
SHEPHERD'S CROSSING

a role-playing game for all-ages

What You'll Need To Play:

- A time, date, and location where your group can play.
- All the necessary Character Sheets, Guides, and Maps available at biseenscene.com.
- A GM (Game Master) who has read through everything and planned the adventure.
- 2-8+ players, each having read the Player Guide and completed a Character Sheet.
- At least one set of dice.
- Paper and writing utensils.



You are about to begin your first day at the *Shepherd's Crossing School of Magic* when things go awry. It's up to you and your team to solve the mystery and save the School!

Featuring:

- *Pet Companions!*
- *House Dorms!*
- *Shadowy Beings!*
- *Magical Fountains!*
- *Strange and Awkward Townspeople!*
- *A Cemetery and a Crypt, obviously!*
- *Click here to find out what House you'll be sorted into!*