

# THE NOBLE



A glorious day for a ride in the country! The sky was clear of clouds, and the Queensway cut a line into the forest, parting tree and hill to grant her passage. Far from the intrigue of the court, just her horse, her page, and the new falcon she hoped to fly. Duchess Amrika was at peace with the world.

She spotted a likely clearing in the valley ahead, and her page Durrek anticipated her. As she slowed he went on ahead to scout out the riverside, checking for civilization or danger.

While she waited, her steed walked closer to the riverside. Guessing the gelding was thirsty she dismounted and collected the young falcon from its saddle perch, letting the horse find its own way to water.

The tone in Durrek's voice as he called back to her wound her nerves back up again. What was the problem now? In a huff, and without bothering to put down her riding crop, she moved for a clearer view... and paused.

Durrek was pointing across the river. Her eye followed his across the water till she saw the small encampment of a merchant's caravan. It dawned on her that no one was in view. Here a fire burned, there an odd mark of violence. Something terrible had happened.

"We must leave, m'lady!" came Durrek's voice as he rushed toward her. "The Unliving must still be near, this

## Unlikely Heroes Overview

This is a gaming supplement that requires the use of the Dungeons & Dragons Players Handbook, Third Edition, published by Wizards of the Coast, Inc. It uses material from the updated v3.5 revision.

Unlikely Heroes consists of seven character classes developed from the standard NPC character classes in the DMG. These are designed to upgrade the NPC classes, to make them comparable to the adventurer classes, but with a difference in focus. The Noble is developed from the Aristocrat concept, but with a few more fundamental abilities and advancements added in.

*cannot have happened more than an hour ago! I see the hand of the Necron in this, and they are not afraid of daylight!"*

*The Duchess heard but didn't listen. "The Necron leave children. They have no use of their smaller bodies. We must check for survivors." She rushed for her horse.*

Refinement, education, and leadership, these are the qualities admired and sought after by the Noble. Wealth and privilege allow a Noble the freedom to pursue as many arts or crafts as they might desire, not the least of which is the art of war. Knights, generals or officers are likely to be Nobles. But achievement in cultural arts is admired as much as combat prowess, often more. Courtiers, ambassadors or ministers, or members of a royal family are often also members of this class.