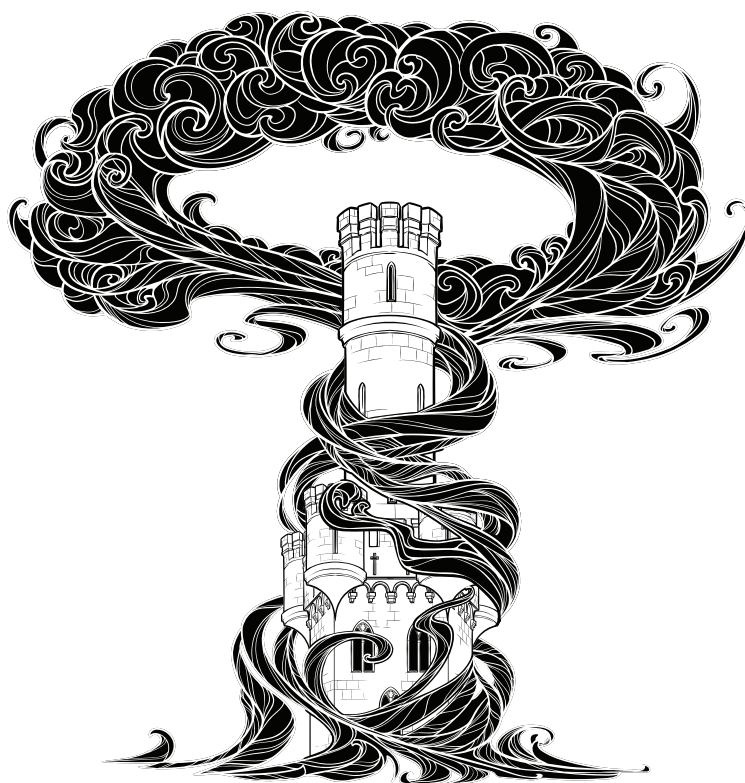


# Barron Keep



GM Scenario Packs  
*for*  
Old School Essentials

# Barron Keep

BY RICHARD RUANE

Layout by Liza Cortright

Art by Minerva Fox

with Additional Art from Adobe Stock (Xunantunich, iconspro, aen\_seidhe)

Editing by Fiona Maeve Geist & Jarrett Crader

Rules Consulting by Theodore L. Rivera

Sensitivity Reading by Ennis Rook Bashe

Additional Material by David Castro and Theodore L. Rivera

# The Wild Woods Ambassador

## A Scenario Pack for Barrow Keep: Den of Spies



### GM QUICK REFERENCE

The Goblin Spy Disguised As:

Motivation:

Who's Missing:

The Ambassador's Hiding Place:

The Ambassador's Protectors:

Ages ago, the Keep received and paid homage to the Wild Wood's Goblin Imperator, but long before the "new" Archon was born, the tradition was out of favor, and the Keep claimed the deep forest as its own. The Goblin Imperator still appoints an ambassador and awaits apologies and recognition.

Recently, someone has awakened this old grudge, and the goblin ambassador has sent an envoy to Barrow Keep. Last night the envoy, in the guise of someone the PCs know, kidnapped an attendant of the Archon's court.

### Signs & Portents

Before play begins, one or more characters may have a short portent or forewarning of what's to come. The GM may assign these to specific players or roll for them. Each is followed by an ability check (rolling equal to or under the ability) to determine how much they learn.

1. **The Strange Star:** A cold and solitary star hovers over the abandoned Eastern Tower, unmoving for 3 days and 3 nights. Check *Intelligence*. On success, you note this is not a true star, but a scrying spell observing the Keep and its denizens' mark. On failure, it leaves you feeling haunted and disturbed: take -1 to all Saving Throws for the next day.
2. **The Wandering Shade:** In the midst of a Great Hall rendezvous late last night, you and your companion (say whether it's a paramour, friend, temporary ally, or unexpected mentor) was accosted by a shade from the catacombs. Check *Intelligence*. On success, you remember these hungry shadows retreat if you feed them your life's blood. If you wish, you begin the session having lost one hp but have a shade bound to assist you 1d3 times. On failure, you begin the session with 1d4+1 fewer hp.
3. **The Strange Grocer:** When you watched the Keep slowly awaken after sunrise, you saw someone in a grocer's garb enter laden with bags. Check *Wisdom*. On success, you noticed they strolled past the guards and airship delivery folk, apparently unseen. On failure, you won't remember this until someone brings up strangers coming and going.
4. **The Baying of Hounds:** Last night, just before dawn, all of Kennels' hounds began baying and snapping at the air. Check *Wisdom*. On success, you awaken and witness the strange form of a person like no one you've ever seen fleeing the hounds. You could swear their teeth were jagged or pointed, and their hair was silver. On failure, you are groggy and could swear you saw one of your friends, rivals, or allies near the stable. The GM tells you which.
5. **Dreams:** Last night, a figure on a pure black mount or steed rode through your dreams. Check *Intelligence*. On success, you follow the rider and see where they've gone. (GM Note: this is where the Wild Woods Ambassador is waiting). On failure, you are lost in dreams and haunted by the image of the dark horse's rider. You take either -1 to Saving Throws, -1 to Attack Rolls, or -1d4 hp.
6. **The Wayward Guard:** Last night, you saw a young guard you know leaving the Archon's private study while you're certain it was empty. It's not unheard of for the guards to enter, but it is suspicious. Roll *Dexterity* to ensure they do not see you. On success, they pass by with a strange expression on their face. On failure, you awaken on the study's floor with only fuzzy memories of why you are there.

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*Begin in the morning at the Keep after breakfast.*  
*There's a celebration coming, almost everyone is focused on preparing for it.*

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### 1D6: WHAT CELEBRATION FEAST IS COMING?

1. The Archon is welcoming an old enemy who is supposedly now an ally. The old enemy has learned of and contacted the goblin court and convinced them to take vengeance.
2. The Archon is receiving a pilgrim company traveling with a relic that long ago belonged to the Wild Wood goblins—who want it back.
3. The Consort is receiving emissaries from their home, including a renegade goblin disguised as the Consort's distant cousin. The goblins want to bring the miscreant to justice.
4. The Consort is welcoming a company of scholars who offended the goblins by spying on the woods from their skyship en route to court.
5. The Heir is announcing their engagement to another noble house. The fiancée is secretly smitten by a goblin they saw riding along the road to court, and goblins want to embarrass the Heir.
6. The Heir is hosting a (goblin-blooded) cousin's wedding—goblins are offended the cousin didn't seek their blessing.

### 1D6: WHO IS MISSING FROM THE KEEP SINCE YESTERDAY?

*GM: List the names of several allies or other established NPCs here and determine this randomly.*

1. \_\_\_\_\_ led away by a would-be paramour.
2. \_\_\_\_\_ lost while walking in the woods at night.
3. \_\_\_\_\_ vanished from their bed.
4. \_\_\_\_\_ stormed off from an argument with their friend and disappeared.
5. \_\_\_\_\_ was given a minor task for or message about the upcoming feast, but left it undone before disappearing.
6. \_\_\_\_\_ was seen standing on the wall last night but never returned.

### 1D6: WHICH ATTENDANT OR ALLY OF THE KEEP WAS REPLACED BY A GOBLIN SPY?

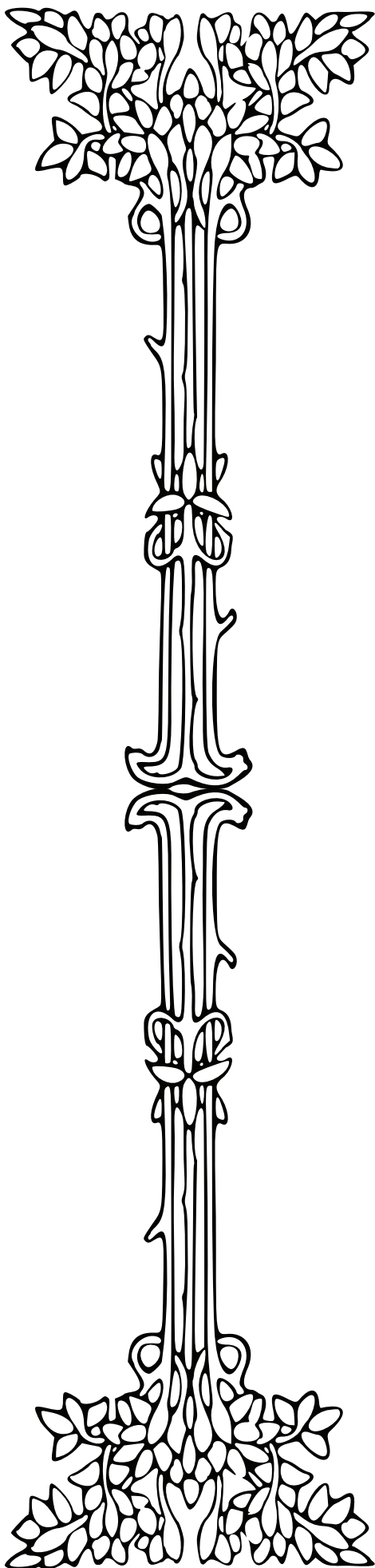
*GM: List the names of allies or other established NPCs here and determine this randomly.*

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. A hunter who insisted on coming along
5. An apprentice sorcerer fond of one of the characters
6. A porter who offers to come and help

### 1D6: WHAT RIVALS GO TO SEARCH FOR THE MISSING, ACCUSING OTHERS OF INACTION AND LACK OF CONCERN?

*GM: List the names of the PCs' rivals and minor enemies here and determine this randomly. These are the people who want to get ahead of, get around, or otherwise not cooperate with the characters.*

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_



### 1D6: WHERE DOES THE WILD WOODS AMBASSADOR WAIT FOR BARROW KEEPS' COMPLIANCE?

1. An abandoned town an hour away. While a few people still vaguely remember the old town's location, the trails to it are mostly overgrown and impassable to horses.
2. A forgotten, sacred cave within cliffs overlooking the sea several hours west. While easily visible from the beach, the paths up are hidden.
3. A jade-covered crypt hidden within the Keep's catacombs. Obscured by illusions that make it seem like any other to those the Ambassador wants to hide from.
4. A collection of houses within the trees. The goblins get to and from the deep forest via rope bridges amid the trees' branches.
5. A lost graveyard within the Wild Wood. The tombstones are neither human nor goblin, and their inscriptions are only visible on starless nights, and unreadable save by magical means.
6. A flamboyantly colorful skyship, hidden by goblin glamours, hovering over Barrow Keep (the goblins aboard have mechanical winged devices and only come and go from within the wood at night).

### 1D6: WHO IS THE WILD WOODS AMBASSADOR?

*Like all goblin-folk, the ambassador has silvery hair and rows of sharpened, predatory teeth (like a cat's). What distinguishes them from other goblins?*

1. A daunting ogre, stern but reasonable, and prone to listening first.
2. An ethereal figure in a night-black uniform with a vicious streak managed (or at least redirected) with proper motivations.
3. Bat-winged and horned, the ambassador loves riddles, tricks, and wordplay.
4. Appears as a goblin child, often taking small animals' forms.
5. In half-wolf and half-lion animal form, the ambassador prefers to avoid speaking directly to mortals.
6. The ambassador prefers using glamours to appear as humans characters already know rather than themselves.

### 1D6: WHO GUARDS THE AMBASSADOR?

*In addition to the 1d6 goblin attendants working with the ambassador, who's serving as the ambassador's personal guard?*

1. 2d4 giant ferrets wearing silver chains and bearing silver short swords
2. 2d8 mortal bandits raised by the Goblin Court
3. 1d6 goblin knights
4. 2d4 hungry shades, lured into service from Barrow Keep's catacombs
5. 1d8 predatory lunar wasps, ferociously loyal to the ambassador
6. 1d4 black bears also serving as the ambassador's mounts



## Creature, NPC, and Opponent Statblocks: Old School Essentials

### Goblins

The goblins of the Wild Woods surrounding Barrow Keep are ancient, innately magical creatures showing no respect for Barrow Keep's Archons, its neighbors, or their laws.

At a distance, goblins look much like somewhat lean, short humans, but up close, their feline nature is plain to see. Their ears are flared and pointed, their mouths and noses snout-like, their teeth carnivorous and pointed, and their hair appears like spun silver.

#### GOBLIN SPY

**AC** 6 [13] • **HD** 2 (8hp)

**Att** 1 × weapon (1d4 or by weapon)

**THACO** 17 [+2] • **MV** 60' (20')

SV (2)	D	W	P	B	S
	12	13	14	15	16

**ML** 8 (9 with other goblins) • **AL** Chaotic

**XP** 5 (bodyguard: 15, chieftain: 20)

**NA** 1d4 (1d6) • **TT** P (J)

**Surprise:** On a 1-3, due to stealth.

**Glamours:** Goblin spies may disguise themselves at will per the Glamour spell by appearing as a human or other person up to a foot taller or shorter than themselves, wearing that person's clothes and appearing as that person's dimensions and weight. Those doubting the glamour may save vs. spells to realize something is wrong.

**Infravision:** 90'

#### GOBLIN KNIGHT

**AC** 6 [13] • **HD** 3 (13hp)

**Att** 1 × weapon (1d10 or by weapon)

**THACO** 16 [+3] • **MV** 60' (20')

SV (3)	D	W	P	B	S
	12	13	14	15	16

SV D12 W13 P14 B15 S16 (3)

**ML** 9 (10 with other goblins) • **AL** Chaotic

**XP** 35

**NA** 2d4 (2d10) • **TT** P (J)

**Surprise:** On a 1-3, due to stealth.

**Infravision:** 90'

#### GOBLIN AMBASSADOR

**AC** 7 [12] • **HD** 3 (13hp)

**Att** 1 × weapon (1d8 or by weapon)

**THACO** 16 [+3] • **MV** 60' (20')

SV (3)	D	W	P	B	S
	12	13	14	15	16

**ML** 9 • **AL** Chaotic,

**XP** 50

**NA** 1 (1) • **TT** J

**Surprise:** On a 1-3, due to stealth.

**Infravision:** 90'

**Glamours:** Goblin spies may disguise themselves at will per the Glamour spell by appearing as a human or other person up to a foot taller or shorter than themselves, wearing that person's clothes and appearing as that person's dimensions and weight. Those doubting the glamour may save vs. spells to realize something is wrong.

**Spells:** The ambassador may cast Sleep 2/day, as the 1st-level Magic User spell.

## Creatures

#### SHADES

**AC** 7 [12] • **HD** 1-1 (3hp)

**Att** 1 × bite (1d4)

**THACO** 19 [+0] • **Move** 150' (50')

SV (1)	D	W	P	B	S
	12	13	14	15	16

**ML** 9 • **AL** Chaotic

**XP** 20

**NA** 2d4 • **TT** None

**Hungry:** Voluntarily giving a shade your own blood (1d4 damage) when it is not already bound will bind it to do 1d3 tasks for you. Once bound, another cannot bind them until they fulfill their service, fail a morale check, or take damage.

**Mundane damage immunity:** Can only be harmed by silvered weapons or magical attacks.

#### GIANT FERRETS

3' long ferrets that hunt giant rats in their burrows. Sometimes kept by humans for this aptitude.

**AC** 5 [14] • **HD** 1+1 (5hp)

**Att** 1 × weapon (1d6 or weapon)

**THACO** 18 [+1] • **MV** 150' (50')

SV (1)	D	W	P	B	S
	12	13	14	15	16

**ML** 8 • **AL** Neutral

**XP** 15

**NA** 1d8 (1d12) • **TT** None

#### BLACK BEARS

**AC** 6 [13] • **HD** 4 (18hp)

**Att** 2 × claw (1d3), 1 × bite (1d6)

**THACO** 16 [+3] • **MV** 120' (40')

SV (2)	D	W	P	B	S
	12	13	14	15	16

**ML** 7 • **AL** Neutral

**XP** 75

**NA** 1d4 (1d4) • **TT** U

**Bear hug:** If a victim is hit by both paws in the same round, the bear hugs for an extra 2d8 automatic damage.

#### LUNAR WASPS

3' long and possessing a crow's cunning, raised from eggs by the goblins to serve as guards and messengers.

**AC** 7 [12] • **HD** 4 (18hp)

**Att** 1 × sting (1d6 + poison + lodged stinger),

**THACO** 16 [+3] • **MV** 30' (10') / 60' (20') flying

SV (NH)	D	W	P	B	S
	14	15	16	17	18

**ML** 11 • **AL** Neutral

**XP** 75

**NA** 1d4 (1d8) • **TT** None

**Poison:** Causes sleep (save vs. poison)

**Lodged stinger:** Inflicts 1 damage per round as the stinger works its way in. A round can be spent to remove it.





# Treacherous Kin

## A Scenario Pack for Barrow Keep: Den of Spies

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*Some of the threats against Barrow Keep are not supernatural: ambitious cousins, old grudges, and rival houses are often as threatening as the Catacombs' shade lords or Wild Wood's Goblin Princes.*

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*In this scenario, an **Agent** with a nefarious mission arrives and blackmails, cajoles, or convinces someone in Barrow Keep to become a **Traitor**.*

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### Signs & Portents

Before play begins, one or more characters may have a short portent or forewarning of what's to come. The GM may assign these to specific players or roll for them. Each followed by an ability check (rolling equal to or under the ability) to determine how much they learn.

1. **What You See at the Banquet:** While spying on a small banquet in the Archon's chambers, you notice something amiss. Check *Wisdom*. On success, you note a guest's appearance in the mirror is very different than when looking directly at them (GM: this visitor is working with or for the **Agent**). On failure, you cannot figure out what you saw amiss but cannot shake that you forgot something important: -1 to all Saving Throws for the next day.
2. **The Overheard Conversation:** In the midst of a Great Hall rendezvous late last night, you and your companion (say whether it's a paramour, friend, temporary ally, or unexpected mentor) overhear a conspiratorial conversation in clearly coded language. Check *Intelligence*. On success, you know you could recognize both voices if you heard them again (GM: these are the voices of the **Agent** and the **Traitor**). On failure, you're fairly certain your companion was spotted and recognized as an eavesdropper.
3. **Surprised Visitors:** Wandering the Keep yesterday evening you surprised someone you did not recognize skulking about. Check *Wisdom*. On success, you're sure you would recognize them if you saw them again (GM: this is the **Agent**). On failure, you only make out a rough, shadowy form.
4. **Dreams:** Last night, you dreamt of a Great Hall banquet, during which someone spilled a goblet of blood-red wine, which slowly stained then filled the hall, though everyone kept eating and drinking as if nothing happened except the panicking person who spilled it. Check *Intelligence*. On success, you saw who spilled the wine and their distress and panic (GM: this is the **Traitor**). On failure, you have -1 to *Intellect* or -1 *Wisdom* the next day.
5. **The Fall:** Earlier, when walking with the Heir, you saw them almost fall on a loosened stair. Check *Strength*. On success, you caught them in time to prevent a tumble. You also recovered a ring, earring, or other small piece of jewelry from the staircase (GM: this belongs to the **Traitor**). On failure, the Heir was injured, falling, and is confined to their rooms, where they need extra attention and attendance.
6. **Wandering the Halls:** Last night, you saw a young child, you did not recognize sneaking around the Archon's office. Test *Dexterity* to spy on them. On success, you get a good look before they grab some papers and disappear out the window (GM: they can follow this lead back to the **Agent**). On failure, you get only a cursory look at them, though they definitely see you.

### GM QUICK REFERENCE

The Agent:

Motivation:

The Traitor:

Motivation:

The Meeting Place:

The Agent's Guards:

## **1D6: WHO ARRIVED IN THE KEEP LAST WEEK?**

**GM:** *The Agent is among the guests, but the other guests are oblivious to the Agent's mission (and, perhaps, their true identity).*

1. Pilgrims returning from visiting a series of temples along the coast are guests of the Archon. The Agent is masquerading as one of them.
2. The Consort is receiving friends and relatives from the capital, along with their entourages. The Agent is disguised as a newly hired clerk.
3. The Archon is receiving former colleagues from before they ascended to Barrow Keep. The Agent travels openly as an attendant (or perhaps paramour) to one of the Archon's oldest friends.
4. The Heir is welcoming a company of scholars, including some former tutors. The Agent is disguised as a reclusive scholar hoping to gain access to the Keep's libraries.
5. The Consort is receiving a master arcaneer and her apprentices, who are refurbishing an airship that has long been in the Consort's family. The Agent is disguised as an apprentice.
6. The Heir recently returned from a large hunting expedition with several other young aristocrats from the district tagging along. The Agent is disguised as another young aristocrat's new bodyguard.

## **1D6: WHO IS THE TRAITOR WITHIN?**

**GM:** *List the names of two rivals and three other NPCs who are Keep servants or attendants. You can also draw names from the full book's "Faces of Barrow Keep."*

1. \_\_\_\_\_ a PC's rival was lured to reveal information to their paramour without knowing the information's use.
2. \_\_\_\_\_ a PC's ally was convinced to spy on the Keep or the Agent harms their PC friend.
3. \_\_\_\_\_ a PC's rival became angry over a (perceived?) slight and believes the Agent only provides a simple means of revenge.
4. \_\_\_\_\_ a PC's ally of one of the PCs, has discovered the Agent captured a family member and must cooperate to keep them safe.
5. \_\_\_\_\_ the Archon's cousin and Consort's secretary, was bribed by the Agent with a better position than their Archon provided.
6. \_\_\_\_\_ the lieutenant of Barrow Keep's guard, is being blackmailed: the Agent has discovered she was previously a member of a notorious brigand band.

## **1D6: WHO IS THE AGENT BEHIND THE BETRAYAL?**

1. A renegade daughter (she/her) of another Archon's house.
2. A spy (he/him) from a newly established merchant house from the capital.
3. A priest (he/him) of a large temple of the district, who openly accused the Archon of apostasy.
4. A distant cousin (they/them) of Barrow Keep's late former ruling family.
5. A dutiful cousin (they/them) of a neighboring Archon who does not relish this underhanded work.
6. A former friend or paramour (she/her) of the Heir, regretting what they must do to remain loyal to their own family.



## 1D6: WHAT IS THE AGENT'S MISSION?

1. To instigate internal strife in Barrow Keep, distracting it with internal affairs while its border towns are attacked. They and their Traitor try to frame another possible traitor for their misdeeds.
2. To use humiliation, blackmail, or public embarrassment to cause the Consort to leave Barrow Keep so someone under the Agent's influence can insinuate themselves with the Archon.
3. To give the Traitor a pretext to challenge the Heir to a deadly duel wherein the winner is predetermined and the Heir likely dies.
4. To disgrace the Archon as weak and decadent, too negligent to be trusted with continued rule over such a large territory, allowing them to claim some of Barrow Keep's lands.
5. To remove the Archon and Heir, so they or someone of their choosing can take Barrow Keep.
6. To create distractions and chaos covering their theft of the Catacomb's treasures.

## 1D6: WHERE DOES THE TRAITOR MEET WITH THE AGENT?

1. On the beaches near Barrow Town at night
2. A sacred grotto within the Catacombs
3. A Library reading room
4. While pretending to do target practice in the Keep's yard
5. The abandoned North Tower
6. A flamboyantly colorful sky ship hidden by goblin glamours, hovering over Barrow Keep (the goblins aboard have mechanical winged devices and only come and go from within the wood at night)

## 1D6: WHO REQUESTS THE PCS' HELP? WHY?

1. Early one morning, just before sunrise, a Keep arcaneers intercepts a clockwork carrier bird with coded letters, bringing them to the PCs as soon as she can. Breaking the code reveals who the Agent works for and something about their plans (but not their identity).
2. After dinner one evening, a guest, who wanted to speak to the PCs afterward about a "matter of some seriousness," dies from poisoning. Investigation of their quarters and belongings might reveal a written record of a conversation where they overheard the Agent's name, though the Agent is racing them.
3. In the morning, a Kitchen attendant is found collapsed in a cupboard with no overt signs of violence. The servants alert the PCs in the Keep's Great Hall. He'd missed a rendezvous with his lover, a stable boy, and has been given a Potion of Forgetting, but careful reconstruction reveals their rendezvous was near where the Agent and Traitor meet.
4. Late one night after most retired, at a hearth near where the PCs are gathered, one of the Agent's servants or lackeys attempts to burn a correspondence packet nearly igniting some nearby furnishing or art. Witnesses see the person burning the letters hurry away, and investigating the burnt letters reveals clues to the Agent's mission and patron (but not identity). Following the Agent's servant reveals further clues.
5. During the evening meal, various attendants complain to PCs the Agent is accusing the Keep's servants and attendants of stealing money and correspondence. The Agent tries to charm and/or intimidate servants and attendants for information while trying to refuse official assistance. The decoded correspondence and notes reveal the Traitor's identity and Agent's mission.
6. In the morning, a target of the Agent's plot asks the PCs to join them for breakfast. They let the PCs know someone broke into their office or rooms, stealing correspondence and journals. Investigation indicates the target and, if thorough, provides hints to the Traitor's identity.

## 1D4: WHO PROTECTS THE AGENT?

*In addition to the confusion sowed if the party attacks the disguised Agent, they have their own protection plan and guardians.*

1. 2d4 mercenaries serving among the guests
2. 1d6 cruel spirits (cacodemons) from the underworld, each stored a separate necklace bead, ready to be unleashed for chaos
3. 2d4 hungry shades from Barrow Keep's Catacombs, fed blood to make them loyal
4. A celestial servitor, fanatically sworn to the Agent's patron and cause



## Creature, NPC, and Opponent Statblocks: Old School Essentials

### THE AGENT

AC 7 [12] • HD 3 (12hp)

Att 1 × weapon (1d6 or by weapon)

THACO 19 [+0] • MV 120' (40')

SV (T3)	D	W	P	B	S
	13	14	13	16	15

ML 9 • AL Neutral

XP 35

NA 1 • TT S (C)

**Surprise:** On a 1-3, due to stealth.

**Hoard:** Only has Treasure Type C in their own rooms.

### MERCENARIES

AC 6 [13] • HD 2+1 (9hp)

Att 1 × weapon (1d8 or by weapon)

THACO 19 [+0] • MV 120' (40')

SV (F2)	D	W	P	B	S
	12	13	14	15	16

ML 6 (8 with other mercenaries) • AL Neutral

XP 25

NA 2d4 (2d10) • TT R (V)

### CACODEMONS

AC 5 [14] • HD 2+1 (9hp)

Att 1 × claws (1d6) or 1 × acidic spray (2d6)

THACO 15 [+4] • MV 120' (40') / 180' (60') flying

SV (2)	D	W	P	B	S
	12	13	14	15	16

ML 1 • AL Chaotic

XP 35

NA 1d6 (NA) • TT None

**Acidic claws:** 3-in-6 chance they spray acid. One target. Save versus breath for half damage.

**Acid and fire immunity:** Unharmed by non-magical acid or fire.

**Detect invisible:** 75% chance per round. 60' range.

**Infravision:** 90'

**Chaotic servants:** People summoning them only have a 50% chance of commanding them each round. Otherwise, they attack a random creature or object, possibly even their summoner.

### CELESTIAL GUARDIAN

AC 4 [15] • HD 5 (20 hp)

Att 2 × weapon (1d8+1 or by weapon)

THACO 17 [+2] • MV 120' (40')

SV (5)	D	W	P	B	S
	10	11	12	13	14

ML 12 • AL Lawful

XP 35

NA 1 (NA) • TT None

**Fanatic rage:** +2 to hit those openly opposed to their sworn cause.

**Summoned:** Appears the round after being summoned by whom it is sworn to protect.

**Mundane damage immunity:** Can only be harmed by magical attacks.

**Ever Truthful:** Does not lie and must make a saving throw versus paralysis to refuse to answer a question directly addressed to them.

### BOUND SHADES

AC 7 [12] • HD 1-1 (3hp)

Att 1 × bite (1d4)

THACO 19 [+0] • Move 150' (50')

SV (1)	D	W	P	B	S
	12	13	14	15	16

ML 9 • AL Chaotic

XP 20

NA 2d4 • TT None

**Bound:** Hungry shades who have been bound by blood to a master, their bond holds until they take damage or fail a morale check.

**Hungry:** Voluntarily giving a shade your own blood (1d4 damage) when it is not already bound will bind it to do 1d3 tasks for you. Once bound, another cannot bind them until they fulfill their service, fail a morale check, or take damage.

**Mundane damage immunity:** Can only be harmed by silvered weapons or magical attacks.



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# Awarding Experience in Old School Essentials

## *A Note for Game Masters*

In a normal game of Old School Essentials or other classic versions of the world's oldest fantasy role-playing game, experience points are awarded primarily for treasure. Some small amount of experience might be distributed for overcoming creatures or negotiating problems caused by NPCs, but the bulk of experience comes from treasure.

Barrow Keep, like other scenarios and settings in the romantic fantasy tradition, puts small emphasis on monetary treasure, though. Some magical items may be sought or specific personal valuables recovered, but they are not valued for their monetary worth. Instead, in a romantic fantasy game, characters are focused on achieving their personal goals and ambitions while continuing to honor and support their friends, allies, and lovers.

When running Barrow Keep with OSE or another system that uses BX-style experience points, award the bulk of the experience points each session (assuming most sessions are around 3 or 4 hours of play time) to every participating PC and NPCs. Then award additional experience to each PC based on their accomplishments.

In order to keep people leveling up about every 3-4 sessions, consider awarding XP at the following rate. If PCs are at different levels, you can use the highest-level PC or the average PC level as a guide.

Be sure to award each one

**Levels 1-2:** 1000 XP per session

**Levels 3-4:** 2000 XP per session

**Levels 5-6:** 5000 XP per session

**Levels 7-8:** 10,000 XP per session

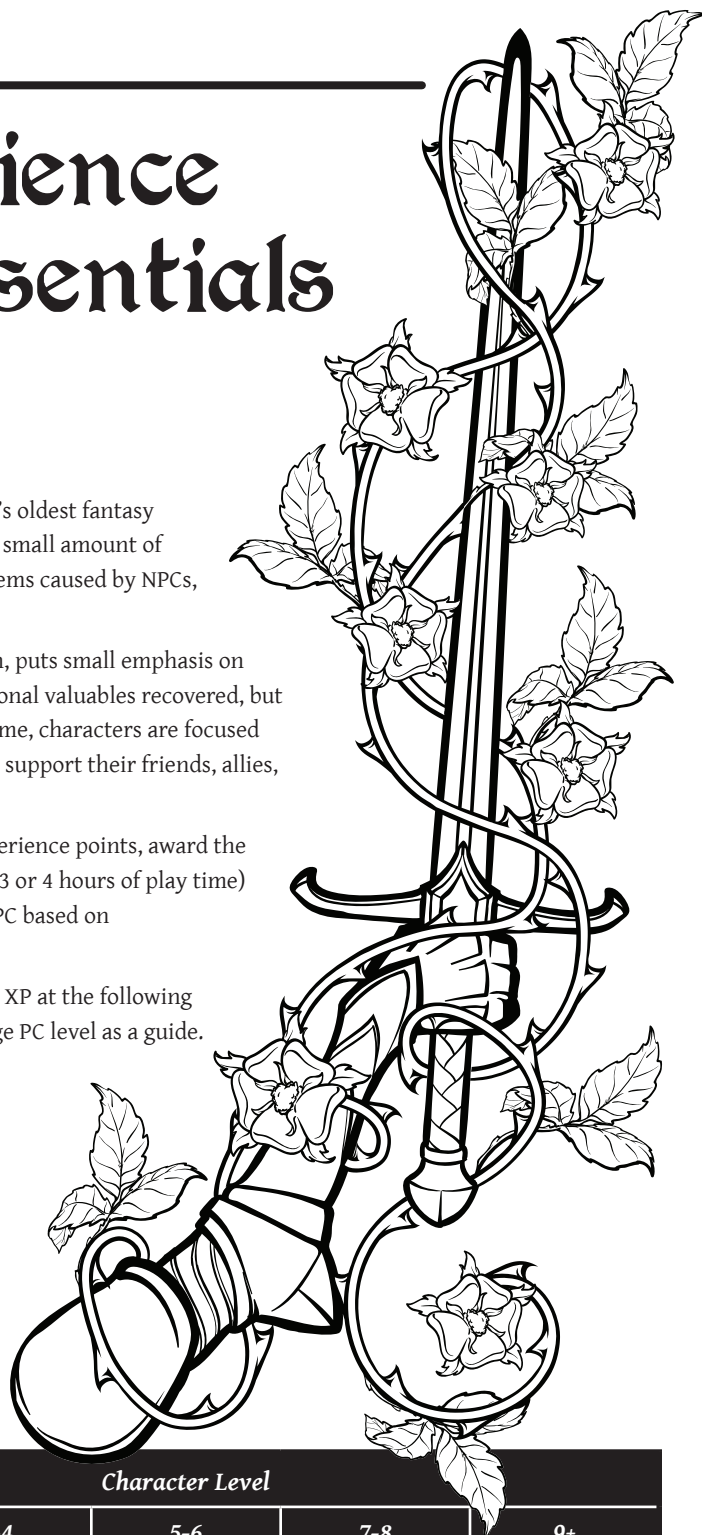
**Levels 9+:** 15,000 XP per session

Then check their accomplishments each session against the table below, based on their accomplishments:

<i><b>Accomplishment</b></i>	<i><b>Character Level</b></i>				
	<b>1-2</b>	<b>3-4</b>	<b>5-6</b>	<b>7-8</b>	<b>9+</b>
Progress toward a personal goal	150	300	600	1500	2500
Standing for one's principles	150	300	600	1500	2500
Honoring a commitment to an ally, friend, or paramour	150	300	600	1500	2500
Building, Rebuilding, or Creating	150	300	600	1500	2500

NPCs may gain XP per session as PCs, but should not gain additional accomplishment-based experience.

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# Barron Keep

Character Playbooks

*for*

Old School Essentials

# Barron Keep

BY RICHARD RUANE

Layout by Liza Cortright

Art by Minerva Fox

with Additional Art from Adobe Stock (Xunantunich, iconspro, aen\_seidhe)

Editing by Fiona Maeve Geist & Jarrett Crader

Rules Consulting by Theodore L. Rivera

Sensitivity Reading by Ennis Rook Bashe

Additional Material by David Castro and Theodore L. Rivera

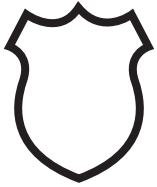
# The Consort's Spy

NAME: \_\_\_\_\_

AGE (16+1d3): \_\_\_\_\_

Class: Spy Level: \_\_\_\_\_ Experience: \_\_\_\_\_  
Start at 1 Start at 0

PRONOUNS: \_\_\_\_\_



**Armor Class**



**Hit Points**

1d4 Hit Die

**T**he consort, your parent, doted on you from an early age. You came to court last year with them, though your connection is a secret known only by your friends (the other PCs). Now they've asked you to assist them by observing aspects of court life they'd otherwise overlook.

**Suggested Names:** Alba, Zefir, Vedat, Eser, Destan, Tansu

**Descriptor** (Choose 2): Romantic, Reveling, Reclusive, Dutiful, Devoted, Dubious, Boisterous, Energetic, Flattering, Quiet

**Eyes** (Choose 1): Icy, Sad, Haunted, Pleading, Rakish, Tired, Steely, Piercing, Sunken, Dark

## EQUIPMENT

You have:

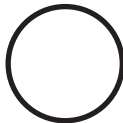
- Three silver daggers (d4)
- A plasmic pistol (d8, 5'-25' / 26'-50' / 51'-100') with a spare core
- Fashionable Leathers (AC 7 [12])
- Clothes appropriate for travel or service at court

When you are away from your room, list the items you are carrying below.

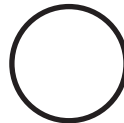
**You live in:** Your small but private room not far from the consort's apartments.

**You can usually call for or find:** lanterns, lamps, ropes, torches, or candles, standard books.

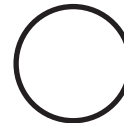
## SAVING THROWS



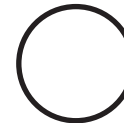
Death & Poison



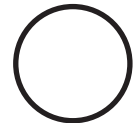
Magic Wands



Paralysis



Breath Weapons



Spells

## TO HIT BONUS

**Melee Bonus**

**Missile Bonus**

## WEAPONS

## THACO ARMOR CLASS TO HIT

	9	8	7	6	5	4	3	2	1	0
Melee										
Ranged										



1d6	What is your reputation at court?	You Gain
1	<b>Sharp-Tongued:</b> You always respond—even when silence serves you better.	+2 Wis, +2 Int
2	<b>Proud:</b> You resist listening to anyone (tutors, friends, or siblings) besides the Consort.	+2 Con, +2 Str
3	<b>Naive:</b> Your starry-eyed aspirations amuse the court less the older you get.	+2 Con, +2 Dex
4	<b>Inquisitive:</b> Indulged by the Consort, many at court distrust your curiosity.	+2 Int, +2 Con
5	<b>Scrappy:</b> You get into many fights—perhaps too many?	+2 Str, +2 Dex
6	<b>Fanciful:</b> Wherever you are, your mind and heart are often elsewhere.	+2 Cha, +2 Int

1d6	The Consort called you to Court disguised. What is your cover?	You Gain
1	<b>Court Steward:</b> You oversee comfort and hospitality for the Consort's visitors. You have eyes and ears in the kitchens and among the entertainers.	+2 Cha, +1 Wis, +1 Dex
2	<b>Consort's Bodyguard:</b> Your bodyguard duties are an excuse when the Consort needs you. You listen carefully to barracks gossip.	+2 Str, +1 Con, +1 Cha
3	<b>Shrine Acolyte:</b> You're disguised as an acolyte dedicated to the Consort's personal saints and minor gods. You can eavesdrop on various shrines' prayers without attracting attention.	+2 Str, +2 Wis
4	<b>Entertainer:</b> You accompanied the Consort disguised as a favored performer. You often entertain lesser aristocrats and officials and can eavesdrop unnoticed.	+2 Cha, +2 Dex
5	<b>Hunter:</b> You followed the Consort as a hunter with eyes and ears in the stables and among the scouts.	+2 Con, +2 Wis
6	<b>Secretary:</b> You are disguised as the Consort's scribe and secretary, observing those they do business with.	+2 Int, +1 Wis, +1 Con

1d6	Since coming to Court, who established themselves as your rival?	You Gain
1	<b>Name</b> the Archon's cousin who amuses himself gossiping at your expense.	+2 Cha, +2 Wis
2	<b>Name</b> the apprentice arcaneer who resents your adeptness with airships and alchemical formulations.	+2 Dex, +2 Int
3	<b>Name</b> the Heir's tutor whom you insulted by knowing more about local history and folklore.	+2 Int, +2 Wis
4	<b>Name</b> the guard angry you outshot them at the rifle range.	+2 Dex, +2 Con
5	<b>Name</b> the favorite musician who resents your musical talent.	+3 Cha, +1 Wis
6	<b>Name</b> the Consort's bodyguard always scowling at you.	+3 Int, +1 Con
<b>NAME:</b>		

1d6	Since you've arrived in Court, one of the Keep's young attendants became your ally. Are they an unlikely friend, discreet paramour, or unofficial mentor?	You Gain
1	<b>Name</b> your porter friend here to atone for their wealthy family's part in a minor rebellion.	+2 Str, +1 Wis
2	<b>Name</b> your friend with a long family history of maintaining the Keep's shrines—especially the catacombs.	+2 Con, +1 Wis
3	<b>Name</b> your friend who often runs messages between the Town, Gate, Keep, and Towers.	+2 Dex, +1 Con
4	<b>Name</b> your stable attendant friend who charmed their way into many aristocrats' confidences.	+2 Cha, +1 Wis
5	<b>Name</b> the librarian's apprentice who reads books as often as carries them.	+2 Str, +1 Int
6	<b>Name</b> the alchemist's assistant who cleans up the lab's messes and often tells you of strange experiments.	+2 Con, +1 Int
NAME:		

1d6	What mystery did you and your friend to your right uncover in the Keep's Catacombs?	You Gain
1	A previous Archon's ghost rose from his tomb and kissed a shadowy bestial figure's hand. You hid until they left. <b>Your Friend Gains: +2 Wis</b>	+2 Dex
2	You saw a dark-cloaked figure open a tomb and steal something. Your friend hid you until they returned to the surface. <b>Your Friend Gains: +2 Dex</b>	+2 Wis
3	When entering the crypt of a nearly forgotten family of a former ruler's, Shades surrounded you. Your friend knew to give them blood to let you both leave. <b>Your Friend Gains: +2 Int</b>	+2 Con
4	You found a tunnel leading to an underground stream where you discovered a small landing, a burning lantern, and the marks of recently pushing a rowboat into the water. When trying to lead others back, a wall blocked the way. <b>Your Friend Gains: +2 Int</b>	+2 Int
5	Your friend fended off a hooded, black-clad figure attacking you. They didn't seem like ghosts when fleeing. <b>Your Friend Gains: +2 Str</b>	+2 Str
6	You were ambushed by the angry spirit of someone murdered and buried without the proper rites. Your cry drew your friend and, when the spirit saw your faces, it fled. <b>Your Friend Gains: +2 Cha</b>	+2 Cha
NAME:		

RIVALS

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ALLIES

The GM should choose a class for your ally. Choose whether they are Level 1 with Loyalty +3 (if they are a paramour or friend) or Level 2 with Loyalty +1 (if they are a mentor).

Additional allies should be treated as Fighters unless another class is more appropriate. List your allies here.

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NOTES

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# Spy Class Abilities

*Adept at some of the skills of thieves but even better at remaining innocuous and undetected in crowds, spies are the information gatherers and intrigue instigators of oligarchs, aristocrats, guild officials, and secret societies.*

**Prime requisite:** DEX • **Hit Dice:** 1d4 • **Maximum level:** 14 • **Armor:** Leather • **Weapons:** Any • **Languages:** Common

**Eavesdropping.** Spies have a 3-in-6 chance of blending into social situations and preventing targets from noticing you're listening in, provided they're not doing anything particularly conspicuous.

**Read Languages.** When the spy spends a turn listening in on a conversation or perusing a document in a mortal language they don't know (including thieves cants or similar specialized languages), they have a 2-in-6 chance of being able to decipher the speakers' gist, plans, or intentions. They also have a 2-in-6 chance of deciphering coded communications.

**Sneaking.** While moving indoors by themselves, spies surprise others on a 3-in-6, or 4-in-6 in areas they know very well.

**Thief Skills.** Spies can use the following skills, whose chance of success is shown on the table. All skills (except Hear Noise, which has an X-in-6 chance of success) are rolled on d%, succeeding with less than or equal to the listed percentage.

## Thief Skills

- **Hear noise (HN):** In a quiet environment (e.g., not in combat), listen at a door or to overhear something (e.g., a stealthy intruder) approaching.
- **Hide in shadows (HS):** Requires remaining motionless—attacking or moving is not possible.
- **Open locks (OL):** Requires thieves' tools or lockpicks. It can only be attempted once per lock. If the roll fails, you may not try it again before gaining an experience level.
- **Pick Pockets (PP):** This roll is penalized 5% for every level of the target above 5th. There is always at least a 1% chance of failure. A roll of more than twice the percentage required for success means that the attempt is noticed—the referee should determine the victim's reaction.

Level	XP	HD	THACO	Saving Throws					Spy Abilities			
				D	W	P	B	S	HN	HS	OL	PP
1	0	1d4	19 [0]	13	14	13	16	15	2-in-6	10	15	20
2	1200	2d4	19 [0]	13	14	13	16	15	2-in-6	15	20	25
3	2400	3d4	19 [0]	13	14	13	16	15	3-in-6	20	25	30
4	4800	4d4	19 [0]	13	14	13	16	15	3-in-6	25	30	35
5	9600	5d4	17 [+2]	12	13	11	14	13	3-in-6	30	35	40
6	20,000	6d4	17 [+2]	12	13	11	14	13	3-in-6	35	45	45
7	40,000	7d4	17 [+2]	12	13	11	14	13	4-in-6	45	55	55
8	80,000	8d4	17 [+2]	12	13	11	14	13	4-in-6	55	65	65
9	160,000	9d4	14 [+5]	10	11	9	12	10	4-in-6	65	75	75
10	280,000	9d4+1*	14 [+5]	10	11	9	12	10	4-in-6	75	85	85
11	400,000	9d4+2*	14 [+5]	10	11	9	12	10	5-in-6	85	95	95
12	520,000	9d4+3*	14 [+5]	10	11	9	12	10	5-in-6	90	96	105
13	640,000	9d4+4*	12 [+7]	8	9	7	10	8	5-in-6	95	97	115
14	760,000	9d4+5*	12 [+7]	8	9	7	10	8	5-in-6	99	99	125

\* Do not add a CON bonus

**At Higher Levels.** At 10th Level, a Spy may open a school or form a spy network. If the spy opens a school, they attract 2d6 1st-level apprentices. The apprentices will serve the character with some reliability; however, should any be arrested or killed, the character will not be able to attract apprentices to replace them. If the Spy chooses to start a network, they gain 2d6 generally loyal and helpful informants. These informants' nature is up to the referee—they may include well-placed attendants, trained animals, magical creatures, or even some spirits. If any of the informants die, they are not replaced. In either case, with some training, these followers might be used to start a criminal crew or guild.

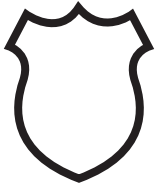
# The Foretold

NAME: \_\_\_\_\_

AGE (16+1d3): \_\_\_\_\_

Class: Chosen Level: \_\_\_\_\_ Experience: \_\_\_\_\_  
Start at 1 Start at 0

PRONOUNS: \_\_\_\_\_



Armor Class



Hit Points

1d6 Hit Die

The tale of your coming was written long before your birth. You were brought to Barrow Keep for your own protection, under an assumed name and forged papers. Few know what fate flows in your blood save your friends (the other PCs), and, whatever your destiny, it is your choice to lean into it or fight against its tide.

**Suggested Names:** Gozien, Zefir, Yeltazig, Kieran, Eflamma, Servane

**Descriptor** (Choose 2): Romantic, Reveling, Reclusive, Dutiful, Devoted, Dubious, Boisterous, Energetic, Flattering, Quiet

**Eyes** (Choose 1): Icy, Sad, Haunted, Pleading, Rakish, Tired, Steely, Piercing, Sunken, Dark

## ABILITY SCORES

**Strength**

Starts at 8

**Intelligence**

Starts at 8

**Dexterity**

Starts at 8

**Wisdom**

Starts at 10

**Constitution**

Starts at 10

**Charisma**

Starts at 10

## WEAPONS

## EQUIPMENT

You have:

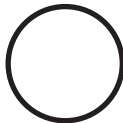
- A shortsword (d6)
- A plasmic pistol (d8, 5'-25' / 26'-50' / 51'-100') with a spare core
- Concealed armor (as leather: AC 7 [12])
- Clothes appropriate for travel or service at court

**You live in:** Your small but private room not far from the Archon's apartments

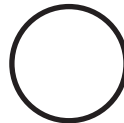
**You can usually call for or find:** lanterns, lamps, ropes, torches, or candles, standard books.

When you are away from your room, list the items you are carrying below.

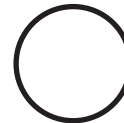
## SAVING THROWS



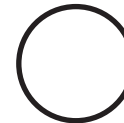
Death & Poison



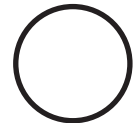
Magic Wands



Paralysis



Breath Weapons



Spells

## TO HIT BONUS

Melee Bonus

Missile Bonus

## THACO ARMOR CLASS TO HIT

	9	8	7	6	5	4	3	2	1	0
Melee										
Ranged										

1d6	How was your birth foretold?	You Gain
1	<b>Dreams:</b> You appeared in many people's dreams or nightmares.	+2 Wis, +2 Int
2	<b>Visitation:</b> A supernatural apparition revealed your coming.	+2 Con, +2 Cha
3	<b>Prophecy:</b> Religious texts spoke of you for ages.	+2 Con, +2 Wis
4	<b>Ritual:</b> Your birth resulted from a ritual.	+2 Int, +2 Cha
5	<b>Stars:</b> The stars were right on the night of your birth.	+2 Dex, +2 Cha
6	<b>Pact:</b> Your birth was a deal between your mother and some supernatural being.	+2 Wis, +2 Cha

1d6	What is your reputation at court?	You Gain
1	<b>Scheming:</b> You always have a plan.	+2 Wis, +2 Int
2	<b>Silver Tongued:</b> You have a way with words.	+2 Wis, +2 Cha
3	<b>Firebrand:</b> You are always itching for a fight.	+2 Str, +2 Dex
4	<b>Stubborn:</b> You have an iron will and are set in your ways.	+2 Con, +2 Wis
5	<b>Gregarious:</b> You are a friend to all.	+2 Int, +2 Cha
6	<b>Reserved:</b> You keep to yourself.	+2 Int, +2 Wis

1d6	What ally assisted you in learning new skills?	You Gain
1	<b>Name</b> one of the Archon's priests who guided you in studying Barrow Keep's ancient religious texts.	+2 Cha, +2 Wis
2	<b>Name</b> the Keep's Astrologer and their apprentice who shared their knowledge of celestial divination.	+2 Dex, +2 Int
3	<b>Name</b> the Library tutor guiding you through the Keep's records.	+2 Int, +2 Wis
4	<b>Name</b> a performer who took you under their wing.	+2 Dex, +2 Con
5	<b>Name</b> an assistant of the Keep's arcaneers sharing their studies with you.	+3 Cha, +1 Wis
6	<b>Name</b> a courtier you're a protege to, showing you the ins and outs of Court life.	+3 Int, +1 Con
<b>NAME:</b>		

1d6	A young attendant to the Archon discovered your secret—are they an ally or a rival? How did they uncover your secret?	You Gain
1	<b>Acceptance:</b> They know you have little control over the circumstances of your birth.	+2 Str, +1 Wis
2	<b>Fear:</b> They are afraid of what you might become.	+2 Con, +1 Wis
3	<b>Jealousy:</b> They wish they received your destiny.	+2 Dex, +1 Con
4	<b>Curiosity:</b> They want to know everything about you.	+2 Cha, +1 Wis
5	<b>Wonder:</b> They all but worship you as a hero.	+2 Str, +1 Int
6	<b>Nonchalance:</b> Learning about you didn't change their perception of you.	+2 Con, +1 Int
NAME:		

### RIVALS

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### ALLIES

The GM should choose a class for your ally. Choose whether they are Level 1 with Loyalty +3 (if they are a paramour or friend) or Level 2 with Loyalty +1 (if they are a mentor).

Additional allies should be treated as Fighters unless another class is more appropriate. List your allies here.

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1d6	What about your destiny affected the friend to your right?	You Gain
1	They helped you fight a destined enemy. <b>Your Friend Gains: +2 Str</b>	+2 Wis
2	They learned they are an important part of your prophecy. <b>Your Friend Gains: +2 Wis</b>	+2 Int
3	They discovered your birth's strange details. <b>Your Friend Gains: +2 Int</b>	+2 Str
4	They discovered new information about your destiny in ancient texts. <b>Your Friend Gains: +2 Wis</b>	+2 Con
5	They helped you hide from those hunting you. <b>Your Friend Gains: +2 Dex</b>	+2 Dex
6	They learned they are destined to fight you. <b>Your Friend Gains: +2 Int</b>	+2 Cha
NAME:		

### NOTES

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# Chosen Class Abilities

*Every now and again, people are born whose coming was foreseen. They do not study magic or spellcasting, but they seem to draw power from the world's possibilities and myths—especially their prophesied arrival*

**Requirements:** Minimum CHA 9 • **Prime requisite:** CHA • **Hit Dice:** 1d6 • **Maximum level:** 14  
**Armor:** Leather • **Weapons:** Any • **Languages:** Common

**Instinct.** The chosen has an innate sense of what's about to happen and are only surprised on a 1-in-6.

**Natural Presence.** +1 bonus when determining reaction rolls from anyone they attempt to communicate with (even indirectly).

**Magic Items.** Chosen can use magic items restricted to divine and arcane spell casters but cannot cast spells from scrolls.

**Spell Casting.** The chosen do not study magic or even pray for it, but something like magic comes to them. The level progression table shows the number of spells a Chosen character knows and may cast each once per day. The Chosen have the same spell selection as clerics, though they do not use holy symbols or concern themselves with deity disfavor. They may not learn new spells through prayer. They only cast spells they know and only learn new spells on gaining a level.

Level	XP	HD	THACO	Saving Throws					Spells				
				D	W	P	B	S	1	2	3	4	5
1	0	1d6	19 [0]	12	13	13	15	15	1	—	—	—	—
2	1500	2d6	19 [0]	12	13	13	15	15	2	—	—	—	—
3	3000	3d6	19 [0]	12	13	13	15	15	2	1	—	—	—
4	6,000	4d6	19 [0]	12	13	13	15	15	2	2	—	—	—
5	12,000	5d6	17 [+2]	10	11	11	13	12	2	2	1	1	—
6	25,000	6d6	17 [+2]	10	11	11	13	12	2	2	2	1	<b>1</b>
7	50,000	7d6	17 [+2]	10	11	11	13	12	3	3	2	2	<b>1</b>
8	100,000	8d6	17 [+2]	10	11	11	13	12	3	3	3	2	<b>2</b>
9	200,000	9d6	14 [+5]	8	9	9	10	10	4	4	3	3	<b>2</b>
10	300,000	9d6+1*	14 [+5]	8	9	9	10	10	4	4	4	3	<b>3</b>
11	400,000	9d6+2*	14 [+5]	8	9	9	10	10	5	5	4	4	<b>3</b>
12	500,000	9d6+3*	14 [+5]	8	9	9	10	10	5	5	5	4	<b>4</b>
13	600,000	9d6+4*	12 [+7]	6	7	8	8	8	6	5	5	5	<b>4</b>
14	700,000	9d6+5*	12 [+7]	6	7	8	8	8	6	6	5	5	<b>5</b>

\* Do not add a CON bonus

**At Higher Levels.** At 8th Level, the Chosen may gather a sworn band of 2d4 companions, bound to assist the Chosen with their mission. The nature of these followers is up to the referee—they may include adventurers, animals, fantastic mounts, magical spirits or creatures, etc. If any of the followers die, they are not replaced.

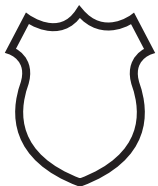
# The Hostage

NAME: \_\_\_\_\_

AGE (16+1d3): \_\_\_\_\_

*Class:* Beast Bound *Level:* \_\_\_\_\_ *Experience:* \_\_\_\_\_  
Start at 1 Start at 0

**PRONOUNS:** \_\_\_\_\_



## Armor Class



**Hit Points**  
1d6 Hit Die

Your family lost a shadow war with Barrow Keep. Almost a year ago, Barrow Keep's Archon requested your family send a hostage to ensure their good behavior. Your aunt, superstitious of your strange powers and annoyed by your late mother's loyalists, sent you. You are given many liberties in Barrow Keep but can only contact your Aunt via her emissary.

**Suggested Names:** Jaide, Suna, Rakin, Amala, Annam, Kitsun

**Descriptor** (Choose 2): Romantic, Reveling, Reclusive, Pensive, Loyal, Dubious, Spirited, Brooding, Flattering, Fierce

**Eyes** (Choose 1): Studious, Quiet, Mischievous, Catlike, Wolfish, Sleepy, Glimmering, Nervous

## EQUIPMENT

You have:

- Your late mother's short sword. The Archon generally allows you to carry it openly, though you've learned to be discreet.
- Fashionable clothes for travel or court.

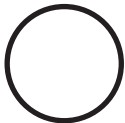
**You live in:** A large room near the ruling family's apartments.

**You can usually call for or find:** lanterns, lamps, ropes, torches, or candles, standard books.

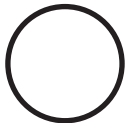
When you are away from your room, list the items you are carrying below.

[illegible]

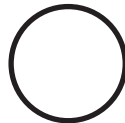
## SAVING THROWS



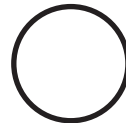
## Death & Poison



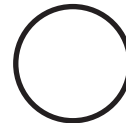
## Magic Wands



## Paralysis



## Breath Weapons



## Spells

## WEAPONS

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## TO HIT BONUS

## Melee Bonus

### Missile Bonus

[illegible]

1d6	Since coming to Barrow Keep, what have most people said of you?	You Gain
1	<b>Sharp-Tongued:</b> You always respond—even when silence serves you better.	+2 Wis, +2 Cha
2	<b>Proud:</b> You resist listening to anyone (tutors, friends, or siblings) beside your personal friend.	+2 Con, +2 Str
3	<b>Naive:</b> The older you get, the less amusing the court finds your star-eyed aspirations.	+2 Con, +2 Dex
4	<b>Inquisitive:</b> Indulged by the Consort, many at court distrust your curiosity.	+2 Int, +2 Con
5	<b>Scrappy:</b> You get into many fights—perhaps too many?	+2 Str, +2 Dex
6	<b>Fanciful:</b> Wherever you are, your mind and heart are often elsewhere.	+2 Cha, +2 Int

1d6	When you left your family's territory, what was it known for?	You Gain
1	<b>Parliament &amp; Courts:</b> Your family has their own lands but spend all of their time in the capital with other nobles.	+2 Wis, +2 Cha
2	<b>Mountains &amp; Mines:</b> Your family's territory is rich in mineral wealth (producing fine and practical metal goods) but mostly imports food.	+2 Con, +2 Str
3	<b>Agricultural:</b> Manorial estates, large farms, and small farming villages dot your family's lands.	+2 Str, +2 Wis
4	<b>Trading Centers:</b> Your family's land lacks natural resources but is rich in roads, rail hubs, and ports with several wealthy towns and religious centers.	+2 Cha, +1 Wis, +1 Int
5	<b>Forests:</b> Crisscrossed by tradeways and rivers, your family's lands' most dramatic features are the low mountains and vast forests.	+2 Str, +1 Con, +1 Wis
6	<b>Universities:</b> While the three great universities are officially independent and chartered, your family are the land's titular rulers, who became wealthy taxing tuitions.	+2 Int, +2 Wis

1d6	Someone in the Keep lost a loved one to your family's shadow war. Who? Why do you want this rival's good opinion?	You Gain
1	<b>Name</b> the Archon's cousin spreading especially cruel rumors about you.	+2 Cha, +1 Int
2	<b>Name</b> the newly-minted Keep guard who haughtily snubbed you at a festival banquet.	+2 Con, +1 Wis
3	<b>Name</b> the scholarly advisor perpetually reminding the Archon who your family really is.	+2 Int, +1 Cha
4	<b>Name</b> the hunter who tried to call off searching for you while lost in the woods.	+2 Wis, +1 Con
5	<b>Name</b> the Keep's favorite singer who loves singing songs about your family's betrayal.	+2 Cha, +1 Wis
6	<b>Name</b> the Archon's personal bodyguard who glares at you whenever you're within the Archon's presence.	+2 Str, +1 Con
<b>NAME:</b>		

1d6	You have always been close with animals, disturbing your Aunt. She tried to separate you and your beast companion—which followed you to Barrow Keep anyway.	You Gain
1	<b>Raven:</b> You awoke one morning from a nightmare to your old companion tapping at your window.	+2 Int, +2 Wis
2	<b>Fox:</b> You were out riding with a friend and found your old companion stalking your movements.	+2 Dex, +2 In
3	<b>Wild Horse:</b> No one else could ride your companion, even before you bonded.	+2 Con, +2 Str
4	<b>Cat:</b> After a sleepless night, your cold companion appeared mewling at your door.	+2 Dex, +2 Cha
5	<b>Ferret:</b> You dreamed of them one night, awakening to find your old companion curled on the pillow.	+2 Dex, +2 Con
6	<b>Wolf:</b> One night, your companion’s howl was audible beyond the walls, and you snuck out to find them.	+2 Str, +2 Dex
NAME:		

1d6	You and the friend on your right discovered an assassination attempt against the Heir. What evidence did you see of your aunt’s involvement?	You Gain
1	<b>The Poison Soup Plot:</b> A kitchen attendant slipped something into the Heir’s soup at a dinner before disappearing. How did you two prevent the poisoning? <b>Your Friend Gains: +2 Wisdom</b>	+2 Con
2	<b>The Hunting “Accident”:</b> The stag was a lesser demon. How did you, your friend, and your beast companion turn it aside? <b>Your Friend Gains: +2 Intelligence</b>	+2 Wis
3	<b>The False Pilgrims:</b> You found the pilgrims, beneficiaries of the Archon’s hospitality, sneaking into the Heir’s rooms with a broken plasmic core, ready to explode. What did you and your friend do? <b>Your Friend Gains: +2 Wisdom</b>	+2 Dex
4	<b>The Flash of Plasma:</b> While riding with the Heir and your friend, you saw a hidden assassin aim a plasma rifle. How did you, your friend, and your beast companion save the Heir’s life? <b>Your Friend Gains: +2 Dexterity</b>	+2 Wis
5	<b>The Treacherous Fall:</b> While walking the old battlements with your friend, you saw the Heir’s balance fail on deliberately loosened masonry and almost fall. How did you save them? <b>Your Friend Gains: +2 Strength</b>	+2 Str
6	<b>The Incompetent Assassin:</b> A young but loyal servant attempted to stab the Heir with a poison blade. You, your friend, and your beast companion subdued them, but they’re clearly being blackmailed and refuse to talk. <b>Your Friend Gains: +2 Charisma</b>	+2 Int
NAME:		

## RIVALS

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## ALLIES

For game purposes, the GM should treat your bound animal companion as having the game statistics of that animal form.

Additional allies should be treated as Fighters unless another class is more appropriate. List your allies here.

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## NOTES

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# Beast Bound Class Abilities

*Beast bound share a mystical bond with an animal: a wolf, cat, raven, or other creature. In older times, aristocrats and priests suspected the beast bound of demonic pacts, and some regions still treat those with them with suspicion.*

**Prime requisite:** WIS • **Hit Dice:** 1d6 • **Maximum level:** 14 • **Armor:** Leather • **Weapons:** Any • **Languages:** Common

**Beast Companion.** The bound has a beast companion that acts as a friend and ally: a raven, fox, cat, ferret, wolf, or wild horse. With ½ the bound's HD (rounded up), and 7[12] AC. It attacks and saves as a monster of its HD, dealing 1d4 damage.

Provided the two are within a mile of each other and alive, they can sense each other's presence, know if the other is hurt, and determine the other's location's compass direction and approximate distance. Its bond provides an intelligence greater than other beasts, and they can always understand their bound companion if they speak aloud.

If either is slain in combat, the other must immediately save vs. death or collapse in grief and exhaustion for 1d6 turns. If a beast companion is lost, the character may seek another companion after a month of mourning.

**Beast Senses.** The companion may share its senses with the character while they move separately. The sharing character is easy to surprise (4-in-6 chance), and conversation is difficult (-2 reaction).

**Beast Speech.** When the bound speaks aloud to a beast in their language, it understands them. If focusing on a particular, non-hostile animal or beast for one turn, the bound can understand it for that

turn (as *Speak with Animals*). The beast can answer questions and give information but is limited by its animalistic perspective and concerns.

**Animal Friends.** The bound character may try to befriend an animal if they are threatening it, and it is not their beast companion's natural enemy or predator (whether or not the companion is present). If they spend a turn speaking to it and ask it for a favor, it must make a save vs. spells or be friendly, answer questions, and fulfill the request. If it succeeds, it may negotiate any requests made or ignore the requestor entirely. If the request becomes dangerous, it has a hireling's loyalty.

**Natural Instinct.** When traveling with their beast companion, the character gains the following: 1-in-6 chance of being surprised

- Surprise others on 3-in-6.
- 4-in-6 chance of foraging for food or finding creatures to hunt in suitable environments
- Roll twice, taking the most favorable result, when checking whether they have lost direction.

Level	XP	HD	THACO	Saving Throws					BEAST COMPANION	
				D	W	P	B	S		
1	0	1d6	19 [0]	11	12	14	16	15		
2	2000	2d6	19 [0]	11	12	14	16	15		
3	4000	3d6	19 [0]	11	12	14	16	15		
4	8000	4d6	19 [0]	11	12	14	16	15		
5	16,000	5d6	17 [+2]	9	10	12	14	12		
6	32,000	6d6	17 [+2]	9	10	12	14	12		
7	64,000	7d6	17 [+2]	9	10	12	14	12		
8	120,000	8d6	17 [+2]	9	10	12	14	12		
9	240,000	9d6	14 [+5]	6	7	9	11	9		
10	360,000	9d6+1*	14 [+5]	6	7	9	11	9		
11	480,000	9d6+2*	14 [+5]	6	7	9	11	9		
12	600,000	9d6+3*	14 [+5]	6	7	9	11	9		
13	720,000	9d6+4*	12 [+7]	3	5	7	8	7		
14	840,000	9d6+5*	12 [+7]	3	5	7	8	7		

\*Do not add a CON bonus

**At Higher Levels.** At 9th level, a beast bound may begin accepting 1d8 1st-level students or mentees. As long as the character is making an effort to teach and support them, they will reliably assist the character in the characters' adventures and work. However, should any be arrested or killed, the character will not attract new students to replace them.

# The Lost Familiar

NAME: \_\_\_\_\_

AGE (16+1d3): \_\_\_\_\_

Class: Imp Level: \_\_\_\_\_ Experience: \_\_\_\_\_  
Start at 1 Start at 0

PRONOUNS: \_\_\_\_\_



Armor Class



Hit Points  
1d4 Hit Die

A century ago, a sorcerer called you from the depths of the world below—you've long since forgotten to serve as their familiar, serving Barrow Keep's sorcerers until the last one went missing a century ago. You remained, but all except a very few have forgotten you are here or why. You've met your friends (the other PCs) and perhaps some others. You fear banishment back to the world below, having come to love the world above's people and delights.

**Suggested Names:** Crosse, Crayne, Lerk, Sayl, Fawltter, Watch

**Descriptor** (Choose 2): Indulgent, Kind, Hot-tempered, Mischievous, Snappish, Private, Sarcastic, Inquisitive

**Eyes** (Choose 1): Fiery, Milky Opaline, Mismatched, Pure Black, Hopeful, Smiling, Cautious, Frightened

## EQUIPMENT

You have:

- Very little, except a few odd trinkets you've found about the keep

**You live in:** You keep your belongings in a small, out of the way place that's unknown to any but your friends so far. Agree with the other players and GM on where it is.

**You can usually call for or find:** lanterns, lamps, ropes, torches, or candles, knives, clubs, books

When you are away from your room, list the items you are carrying below.

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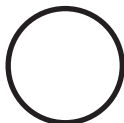
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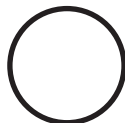
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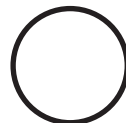
## SAVING THROWS



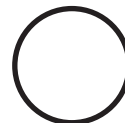
Death & Poison



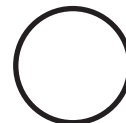
Magic Wands



Paralysis



Breath Weapons



Spells

## TO HIT BONUS

Melee Bonus

Missile Bonus

## WEAPONS

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## THACO ARMOR CLASS TO HIT

	9	8	7	6	5	4	3	2	1	0
Melee										
Ranged										



1d6	Who was the first sorcerer who called you from the world below?	You Gain
1	A clever illusionist	+2 Int, +2 Cha
2	A former Archon with arcane training	+2 Wis, +2 Int
3	A library scholar	+2 Int, +2 Con
4	A former Consort (and secret enchanter)	+2 Wis, +2 Con
5	A warrior mage, once a military commander	+2 Cha, +2 Str
6	A necromancer	+2 Cha, +2 Int

1d6	Where in the Keep do you hide?	You Gain
1	Within the main keep, in a former Archon's—allegedly haunted and cursed—abandoned apartments.	+2 Dex, +2 Cha
2	In the rafters of an airship hanger.	+2 Con, +2 Dex
3	In the library's forgotten stacks amidst chronicles, records, and old books.	+2 Int, +2 Wis
4	Behind the kitchen's hearth, where you listen in on the attendants and cooks' gossip.	+2 Wis, +2 Dex
5	Under the practice room's small stage for musicians.	+2 Cha, +2 Dex
6	In an unused tomb within the Crypts, avoiding ghosts and mischief-makers.	+2 Con, +2 Wis

1d6	You have another ally in the Keep in addition to your friends.	You Gain
1	<b>Name</b> the Library's occult scholar who consults you on the world below's geography.	+2 Wis, +1 Int
2	<b>Name</b> the Kitchen's assistant cook who leaves you wine and baked goods as their mother taught them to do with imps.	+2 Wis, +1 Str
3	<b>Name</b> the Consort's cousin, the Archon's economic advisor, who occasionally paid you to spy on court rivals.	+2 Int, +1 Cha
4	<b>Name</b> the airship arcaneer who respects your ability to fit into tight spaces.	+2 Dex, +1 Wis
5	<b>Name</b> a surly and reclusive sky pilot who appreciates your silent company and skill at cards.	+2 Cha, +1 Wis
6	<b>Name</b> a young porter with strong arms fascinated by your stories and company.	+2 Cha, +1 Str
<b>NAME:</b>		

1d6	In addition to your spellcraft, what innate abilities do you have?	You Gain
1-2	<b>Claws:</b> When extending your claws, you do damage as a dagger.	+2 Str, +2 Con
3-4	<b>Wings:</b> When extending your bat-like wings, you fly twice as fast as you walk.	+2 Dex, +2 Cha
5-6	<b>Gills:</b> You can breathe underwater as easily as air.	+2 Str, +2 Dex

RIVALS

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ALLIES

You do not begin the game with any allies beyond your friends. Additional allies should be treated as Fighters unless another class is more appropriate. List your allies here.

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NOTES

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1d6	Recently, the friend on your right helped you stay hidden from someone who was definitely hunting for you. Who was it? Why do you suspect they’re still watching?	You Gain
1	A demon hunter from the distant Capital's High Temple arrived, insisting the world below's creatures haunt Barrow Keep. Your friend kept you on the move ahead of them. <b>Your Friend Gains: +2 Wis</b>	+2 Dex
2	A strangely cunning beast, which sets every other beast on edge, hunted you, but your friend hid you in the cooks' pottery. <b>Your Friend Gains: +2 Int</b>	+2 Con
3	While riding with a friend, an aging hedge wizard threatened to banish you. You stood your ground, and they relented as your friend pled for secrecy. <b>Your Friend Gains: +2 Cha</b>	+2 Str
4	Drunk one night, an off-duty guard spotted you and your friends and panicked about demons. Your friend detained him while you hid. <b>Your Friend Gains: +2 Str</b>	+2 Dex
5	Your former master's ghost approached while you and your friend explored the Catacombs. You stood your ground against the shadow until it left. <b>Your Friend Gains: +2 Wis</b>	+2 Con
6	One of the Archon's cousins (who fancies themselves a wizard) tried to lure you into their service. You and your friend tricked them into leaving you alone (at least for now). <b>Your Friend Gains: +2 Cha</b>	+2 Cha
NAME:		

# Imp Class Abilities

Wizards and sorcerers often summon imps from the world below, where demons dwell and devils plot. When their arcanelly skilled masters perish (or dismiss them), they often linger, sometimes for centuries.

**Requirements:** Minimum INT 9 • **Prime requisite:** INT • **Hit Dice:** 1d4 • **Maximum level:** 8  
**Armor:** None • **Weapons:** Dagger • **Languages:** Common, Undercommon

**Spell Casting.** Arcane magic flows through imps' blood. The level progression table shows the number of spells an imp knows. Each may be cast once daily. Imps have magic-users' spell selection but only gain new spells when gaining a level and cannot learn new spells from scrolls or books.

**Dark Lore.** Coming from the world below, Imps can sometimes read occult languages (though not cast inscribed spells) or answer questions about arcane magic, spellcraft, the history of wizardry, and the worlds beyond the mortal world—normally the domain of scholars and sages—by making an INT check.

**Hiding.** While indoors, Imps can hide in shadowy spaces or take cover behind objects and remain motionless with a 3-in-6 chance of success.

**Infravision.** To 60'

**Naturally Tough.** Due to your small size and tough skin, their natural AC is 8 [11].

**Impish Form.** Imps have either:

- **Dagger-like Claws:** 1d4 damage
- **Wings:** Fly 2x as fast as you walk
- **Gills:** Allow you to breathe underwater

Level	XP	HD	THACO	Saving Throws					Spells			
				D	W	P	B	S	1	2	3	4
1	0	1d4	19 [0]	8	9	10	14	11	1	—	—	—
2	2500	2d4	19 [0]	8	9	10	14	11	2	—	—	—
3	5000	3d4	19 [0]	8	9	10	14	11	2	1	—	—
4	10,000	4d4	19 [0]	8	9	10	14	11	2	2	—	—
5	20,000	5d4	19 [0]	8	9	10	14	11	2	2	1	—
6	40,000	6d4	17 [+2]	6	7	8	11	9	2	2	2	—
7	80,000	7d4	17 [+2]	6	7	8	11	9	3	2	2	1
8	150,000	8d4	17 [+2]	6	7	8	11	9	3	3	2	2

**At Higher Levels.** At 8th Level, an Imp may gather a network of 1d8 generally loyal and helpful informants. These informants' nature is up to the referee—they may include well-placed attendants, intelligent animals, magical creatures, other imps, or even stranger devils from the world below. If any of the informants die, they are not replaced.

## SPELLS

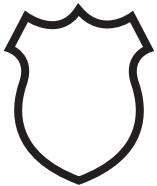

# The Revenant

NAME: \_\_\_\_\_

AGE (16+1d3): \_\_\_\_\_

Class: Revenant Level: \_\_\_\_\_ Experience: \_\_\_\_\_  
Start at 1 Start at 0

PRONOUNS: \_\_\_\_\_



Armor Class



Hit Points  
1d6 Hit Die

**A**lmost a century ago, you were a now-forgotten, assassinated Heir's personal attendant and saw, but cannot clearly remember, something terrible about that crime. You were killed to keep that secret, your body hidden and forgotten. Something brought you back, but you are no longer truly alive. By sunlight, you cannot appear as a human and must take a small animal's form.

**Suggested Names:** Vann, Fantou, Nomen, Klaer, Rozzen, Vonig

**Descriptor** (Choose 2): Romantic, Reveling, Reclusive, Dutiful, Devoted, Dubious, Boisterous, Energetic, Flattering, Quiet

**Eyes** (Choose 1): Icy, Sad, Haunted, Pleading, Tired, Steely, Piercing, Sunken, Hopeful, Lost

## EQUIPMENT

You have:

- A saber of middling quality you've "borrowed" from the barracks (1d8)
- Fashionable clothes for travel or court.

**You live in:** You do not need sleep, but you sometimes retreat to private space in the catacombs.

**You can usually call for or find:** lanterns, lamps, ropes, torches, or candles, standard books.

When you are away from your room, list the items you are carrying below.

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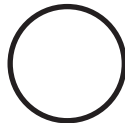
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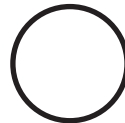
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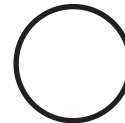
## SAVING THROWS



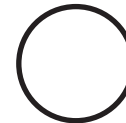
Death & Poison



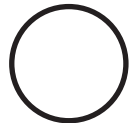
Magic Wands



Paralysis



Breath Weapons



Spells

## WEAPONS

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## TO HIT BONUS

Melee Bonus

Missile Bonus

## THACO ARMOR CLASS TO HIT

	9	8	7	6	5	4	3	2	1	0
Melee										
Ranged										

1d6	What Curse Did the Murders of You and Your Knight, the Lost Heir, bring on the Keep?	You Gain
1	The district's orchards lose each season's first fruits. The people must import much of their food.	+2 Wis, +2 Con
2	Cruel nightmares prevent the Heir from resting within the Keep's walls during the full moon.	+2 Str, +2 Int
3	Each year a major disaster strikes the district: a great fire, storm, flood, or earthquake.	+2 Con, +2 Cha
4	On your murder's 100th anniversary, Death will stalk the Keep's halls, taking those who don't expect it and leaving those awaiting it in solitude.	+3 Int, +1 Wis
5	No Archon's children have ever succeeded to rule Barrow Keep.	+2 Str, +2 Con
6	No Archon of Barrow Keep has ever survived more than 20 years of rule.	+2 Str, +2 Cha

1d6	Though no one alive remembers, what were you known for in life?	You Gain
1	<b>Cunning:</b> You rarely accepted a "no"—usually finding a workaround.	+2 Wis, +2 Int
2	<b>Duty:</b> You'd endure anything to ensure you finish what you promised.	+2 Con, +2 Wis
3	<b>Stubbornness:</b> Luring you from something you've committed to was folly.	+2 Con, +2 Str
4	<b>Insight:</b> Through studies or intuition, you often grasped people's real desires.	+2 Wis, +2 Cha
5	<b>Reserve:</b> No matter what you thought or felt, you hid your true thoughts.	+2 Wis, +2 Con
6	<b>Mischief:</b> Whenever something was afoot, you were probably behind it.	+2 Cha, +2 Con

1d6	What person in the Keep is strikingly similar to someone you remember? Why have you avoided meeting them since you returned to the living world? The GM will treat them as a rival.	You Gain
1	<b>Name</b> the apprentice steward who, much like the one you knew in life, misses few of the goings-on in the kitchens, Great Hall, or nobles' apartments.	+2 Wis, +2 Dex
2	<b>Name</b> the young guard who looks like a knight you knew. They aren't the fiercest but watchful and fearless.	+2 Con, +2 Wis
3	<b>Name</b> the apothecary, who, much like your former physician, is consumed by solitary study when not seeing patients.	+3 Wis, +1 Int
4	<b>Name</b> the musician who, much like a traveling singer you knew, plays their audiences' hearts better than their lute.	+2 Cha, +2 Dex
5	<b>Name</b> the airship pilot who handles her dirigible as gently as your previous life's friend.	+2 Dex, +2 Str
6	<b>Name</b> the archivist who, much like the scholar you knew, sees the records' small details others miss.	+3 Int, +1 Wis
NAME:		

1d6	At night, when others sleep, you sometimes go to the Catacombs. Tell us about the spirit who has become your ally there?	You Gain
1	An ancient Archon's ghost often silently visits you there, though they've forgotten their own name and form.	+2 Cha, +1 Int
2	An old sorcerer's ghost, smelling of smoke and ash, knows much of your life but says little of his own.	+2 Int, +1 Wis
3	A shadowy lesser demon, bound to guard a long-dead Consort's tomb, comes to you for stories of Court gossip and minor intrigues.	+2 Cha, +1 Con
4	An ethereal fox form, eyes glowing with silvery fire, sometimes guards within the Catacombs, frightening away lesser spirits with its gaze.	+2 Dex, +1 Cha
5	You've taken sweet wine and ashen food to your old knight, the lost and forgotten Heir's tomb coaxing their ghost from its grave. They seem to remember you but nothing of what transpired.	+2 Con, +1 Wis
6	The lover of your old knight's ghost has led you, deeper each time, into the Catacombs, becoming lost and forlorn each time before reaching a clear destination.	+2 Str, +1 Con
NAME:		

1d6	When the Heir went missing, where did you and your friend find them? What mysterious thing did they say or do that they claimed to be unable to remember?	You Gain
1	Despite disappearing from their bed, they were dressed in strange, antique clothes, dancing with an unseen partner in the forest's depths. <b>Your Friend Gains: +2 Wisdom</b>	
2	They left a formal diplomatic dinner claiming to feel faint, and you found them in the Catacombs on the former Archon's grave ranting about the curse you "caused." <b>Your Friend Gains: +2 Intelligence</b>	+2 Wisdom
3	They went to an ancestral god of the Keep's shrine but, the next day, you found them in a tavern, briefly unable to remember who they were. <b>Your Friend Gains: +2 Charisma</b>	+2 Intelligence
4	Sitting quietly despite the festival in the Great Hall below, they called you by a name only your former knight, the old Heir, used. <b>Your Friend Gains: +2 Constitution</b>	+2 Charisma
5	Trapped in a crypt deep within the catacombs, they insisted they could not leave for fear of demons. <b>Your Friend Gains: +2 Strength</b>	+2 Strength
6	You saw them moving stealthily to a burned out building in the town below, and realized it was the secret rendezvous the old heir, your knight, used to rendezvous with their secret lover. <b>Your Friend Gains: +2 Dexterity</b>	+2 Dexterity
NAME:		

RIVALS

ALLIES

For game purposes, the GM should treat your ghostly ally as having the game statistics of a Wraith, with a base Loyalty equivalent to the the Wraith's morale.

Additional allies should be treated as Fighters unless another class is more appropriate. List your allies here.

NOTES



# Revenant Class Abilities

*Appearing much as they did in life, revenants returned from the world beyond the veil to complete some unfinished task—often taking revenge*

**Requirements:** Minimum CON 9 • **Prime requisite:** CON • **Hit Dice:** 1d6 • **Maximum level:** 9  
**Armor:** Leather • **Weapons:** Any • **Languages:** Common

**Sunlight & Animal Forms.** Revenants appear as normal, living humans as they did in life but must hide their undead natures from sunlight by taking a crow, rat, or pike's form. They may shift between these four forms, but if exposed to sunlight in human form, they immediately take 1d4 damage and an additional 1d6 for each subsequent turn of exposure. In beast form, they cannot speak or use weapons or equipment but are immune to the sun.

While retaining their human form's mental capabilities, saving throws, and HD, their beast forms have:

- AC 7 [12]
- ATT 1 x bite or claws (1)
- THACO 19 [0]
- MV 390' (130') Fly as a Raven/60' (20') as a Rat/150' (50') Swim as a Fish.

**Undead.** While Revenants can appear to eat, drink, and sleep as normal humans, they do not benefit. They cannot heal with rest or healing magic. Instead, at sunset and sunrise, they reroll their HD to determine their new HP total.

**Undying.** Until the mystery of their death and curse are solved, at 0 HP, Revenants fall. Unless the body is burned, dissolved, or otherwise disintegrated, it vanishes next sunrise, reappearing on or near their old tomb the following sunset. When they do so, they're reduced to their current level's minimum XP. After resolving the task binding them to the mortal plane, they die normally at 0 HP and cannot be brought back by known magic.

**Turn the Living.** In any form, Revenants may drive away living humans and beasts by revealing their undead nature. Roll 2d6 to see if the turning is successful (7+ for 1HD, 11+ for 2HD) and then 2d6 to see how many HD are turned.

Level	XP	HD	THACO	Saving Throws					Turn the Living							
				D	W	P	B	S	1	2	2*	3	4	5	6	7-9
1	0	1d6	19 [0]	7	8	10	13	11	7	9	11	—	—	—	—	—
2	2500	2d6	19 [0]	7	8	10	13	11	T	7	9	11	—	—	—	—
3	5000	3d6	19 [0]	7	8	10	13	11	T	T	7	9	11	—	—	—
4	10,000	4d6	19 [0]	7	8	10	13	11	T	T	T	7	9	11	—	—
5	20,000	5d6	17 [+2]	5	6	8	11	8	T	T	T	T	7	9	11	—
6	40,000	6d6	17 [+2]	5	6	8	11	8	T	T	T	T	T	7	9	11
7	80,000	7d6	17 [+2]	5	6	8	11	8	T	T	T	T	T	T	7	9
8	150,000	8d6	17 [+2]	5	6	8	11	8	T	T	T	T	T	T	T	7
9	300,000	9d6	14 [+5]	2	3	5	8	5	T	T	T	T	T	T	T	T

\* Do not add a CON bonus

\*2 HD creatures with a special ability (i.e. with an asterisk next to their HD rating, in the monster description).

# The Ward

NAME: \_\_\_\_\_

AGE (16+1d3): \_\_\_\_\_

Class: Seer Level: \_\_\_\_\_ Experience: \_\_\_\_\_  
Start at 1 Start at 0

PRONOUNS: \_\_\_\_\_



**Armor Class**



**Hit Points**  
1d6 Hit Die

You were an orphan given lodging and work at an inn when Barrow Keep's future consort passed through town. They appreciated that you seemingly anticipated their every need and, when visions seized you, they took you seriously. Their guards drove the raiders away, and the strange, aristocratic traveler took you as their Ward to Barrow Keep.

**Suggested Names:** Agripa, Ereti, Arbela, Morgad, Tadek, Lera

**Descriptor** (Choose 2): Romantic, Reveling, Reclusive, Dutiful, Devoted, Dubious, Boisterous, Energetic, Flattering, Quiet

**Eyes** (Choose 1): Sad, Gentle, Kind, Thoughtful, Tired, Studious, Dark, Sharp

## EQUIPMENT

You have:

- A saber (d8)
- A plasmic pistol (d8, 5'-25' / 26'-50' / 51'-100') with two spare cores
- Fashionable Leathers (AC 7 [12])
- Clothes appropriate for travel or court

When you are away from your room, list the items you are carrying below.

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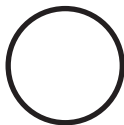
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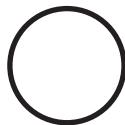
**You live in:** A large room near the ruling family's apartments.

**You can usually call for or find:** lanterns, lamps, ropes, torches, or candles, standard books.

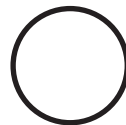
## SAVING THROWS



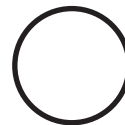
Death & Poison



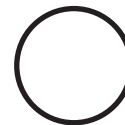
Magic Wands



Paralysis



Breath Weapons



Spells

## TO HIT BONUS

**Melee Bonus**

**Missile Bonus**

## WEAPONS

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## THACO ARMOR CLASS TO HIT

	9	8	7	6	5	4	3	2	1	0
Melee										
Ranged										

1d6	What is your reputation at court?	You Gain
1	<b>Sharp-Tongued:</b> You always respond—even when silence serves you better.	+2 Wis, +2 Int
2	<b>Proud:</b> You resist listening to anyone (tutors, friends, or siblings) besides the Consort.	+2 Con, +2 Str
3	<b>Naive:</b> Your starry-eyed aspirations amuse the court less the older you get.	+2 Con, +2 Dex
4	<b>Inquisitive:</b> Indulged by the Consort, many at court distrust your curiosity.	+2 Int, +2 Con
5	<b>Scrappy:</b> You get into many fights—perhaps too many?	+2 Str, +2 Dex
6	<b>Fanciful:</b> Wherever you are, your mind and heart are often elsewhere.	+2 Cha, +2 Int

1d6	When you worked at the village inn, who were you closest to?	You Gain
1	<b>The Bar Keep:</b> The older youth who ran the bar taught you to keep customers happy and goblets full.	+2 Cha, +2 Wis
2	<b>The Guards:</b> Your friend who watched the front door taught you to look tough and watch for trouble.	+2 Str, +2 Wis
3	<b>The Pilgrims Passing Through:</b> Your regular guests taught you the importance of devotion and fidelity.	+2 Wis, +2 Con
4	<b>The Entertainers:</b> Your older friend taught you to sing, dance, and tell visitors the stories they wanted to hear.	+2 Cha, +2 Dex
5	<b>Visiting Merchants:</b> After the hardships of the road, your friends looked forward to your company (but also expected you to handle the baggage).	+2 Str, +2 Cha
6	<b>Wandering Apothecaries:</b> When your village needed someone to set bones, clean wounds, and compound herbs, they looked to your wandering friend. Your wandering friend looked to you for help.	+2 Int, +1 Wis, +1 Con

1d6	What odd talent did you demonstrate that earned you a rival?	You Gain
1	<b>Name</b> a guard you bested sparring.	+2 Str, +2 Dex
2	<b>Name</b> the Archon's young cousin you followed sneaking from the Library's forbidden sections? Where did the secret passage lead?	+2 Int, +2 Wis
3	<b>Name</b> the apprentice arcaneer frustrated at your adroitness with arcane technologies.	+2 Dex, +2 Wis
4	<b>Name</b> the hunter you saved from an attacking beast outside the Wood's strange ruins.	+2 Con, +2 Wis
5	<b>Name</b> the Archon's cousin you angered, intervening to stop him from challenging your friend to duel.	+2 Cha, +2 Wis
6	<b>Name</b> the Library's archivist whose Catacombs digging you uncovered and revealed.	+2 Int, +2 Dex
NAME:		

1d6	Where in or near the Keep have you gone to be alone?	You Gain
1	The abandoned Eastern Tower's old battlements to look over the woods and sea.	+2 Str, +1 Int
2	An abandoned village an hour's ride into the woods.	+2 Wis, +1 Con
3	A forgotten shrine in the Catacombs to a nameless king so ancient the face is worn away.	+2 Wis, +1 Int
4	A rise along the roadside, looking down on Cliffside's lights.	+2 Con, +1 Wis
5	A spot hidden among the Great Hall's rafters to observe festivals and banquets.	+2 Dex, +1 Wis
6	A quiet part of the library, where you lose yourself in old ballads translated from across the known world.	+2 Int, +1 Cha

1d6	While wandering the Keep late one night, you and the friend to your right uncovered a mystery concerning the Archon. Why have you kept silent so far?	You Gain
1	Walking along the Keep's walls on a snowy night, you caught a glimpse of the Archon, wrapped in a bedsheet, standing on a dimly lit balcony. With the sound of wings, they vanished. <b>Your Friend Gains: +2 Wis</b>	+2 Con
2	Following a skulking figure into the catacombs, you found a sarcophagus glowing with plasmic light and saw Archon's face within. Then you woke in your friend's apartment. The Archon and their entourage seem normal, and you've not seen the sarcophagus since. <b>Your Friend Gains: +2 Int</b>	+2 Dex
3	Returning the Keep from a night in Cliffside, you saw the Archon following a cruel and miserly merchant into a walled, unguarded house. The exsanguinated merchant was found in bed. <b>Your Friend Gains: +2 Dex</b>	+2 Wis
4	Finding the two of you alone in the great hall before a dying fire, the archon asked you to follow a visiting aristocrat. You saw the aristocrat go into the barracks and heard whispering, but when you reported this, the archon only nodded and dismissed you. <b>Your Friend Gains: +2 Wis</b>	+2 Dex
5	You saw the unmistakable figure of the archon on top of one of the abandoned towers, but when you climbed to find them, they were missing. <b>Your Friend Gains: +2 Str</b>	+2 Str
6	You saw someone who looked oddly familiar escorted out of the keep by the Archon late one night. It was only later that you remembered the face from the raid that tried to burn your village and strike down the future consort. <b>Your Friend Gains: +2 Wisdom</b>	+2 Int
NAME:		

RIVALS

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ALLIES

The GM should choose a class for your ally. Choose whether they are Level 1 with Loyalty +3 (if they are a paramour or friend) or Level 2 with Loyalty +1 (if they are a mentor).

Additional allies should be treated as Fighters unless another class is more appropriate. List your allies here.

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# Seer Class Abilities

*Seers are normal mortals who can see past the boundaries of minds, time, and space. While they lack magic users and clerics' divination spells, they can sense the hidden truths around them.*

**Prime requisite:** WIS • **Hit Dice:** 1d6 • **Maximum level:** 14 • **Armor:** Leather • **Weapons:** Any • **Languages:** Common

**Alarm.** Only surprised on a 1-in-6.

**Detections.** The seer may get a broad sense of what has or might happen by asking a simple yes or no question. For instance: "Is there someone behind this door waiting to surprise us?" or "Did someone just put poison into the wine?" The questions cannot ask for information or predictions concerning more than one turn ago or taking place in more than a turn. This ability may be used level times daily.

**Augury.** The seer can take a turn to read the fates using meditation, cards, dreams, or other oracles. To do so, they state a proposed plan of action and who they hope it benefits or harms. At the end of the turn, the GM tells the Seer whether it will result in rewards or dangers for those queried about or include a mix of rewards and dangers. You may ask one yes-or-no question to follow up on the GM's answer. The augury can look as many the Seer's level days into the future and may be used that many times daily.

**ESP.** For one minute, the Seer may perceive and comprehend a person or creature's thoughts if the person or creature is close enough to touch—even if they do not speak the same language. To do so, roll 2d6 and consult the ESP table, comparing the roll against the target's HD. The target may save vs. spells to prevent this and, if successful, they block the ability and understand who was trying to read their thoughts.

**Magic Items.** Seers can use magic items reserved for divine casters but may not cast spells from scrolls.

Level	XP	HD	THACO	Saving Throws					Seer ESP by Level							
				D	W	P	B	S	1	2	2*	3	4	5	6	7-9
1	0	1d6	19 [0]	11	12	14	16	15	7	9	11	—	—	—	—	—
2	1900	2d6	19 [0]	11	12	14	16	15	T	7	9	11	—	—	—	—
3	3800	3d6	19 [0]	11	12	14	16	15	T	T	7	9	11	—	—	—
4	7600	4d6	19 [0]	11	12	14	16	15	T	T	T	7	9	11	—	—
5	15,200	5d6	17 [+2]	9	10	12	14	12	T	T	T	T	7	9	11	—
6	30,000	6d6	17 [+2]	9	10	12	14	12	T	T	T	T	T	7	9	11
7	60,000	7d6	17 [+2]	9	10	12	14	12	T	T	T	T	T	T	7	9
8	120,000	8d6	17 [+2]	9	10	12	14	12	T	T	T	T	T	T	T	7
9	220,000	9d6	14 [+5]	6	7	9	11	9	T	T	T	T	T	T	T	T
10	320,000	9d6+1*	14 [+5]	6	7	9	11	9	T	T	T	T	T	T	T	T
11	420,000	9d6+2*	14 [+5]	6	7	9	11	9	T	T	T	T	T	T	T	T
12	520,000	9d6+3*	14 [+5]	6	7	9	11	9	T	T	T	T	T	T	T	T
13	620,000	9d6+4*	12 [+7]	3	5	7	8	7	T	T	T	T	T	T	T	T
14	720,000	9d6+5*	12 [+7]	3	5	7	8	7	T	T	T	T	T	T	T	T

\* Do not add a CON bonus

\*2 HD monsters with a special ability (i.e. with an asterisk next to their HD rating, in the monster description)

**At Higher Levels.** At 9th level, a seer may begin accepting 1d8 1st-level students or mentees. As long as the character is making an effort to teach and support them, they will reliably assist the character in the characters' adventures and work. However, should any be arrested or killed, the character will not be able to attract new students to replace them.

# The Wielder

NAME: \_\_\_\_\_

AGE (16+1d3): \_\_\_\_\_

Class: Fighter Level: \_\_\_\_\_ Experience: \_\_\_\_\_  
Start at 1 Start at 0

PRONOUNS: \_\_\_\_\_



Armor Class



Hit Points  
1d8 Hit Die

You were the Archon's child: young, aristocratic, frivolous, indulged. But after repeated dreams of a sword, you found it. Everyone thinks it's mundane, but some mornings you awaken with the sword in its scabbard lying in bed alongside you, its hilt strangely warm to the touch—as if it was sitting by the fire. You do not know what it wants but also wonder if you are changing it as much as it is changing you.

**Suggested Names:** Cassa, Riguiru, Nisigni, Sacrovir, Advorix, Netacari

**Descriptor** (Choose 2): Romantic, Reveling, Reclusive, Dutiful, Devoted, Dubious, Boisterous, Energetic, Flattering, Quiet

**Eyes** (Choose 1): Icy, Sad, Haunted, Pleading, Rakish, Tired, Steely, Piercing, Sunken, Dark

## EQUIPMENT

You have:

- Your longsword (d8, see above)
- A plasmic pistol (d8, 5'-25' / 26'-50' / 51'-100') with two spare cores
- Fashionable Leathers (AC 7 [12])
- Clothes appropriate for travel or court

When you are away from your room, list the items you are carrying below.

**You live in:** A large room near the ruling family's apartments.

**You can usually call for or find:** lanterns, lamps, ropes, torches, or candles, standard books.

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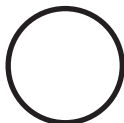
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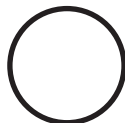
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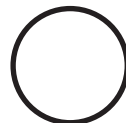
## SAVING THROWS



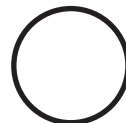
Death & Poison



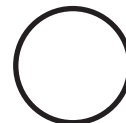
Magic Wands



Paralysis



Breath Weapons



Spells

## TO HIT BONUS

Melee Bonus

Missile Bonus

## WEAPONS

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## THACO ARMOR CLASS TO HIT

	9	8	7	6	5	4	3	2	1	0
Melee										
Ranged										

1d6	Before you found the sword, what did your detractors complain about?	You Gain
1	<b>Sharp-Tongued:</b> You always respond—even when silence serves you better.	+2 Wis, +2 Int
2	<b>Proud:</b> You resist listening to anyone (tutors, friends, or siblings) besides the Consort.	+2 Con, +2 Str
3	<b>Naive:</b> Your starry-eyed aspirations amuse the court less the older you get.	+2 Con, +2 Dex
4	<b>Bookish:</b> You spend time in the library, neglecting other responsibilities.	+2 Int, +2 Con
5	<b>Vindictive:</b> You never forgive nor forget.	+2 Str, +2 Dex
6	<b>Flattering:</b> Everyone insists you have a serpent's soothing tongue.	+2 Cha, +2 Int

1d6	When the sword first called to you, what did it promise you in your dreams?	You Gain
1	<b>Justice:</b> To right an old wrong of your family's	+2 Cha, +2 Int
2	<b>Revenge:</b> To repay an insult, injury, or embarrassment to someone you care for.	+2 Str, +2 Dex
3	<b>Prestige:</b> Fame and glory.	+2 Str, +2 Cha
4	<b>Power:</b> Power to make important decisions.	+2 Cha, +2 Int
5	<b>Bloodshed:</b> That you'll keep its bloodthirsty blade out of the wrong hands and possibly turn it to your own ends.	+2 Str, +2 Con
6	<b>Peace:</b> An end to wars followed by a time of prosperity.	+2 Cha, +2 Con

1d6	What young scholar did you study with in the library? Is your ally an unlikely friend, secret paramour, or discreet tutor?	You Gain
1	<b>Name</b> the strategist and tactician who taught you a sword is useful for many things, but war is more than handling a weapon.	+1 Cha, +2 Int
2	<b>Name</b> the fencer who taught you landing the blow is impossible without being positioned to strike.	+1 Str, +2 Wis
3	<b>Name</b> the historian who taught you the Keep's ancient chronicles might contain the sword's secrets.	+1 Wis, +2 Int
4	<b>Name</b> the geographer who proposed understanding the sword may require understanding its origin.	+1 Cha, +2 Wis
5	<b>Name</b> the quiet mystic who taught you the necessity of friends who speak truthfully and have your back.	+2 Wis, +1 Con
6	<b>Name</b> the theologian who taught you to question the sword's promises and demands.	+2 Wis, +1 Int
<b>NAME:</b>		

1d6	What Is the Nature of the Blade You've Discovered?	You Gain
1	<b>Deep Wounds:</b> <i>Blessing:</i> When dealing damage, the sword deals an additional 1d6+1 damage, healing you for the same amount. <i>Bane:</i> No other healing magic or potions works on you.	+2 Con, +2 Wis
2	<b>Life Drinker:</b> <i>Blessing:</i> Strikes fiercely (as +1 Energy Drain sword). <i>Bane:</i> It must drain a living creature once weekly or be unable to heal or recuperate from rest.	+2 Int, +2 Str
3	<b>Firetongue:</b> <i>Blessing:</i> Burns bright (as +1 Flaming Sword). <i>Bane:</i> Once weekly, its flames must consume a 1HD foe in combat or 100 GP in sacrifice.	+2 Cha, +2 Str
4	<b>Fear Blade:</b> <i>Blessing:</i> Strikes true (as +1 sword) and 3x weekly may cast Cause Fear. <i>Bane:</i> If the bearer makes all three weekly requests, the sword casts it on its own volition.	+2 Str, +2 Cha
5	<b>Berserker's Blade:</b> <i>Blessing:</i> Strikes true (as +2 sword). <i>Bane:</i> Once battle is joined, save vs. Petrification to retreat voluntarily.	+2 Con, +2 Cha
6	<b>Flying Blade:</b> <i>Blessing:</i> Bearer may control it telekinetically so long as it's visible. <i>Bane:</i> Save vs Spell or forsake everything save the sword whenever it is lost or out of sight for an hour or more.	+2 Str, +2 Con
NAME:		

1d6	Before dawn today, you and your friend walked the walls near the abandoned East Tower. What did you see? Why haven't you spoken of it to anyone?	You Gain
1	A shadowy figure with mechanical wings taking flight, ignored by the guards. <b>Your Friend Gains: +2 Wis</b>	+2 Wis
2	The Heir on the battlements, speaking to a black-cloaked figure. <b>Your Friend Gains: +2 Int</b>	+2 Dex
3	The Archon, your parent, leading a ritual atop the tower, despite the cold wind, striking something or someone you couldn't see with a dagger. <b>Your Friend Gains: +2 Wis</b>	+2 Int
4	The Heir's paramour speaking angrily to a cloaked figure—certainly not the Heir. <b>Your Friend Gains: +2 Dex</b>	+2 Dex
5	Something shadowy, bestial, and quite large bounding past you, fleeing into the ravine far below. <b>Your Friend Gains: +2 Con</b>	+2 Str
6	A pillar of smoke rising from the forest to the West, just before a storm broke that has been raging since. <b>Your Friend Gains: +2 Str</b>	+2 Con
NAME:		

## RIVALS

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## ALLIES

The GM should choose a class for your ally. Choose whether they are Level 1 with Loyalty +3 (if they are a paramour or friend) or Level 2 with Loyalty +1 (if they are a mentor).

Additional allies should be treated as Fighters unless another class is more appropriate. List your allies here.

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## NOTES

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# Fighter Class Abilities

**Prime requisite:** STR • **Hit Dice:** 1d8 • **Maximum level:** 14 • **Armor:** Any • **Weapons:** Any • **Languages:** Common

Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d8	19 [0]	12	13	14	15	16
2	1900	2d8	19 [0]	12	13	14	15	16
3	3800	3d8	19 [0]	12	13	14	15	16
4	7600	4d8	17 [+2]	10	11	12	13	14
5	15,200	5d8	17 [+2]	10	11	12	13	14
6	30,000	6d8	17 [+2]	10	11	12	13	14
7	60,000	7d8	14 [+5]	8	9	10	10	12
8	120,000	8d8	14 [+5]	8	9	10	10	12
9	220,000	9d8	14 [+5]	8	9	10	10	12
10	320,000	9d8+2*	12 [+7]	6	7	8	8	10
11	420,000	9d8+4*	12 [+7]	6	7	8	8	10
12	520,000	9d8+4*	12 [+7]	6	7	8	8	10
13	620,000	9d8+6*	10 [+9]	4	5	6	5	8
14	720,000	9d8+8*	10 [+9]	4	5	6	5	8

\* Do not add a CON bonus

# The Wolf

Class: Wolf Marked Level: \_\_\_\_\_ Experience: \_\_\_\_\_  
Start at 1 Start at 0

NAME: \_\_\_\_\_

AGE (16+1d3): \_\_\_\_\_

PRONOUNS: \_\_\_\_\_



Armor Class



Hit Points  
1d8 Hit Die

The village elders did not trust a child with the changing mark, and when you came of age and your powers began to manifest. Your mothers allowed you to leave home to get away from their superstitions and bigotry. You found employment at Barrow Keep, becoming a personal bodyguard and companion to the heir.

**Suggested Names:** Babiste, Shore, Bale, Ridade, Hemit, Neris

**Descriptor** (Choose 2): Romantic, Reveling, Reclusive, Dutiful, Devoted, Dubious, Boisterous, Energetic, Flattering, Quiet

**Eyes** (Choose 1): Icy, Sad, Haunted, Pleading, Rakish, Tired, Steely, Piercing, Sunken, Dark

## EQUIPMENT

You have:

- A guard's halberd (d10)
- A short sword (d6)
- A plasmic pistol (d8, 5'-25' / 26'-50' / 51'-100') with two spare cores
- Guard Uniform Armor of Special Occasions (as chain: AC 5 [14])
- Concealed Armor for Everyday Duties (as leather: AC 7 [12])
- Clothes appropriate for travel or court

**You live in:** A small room near the heir's apartments.

**You can usually call for or find:** lanterns, lamps, ropes, torches, or candles, standard books.

When you are away from your room, list the items you are carrying below.

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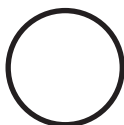
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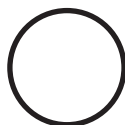
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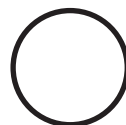
## SAVING THROWS



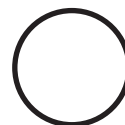
Death & Poison



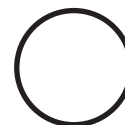
Magic Wands



Paralysis



Breath Weapons



Spells

## WEAPONS

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## TO HIT BONUS

Melee Bonus

Missile Bonus

## THACO ARMOR CLASS TO HIT

	9	8	7	6	5	4	3	2	1	0
Melee										
Ranged										

1d6	Before you left home, what trade did your mothers practice?	You Gain
1	<b>Innkeepers:</b> You learned to keep customers happy and the goblets full.	+2 Cha, +2 Wis
2	<b>Mercenaries:</b> You learned to look tough and count coin up front.	+2 Str, +2 Wis
3	<b>Temple Servants:</b> You learned the importance of both loyalty and invisibility.	+2 Str, +2 Wis
4	<b>Entertainers:</b> You learned singing, dancing, and selling the locals pretty much anything.	+2 Cha, +2 Dex
5	<b>Farmers:</b> Your family worked and understood the land.	+2 Con, +2 Str
6	<b>Apothecaries:</b> You learned to compound herbs, set bones, and clean wounds.	+2 Int, +2 Wis

1d6	What is your reputation at court?	You Gain
1	<b>Sharp-Tongued:</b> You always respond—even when silence serves you better.	+2 Wis, +2 Int
2	<b>Proud:</b> You resist listening to anyone (tutors, friends, or siblings) besides the Consort.	+2 Con, +2 Str
3	<b>Naive:</b> Your starry-eyed aspirations amuse the court less the older you get.	+2 Con, +2 Dex
4	<b>Inquisitive:</b> Indulged by the Consort, many at court distrust your curiosity.	+2 Int, +2 Con
5	<b>Scrappy:</b> You get into many fights—perhaps too many?	+2 Str, +2 Dex
6	<b>Fanciful:</b> Wherever you are, your mind and heart are often elsewhere.	+2 Cha, +2 Int

1d6	Since you've arrived in Court, there's an ally you've learned a lot from.	You Gain
1	<b>Name</b> the porter teaching you the Keep's secret ways for assistance carrying and hauling.	+2 Cha, +2 Wis
2	<b>Name</b> the airship pilot who freely shares their knowledge about everything from skyships to suspension chambers.	+2 Dex, +2 Int
3	<b>Name</b> a library tutor who assisted you in searching old records.	+2 Int, +2 Wis
4	<b>Name</b> the Keep's guards who taught you to shoot, clean, and maintain the arcane plasmic guns used in hunting, duels, and defense.	+2 Dex, +2 Con
5	<b>Name</b> the consort's favorite singers who honed your voice.	+3 Cha, +1 Wis
6	<b>Name</b> the astrologer's apprentice who shared their navigation and divination studies with you.	+3 Int, +1 Con
<b>NAME:</b>		



# Wolf Marked Class Abilities

*While you are not a lycanthrope, you were born with the changing gift (or curse). You also lack a lycanthrope's full regenerative gifts and resistance to weapons and must build the power of your wolf form as you master your abilities.*

**Prime requisite:** CON • **Hit Dice:** 1d8 • **Maximum level:** 14 • **Armor:** Any • **Weapons:** Any • **Languages:** Common

**Shapeshifting.** When desired, you may transform into a wolf, using the statistics above but retaining your Saving Throws, but cannot revert until the next sunrise or sunset. You lose the power of speech, and the change shreds clothes and destroys or damages any worn armor, leaving your possessions dropped and scattered.

**Natural Stealth.** When outdoors in wolf form amid trees, deep shadows, undergrowth, tall grass, or other obscurity, you have a 2-in-6 chance to hide while motionless. When in wolf form in the moonlight, you have a 9-in-10 chance to sneak past others without drawing attention when moving slowly and stealthily.

**Regenerating Change.** When shifting between forms, reroll your HD as if generating your character's HP for the first time (adding your Con bonus). This total becomes your new maximum HP until your next change. On changing, set your current HP to your new maximum.

Level	XP	HD	THACO	Saving Throws					Wolf Form by Level				
				D	W	P	B	S	AC	HD	THACO	Move	Damage
1	0	1d8	19 [0]	12	13	14	15	16	7	2	17[+2]	150' (50')	1d6
2	3000	2d8	19 [0]	12	13	14	15	16	7	2+1	17[+2]	150' (50')	1d6
3	6000	3d8	19 [0]	12	13	14	15	16	7	2+2	17[+2]	150' (50')	1d6
4	12,000	4d8	17 [+2]	10	11	12	13	14	7	3	16[+3]	150' (50')	1d6
5	30,000	5d8	17 [+2]	10	11	12	13	14	7	3+1	16[+3]	150' (50')	1d6
6	60,000	6d8	17 [+2]	10	11	12	13	14	7	3+2	16[+3]	150' (50')	1d6
7	120,000	7d8	14 [+5]	8	9	10	10	12	6	4	15[+4]	180' (60')	2d4
8	240,000	8d8	14 [+5]	8	9	10	10	12	6	4+1	15[+4]	180' (60')	2d4
9	370,000	9d8	14 [+5]	8	9	10	10	12	6	4+2	15[+4]	180' (60')	2d4
10	500,000	9d8+2*	12 [+7]	6	7	8	8	10	6	5	14[+5]	180' (60')	2d4
11	630,000	9d8+4*	12 [+7]	6	7	8	8	10	6	5+1	14[+5]	180' (60')	2d4
12	760,000	9d8+4*	12 [+7]	6	7	8	8	10	6	5+2	14[+5]	180' (60')	2d6
13	890,000	9d8+6*	10 [+9]	4	5	6	5	8	5	6	13[+6]	180' (60')	2d6
14	1,200,000	9d8+8*	10 [+9]	4	5	6	5	8	5	7	12[+7]	180' (60')	2d6

\* Do not add a CON bonus

**At Higher Levels.** At 10th Level, the Wolf-Marked may gather a band of 2d6 boon companions. The nature of these followers is up to the referee—they may include adventurers, animals, fantastic mounts, magical spirits or creatures, etc. If any of the followers die, they are not replaced.

# The Archon's Secret

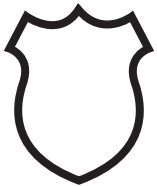
By Theodore L. Rivera

NAME: \_\_\_\_\_

AGE (16+1d3): \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Experience: \_\_\_\_\_  
Start at 1 Start at 0

PRONOUNS: \_\_\_\_\_



Armor Class



Hit Points  
Hit Die

You were conceived in a night of passion between the Archon and an emissary from a rival house. It's been seven years since the Archon quietly banished your parent as a spy, but they continue to care deeply for you... and the skills you have learned.

**Suggested Names:** Meloir, Turio, Trifin, Even, Nolwen, Jova

**Descriptor** (Choose 2): Romantic, Reveling, Reclusive, Dutiful, Devoted, Dubious, Boisterous, Energetic, Flattering, Quiet

**Eyes** (Choose 1): Icy, Sad, Haunted, Pleading, Rakish, Tired, Steely, Piercing, Sunken, Dark

## ABILITY SCORES



Strength  
Starts at 9



Intelligence  
Starts at 9



Dexterity  
Starts at 9



Wisdom  
Starts at 9



Constitution  
Starts at 9



Charisma  
Starts at 9

## WEAPONS

## EQUIPMENT

You have:

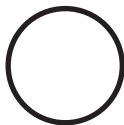
- A silver dagger (1d4), mace (1d6), or longsword (1d8)
- A plasmic pistol (d8, 5'-25' / 26'-50' / 51'-100') with a spare core
- Concealed armor (if you can wear it): AC 7 [12]
- Clothes appropriate for travel or service at court

**You live in:** Your small but private room not far from the Archon's apartments or in the barracks

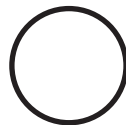
**You can usually call for or find:** lanterns, lamps, ropes, torches, or candles, standard books.

When you are away from your room, list the items you are carrying below.

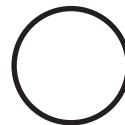
## SAVING THROWS



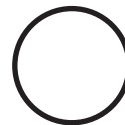
Death & Poison



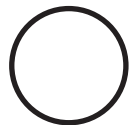
Magic Wands



Paralysis



Breath Weapons



Spells

## TO HIT BONUS

Melee Bonus

Missile Bonus

## THACO ARMOR CLASS TO HIT

	9	8	7	6	5	4	3	2	1	0
Melee										
Ranged										

1d6	What is your reputation at court?	You Gain
1	<b>Serious:</b> You lack patience for jests.	+2 Con, +2 Wis
2	<b>Inquisitive:</b> You asked too many questions for your age.	+2 Int, +2 Con
3	<b>Scrappy:</b> You got into many fights with bullies.	+2 Str, +2 Dex
4	<b>Fanciful:</b> You were always thinking of what could have been.	+2 Int, +2 Cha
5	<b>Reclusive:</b> You avoided the Court's glare.	+2 Dex, +2 Wis
6	<b>Devoted:</b> Despite everything, you loved the district's people.	+2 Str, +2 Cha

1d6	What did your parent, the spy, teach you?	You Gain
1	<b>Secrecy:</b> You know how to keep information to yourself.	+2 Int, +2 Wis
2	<b>Poisons:</b> You know about the Court's common poisons.	+2 Con, +2 Int
3	<b>Etiquette:</b> You know exactly what to say—and when.	+2 Dex, +2 Cha
4	<b>Conviction:</b> You have an iron will.	+2 Str, +2 Wis
5	<b>Combat:</b> You practice to maintain your skills.	+2 Str, +2 Dex
6	<b>Love:</b> They were a kind and doting parent.	+2 Con, +2 Cha

1d6	Someone at court is suspicious of your background and status. Why do you need to stay on your rival's good side?	You Gain
1	<b>Name</b> the courtier, and Heir's friend, who fears your supposed ambition, claiming to look out for their friend's safety.	+2 Con, +1 Dex
2	<b>Name</b> the guard insistent the Archon appointed you based on birth rather than your skill.	+2 Str, +1 Con
3	<b>Name</b> the one cliquish courtier who constantly spreads rumors about you.	+2 Dex, +1 Str
4	<b>Name</b> the new emissary who replaced your parent.	+2 Cha, +1 Int
5	<b>Name</b> the superstitious librarian who believes your presence is an ill omen.	+2 Int, +1 Wis
6	<b>Name</b> the Archon's spiritual adviser who claims they tainted their soul welcoming you into service.	+2 Wis, +1 Cha
<b>NAME:</b>		

1d6	Which of the Archon's traits do people claim you've inherited?	You Gain
1	Your vivid eyes pierce liars' facades.	+2 Wis, +2 Cha
2	Your smile melts suitors' hearts.	+2 Cha, +2 Dex
3	You hold eternal grudges.	+2 Int, +2 Str
4	Your bravery in combat is unmatched.	+2 Str, +2 Dex
5	Your gaze misses nothing important.	+2 Con, +2 Wis
6	Your love of life is without limit.	+2 Dex, +2 Con

1d6	Last week, you and your friend to the right disposed of assassins following a visiting aristocrat in Barrow Keep. What ominous message did they leave behind?	You Gain
1	A letter written with ichor, "The pact will be sealed in due time." <b>Your Friend Gains: +2 Int</b>	+2 Wis
2	Chanting "As it is written, we shall rise." <b>Your Friend Gains: +2 Cha</b>	+2 Str
3	Yelling "THE TRUE KING WILL SAVE ME!" <b>Your Friend Gains: +2 Con</b>	+2 Cha
4	A simple note inscribed "up." <b>Your Friend Gains: +2 Str</b>	+2 Dex
5	A map of the southern coast with "KILL THEM ALL" scrawled on it. <b>Your Friend Gains: +2 Dex</b>	+2 Int
6	Saying "blood recognizes blood" while staring into your eyes. <b>Your Friend Gains: +2 Wis</b>	+2 Con
NAME:		

RIVALS

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ALLIES

The GM should choose a class for your ally. Choose whether they are Level 1 with Loyalty +3 (if they are a paramour or friend) or Level 2 with Loyalty +1 (if they are a mentor).

Additional allies should be treated as Fighters unless another class is more appropriate. List your allies here.

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## CLASS ADVANCEMENT & ABILITIES

The Archon's Secret lifepath is not tied to a specific a specific character class. You can choose any Old School Essentials or similar BX-based class that your GM permits. Suggested classes are Fighter, Paladin, Knight, Cavalier, or Ranger, though other classes may also work, depending on your interests and ability scores. Use the following page to note your class abilities and progression.

# The Attendant

NAME: \_\_\_\_\_

AGE (16+1d3): \_\_\_\_\_

PRONOUNS: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Experience: \_\_\_\_\_  
Start at 1 Start at 0



Armor Class



Hit Points  
Hit Die

You have only come to Barrow Keep recently, but you have already found ways to make yourself useful and even made new friends.

**Suggested Names:** Ossian, Honor, Adith, Germot, Brice, True, Roseen, Breda, Fenella, Justice, Rory, Aldyn

**Descriptor** (Choose 2): Romantic, Reveling, Reclusive, Dutiful, Devoted, Dubious, Boisterous, Energetic, Flattering, Quiet

**Eyes** (Choose 1): Icy, Sad, Haunted, Pleading, Rakish, Tired, Steely, Piercing, Sunken, Dark

ABILITY SCORES

Strength

Starts at 9

Intelligence

Starts at 9

Dexterity

Starts at 9

Wisdom

Starts at 9

Constitution

Starts at 9

Charisma

Starts at 9

WEAPONS

## EQUIPMENT

You have:

- Any two melee weapons you can use
- A plasmic pistol (d8, 5'-25' / 26'-50' / 51'-100') with a spare core
- Fashionable leathers (if you can wear them): AC 7 [12]
- Clothes appropriate for travel or service at court

When you are away from your room, list the items you are carrying below.

## SAVING THROWS

Death & Poison Magic Wands Paralysis Breath Weapons Spells

TO HIT BONUS

Melee Bonus Missile Bonus

THACO ARMOR CLASS TO HIT										
	9	8	7	6	5	4	3	2	1	0
Melee										
Ranged										

1d6	Where did you come from before you came to Barrow Keep?	You Gain
1	Your family were among Barrow Keep's lesser landed aristocrats.	+2 Dex, +2 Cha
2	Your family worked in one of the northern mountain district's mines.	+2 Con, +2 Wis
3	Your family were farmers far to Barrow Keep's east.	+2 Str, +2 Con
4	Your family were wealthy Capital merchants.	+2 Int, +2 Cha
5	Your family traveled coastal towns and villages as entertainers.	+2 Dex, +2 Cha
6	Your surviving parent was an often absent, traveling scholar.	+2 Str, +2 Cha

1d6	What work have you been doing since you came to the Keep?	You Gain
1	<b>Assistant Steward:</b> You provide comfort and hospitality to the Heir's visitors and guests.	+2 Wis, +2 Cha
2	<b>Arcaneer's Assistant:</b> While they don't allow you to fly the airships (yet), you repair and maintain them.	+2 Dex, +2 Int
3	<b>Catacombs Acolyte:</b> You serve at the Shrine of Archons Lost, where respects are paid to long-dead Archons and the current Archon can seek their counsel.	+2 Str, +2 Int
4	<b>Entertainer:</b> You have gained an audience performing for lesser aristocrats' feasts and private dinners.	+2 Dex, +2 Cha
5	<b>Weaponsmith:</b> You craft, repair, and maintain the Keep's weapons in the Armory.	+2 Str, +2 Dex
6	<b>Scribe:</b> You copy the Library's old and arcane manuscripts—including some from the forbidden section.	+2 Int, +2 Con

1d6	Since coming to Court, what person has established themselves as your rival?	You Gain
1	<b>Name</b> the Archon's cousin spreading especially cruel rumors about you.	+2 Cha, +1 Int
2	<b>Name</b> the newly-minted Keep guard who haughtily snubbed you at a festival banquet.	+2 Con, +1 Wis
3	<b>Name</b> the scholarly advisor perpetually reminding the Archon who your family really is.	+2 Int, +1 Cha
4	<b>Name</b> the hunter who tried to call off searching for you while lost in the woods.	+2 Wis, +1 Con
5	<b>Name</b> the Keep's favorite singer who loves singing songs about your family's betrayal.	+2 Cha, +1 Wis
6	<b>Name</b> the Archon's personal bodyguard who glares at you whenever you're within the Archon's presence.	+2 Str, +1 Con
<b>NAME:</b>		

1d6	Since arriving in Court, one of the Keep's young attendants has become your Ally. Are they an unlikely friend, discreet paramour, or unofficial mentor?	You Gain
1	<b>Name</b> the porter atoning for their wealthy family's part in a minor rebellion.	+2 Str, +2 Con
2	<b>Name</b> your friend whose family has a long history maintaining the Keep's shrines, especially in the Catacombs.	+2 Wis, +2 Dex
3	<b>Name</b> the messenger charged with running messages between the town, gate, keep, and towers.	+2 Dex, +2 Con
4	<b>Name</b> the stable attendant who charms their way into many aristocrats' confidences.	+2 Str, +2 Cha
5	<b>Name</b> the librarian's apprentice who reads books as often as they carry them.	+2 Int, +2 Dex
6	<b>Name</b> the alchemist's assistant who cleans up the lab's messes and describes strange experiments.	+2 Int, +2 Con
NAME:		

RIVALS

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ALLIES

The GM should choose a class for your ally. Choose whether they are Level 1 with Loyalty +3 (if they are a paramour or friend) or Level 2 with Loyalty +1 (if they are a mentor).

Additional allies should be treated as Fighters unless another class is more appropriate. List your allies here.

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1d6	What happened between you and the friend to your right in the past week?	You Gain
1	They recently steered you out of a bad situation you didn't realize you'd gotten into. What was it? <b>Your Friend Gains: +2 Wisdom</b>	+2 Con
2	Something in the catacombs haunted your dreams. How did they drive your dark dreams away? <b>Your Friend Gains: +2 Intelligence</b>	+2 Wis
3	Your friend stood their ground and had your back. Why did the fight start? <b>Your Friend Gains: +2 Strength</b>	+2 Str
4	You talked them into joining you for that misadventure. They talked both of you out of trouble. What happened? <b>Your Friend Gains: +2 Charisma</b>	+2 Cha
5	When you fell (pushed?) into that ravine, your friend didn't leave until help came. What happened? <b>Your Friend Gains: +2 Constitution</b>	+2 Dex
6	The bandit prince's agents said you'd learned too much to live. How did your friend snuck you both back to safety? <b>Your Friend Gains: +2 Dexterity</b>	+2 Int
NAME:		

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## CLASS ADVANCEMENT & ABILITIES

The Attendant lifepath is not tied to a specific a specific character class. You can choose any Old School Essentials or similar BX-based class that your GM permits. Suggested classes are Thief, Spy, Merchant, Sage, Mountebank, or Bard, though other classes may also work, depending on your interests and ability scores. Use the following page to note your class abilities and progression.

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## DESIGNATION OF OPEN GAME CONTENT

All class progression tables and class abilities (but not the life path tables) for the following character classes are Open Content: The Spy, The Chosen, The Beast Bound, The Imp, The Seer, The Revenant, and The Wolf Marked.

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