing the defenses of the village. The game should flow naturally, more detailed and complex games are better suited to a more adversarial style and rules that are intended to empower the players tend to have the undesirable consequence of forcing The Master into a more adversarial role.

The first question to ask when introducing anything to the game is "will my players have fun with this." Conflict, hardship, and trials are the stuff of good stories but so are rewards and victories over adversity. A whole book could be written about what is in good taste. Some groups will love anything that is in bad taste and others will not. Again, it is a matter of knowing your players. If playing in a public space or with strangers it is a good idea to avoid profanity, religion (including blasphemy), lewdness, vulgarity, and real world politics. If a player insists on bringing these to the table under such circumstances, it is The Master's unfortunate duty to ask them to stop on behalf of the group or the venue. In a private group, a player might cause problems and the responsibility remains though it may be best to discuss it with the player privately but firmly. Groups live and die on The Master's leadership abilities.

Beyond These Fields is not a complex simulation or an exercise in bean counting. This is why there are no lists of weapons and equipment, their prices and their weights. Generally any reasonably common medieval goods can be purchased. Player characters are generally short on cash but their patrons and hosts should provide for their needs to a large extent. It is an age when the barter and gifting economy is much larger than the cash economy. Goods and livestock are as much treasure as gold and jewels and more practical and fluid as well. Still, it is safe to assume that the player characters have enough coin for a meal at the inn or a room for the night. Using rewards to motivate the players doesn't need to be enumerated.

Experience Rewards

The experience system is somewhat similar a character gains one experience point after each significant encounter and every three months of game time. The cost of improving a skill by one point is the new rating, so it can take a very long time to raise high skills. Improving a characteristic costs two times the current rating. The game time award is also somewhat constrained by the activities pursued. Years of quiet living will only provide improvements in craft skills and perhaps World Lore.

Adventure

The Village of Torrent lies high in the Swiftflow river valley. The villagers herd goats, cut lumber, and quarry stone which is sent down the river to the larger towns and cities downstream. The folk of Torrent are hardy, rustic folk well used to the hazards of mountain life. Some of the

villagers have entered into trade with a tribe of goblins that have taken up residence in a nearby cave network. The goblins are trading metal goods for food and lumber. Each side of the arrangement is cautious and the relationship isn't a social one. But the local lord is becoming suspicious of the town's increasing wealth and the goblin's distant king suspects he isn't getting his share of the bounty.

Why are the adventurers here.

The adventurers may have been hired by the white wizard to investigate rumours about the goblins. The white wizard is sympathetic to goblins and would be pleased by successful trade with them.

The adventurers might also have been hired by the local lord to make a similar investigation out of fear of the goblins and any threat to their power and taxes. The local lord is a decent enough fellow as long as he doesn't have to thing too hard or deeply or have his deeply held prejudices challenged. All these are fairly dangerous endeavors.

A travelling merchant may have heard of good deals on metal goods coming out of Swiftflow and be looking to buy up all they can and resell in the cities along the coast in the south. Such a merchant might be a player character or a non-player character who employs the adventurers to aid them in their endeavor, for a lower salary and a cut of the profits of course.

A dwarf or elf character might have heard of goblins in the area and be investigating for fear of a goblin power base growing in the mountains. A dwarf might even be actively looking for goblins to kill due to old vendettas.

The adventurers might have been brought in by any of the other wizards for various reasons, but generally fear of the goblins would be the main motivations and the rewards might be somewhat less.

Cast

Local Lord

Goblin King

Goblin Headman

Village Headman

Weasely Git

Strong Headed Wench

Wee Folk