

FREE LEAGUE

FORBIDDEN LANDS



QUICKSTART

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MAP OF THE FORBIDDEN LANDS

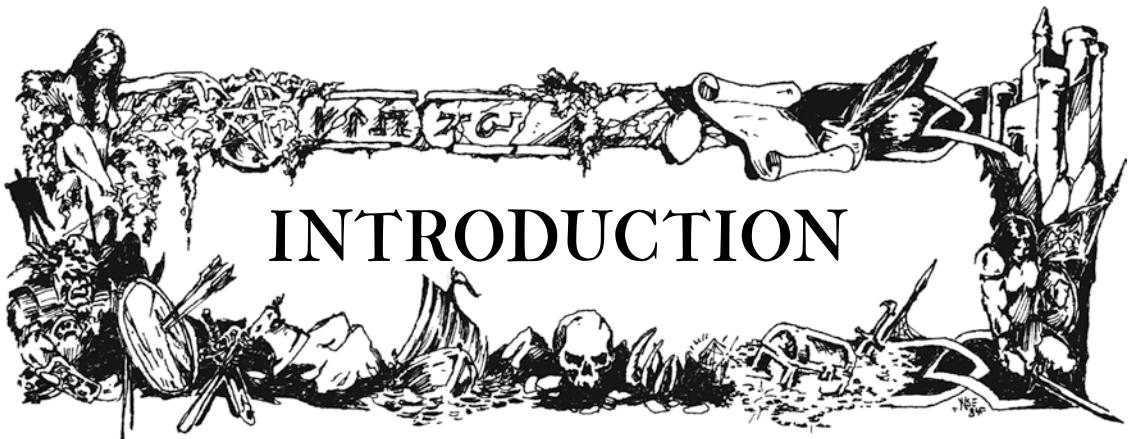
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INTRODUCTION

*Did you hear the story of the *Forbidden Lands*? Beyond the mountains, beyond the mists of the north? Once, it was called the *Ravenland*, our promised land. These days, strange creatures haunt those valleys, beasts that should not be, for the land is cursed.*



Once, Zygofer the Spellbinder was one of us, leading the passage through the mountains into the new land. But when faced by the savage orcs, he opened dark gates to seek the help of demons. That was his undoing. Zygofer turned on us and placed himself on the throne of the *Ravenland*, his daughter Therania by his side.

*To keep their vile corruption from spreading, our wise king built a great wall across the mountain pass and forbade all to ever speak of what had happened. Since then, the Spellbinder's domain is known as the *Forbidden Lands*.*

To this day, the demon-king and his daughter still rule there. Using the feared Rust Brothers, and the demonic Blood Mist sucking the life out of anyone who dared stray too far from their hearth, Zygofer and Therania have kept the human folks who still live north of the wall under their heel.

Yet, not all is lost. For now, the Blood Mist has lifted and there are those who dare defy the de-

mon-king and his daughter. Adventurers. Treasure hunters. Scoundrels. Not heroes, far from it, but men and women who dare travel the land as they choose and make their own mark on it, unbound by any fate or story set for them. They hunt for ancient treasures, they fight whomsoever gets in their way, they build a new world for themselves on the ruins of the old.

*They are the raiders of the *Forbidden Lands*.*

FORBIDDEN LANDS

Welcome to the free quickstart for *Forbidden Lands*. In this tabletop roleplaying game, you are not heroes sent on missions dictated by others – instead, you are raiders and rogues bent on making your own mark on a cursed world. You will wander the wild lands, discover lost



tombs, fight monsters, and, if you live long enough, build your own stronghold to defend. During your adventures, you will uncover the secrets of dark powers lurking in the shadows and, in the end, you can be the ones to decide the fate of the *Forbidden Lands*.

THE PLAYERS

Each player except one portrays an adventurer, a player character (PC). You decide what your PC thinks and feels, what she says and does – but not what happens to her. It is your job as a player to immerse yourself in your PC. She may be an adventurer from a faraway fantasy world – but she is still, at heart, a person with feelings and dreams, just like you. Try to imagine – how would you react if you were in her shoes? What would you do? The player characters are always the protagonists of the story. The game is about you. Your decisions, your adventures.

THE GAMEMASTER

The final player is the Gamemaster, the GM. She describes the *Forbidden Lands* to you, she plays the people you meet during your journeys, she controls the monsters roaming the forests, she decides where the treasure is buried. The game is a conversation between the players and the GM, back and forth, until a critical situation arises where the outcome is uncertain. Then it's time to break out the dice – read more about this in Chapter 3.

It is the GM's job to put obstacles in your path and challenge your PCs, forcing them to show what they're really made of. But it is not up to the GM to decide everything that hap-

pens in the game – and above all, not how your story is supposed to end. That is decided in the game. That is why you are playing the game, to find out how your story ends.

Being the GM can be overwhelming and fraught with responsibility, as if the whole game rests on your shoulders. Don't fear! This quickstart contains useful random encounters as well as a complete adventure site, called Weatherstone (see page 113), and the full *Forbidden Lands* game contains a host of useful tools for the GM.



WHAT DO YOU DO?

There is no one to hold your hand and show you where to go in the *Forbidden Lands*. It is up to you and the other players to decide where you are going, together. The GM will let you make fantastic discoveries and face tough challenges, but in the end the stories of the game are created by you, they are not written down beforehand. You have control over your adventurers' lives and, one day, the fate of all of the *Forbidden Lands*. And there is plenty to do:

EXPLORE THE WORLD

The demonic Blood Mist that covered the lands for three centuries, draining the life out of anyone who dared to wander too far from their village, has suddenly and inexplicably lifted. You, and other restless souls like you, are finally free to leave your homes and travel far and wide in the *Forbidden Lands*, looking for treasures and adventures.





This quickstart contains a section of the large map of the Forbidden Lands found in the full game. The map is divided into ten different types of terrain and has a hexagonal grid that will help you navigate through the wilderness. How all this works is described in Chapter 5 of this quickstart.

DISCOVER ADVENTURE SITES

If you look closer at the map, you will find small symbols in many of the hexes. They denote three kinds of adventure sites – villages, castles, and dungeons. An adventure site is an exciting location your adventurer can visit, filled with intrigue, horror, and treasure. Exactly which adventure site goes with every specific symbol on the map is up to the GM to decide.

There is one complete adventure site in this quickstart – the castle Weatherstone. In the full Forbidden Lands game you'll find two more adventure sites, and many more are available in modules like *Raven's Purge* and *The Spire of Quetzel*.

UNCOVER THE SECRETS OF THE LAND

When the game begins, your adventurers don't know much more than you do as players. The Blood Mist covered the land for centuries and contact between the different regions of the Forbidden Lands has been sporadic. The history of the land has been forgotten or become myth.

During the course of the game, you will discover the history and secrets of the *Forbidden Lands* piece by piece. This happens through so-called *legends*, short stories about a place, a

person, or an artifact. The GM will give you these legends in the form of handouts. Some such handouts are collected at the back of this quickstart, and many more are available as for download from the Free League website. By collecting the legends you will be able to piece together the history of the Forbidden Lands.

SEARCH FOR THE FOUR ELVEN GEMSTONES

Dark powers are stirring in the Forbidden Lands. Zygofer's henchmen, the feared Rust Brothers, still haunt the land, but the spellbinder himself has not been seen for centuries. His enemies and his allies are setting plans in motion. The Blood Mist covering the land has lifted and the deathly calm that has reigned for so long is about to shatter.

While your adventurers are free to roam the land as you see fit, there is a larger scheme behind the scenes that you can get involved in. In the epic *Raven's Purge* campaign module, your adventurers hunt for four powerful artifacts, adorned with Elven gemstones that together have the potential to decide the future of the Forbidden Lands.

Raven's Purge is not a linear story and it has no set goal that your adventurers are expected to follow. Instead, it is a rich tapestry of legends, locations, characters, and events that you can interact with in a multitude of ways.

BUILD YOUR STRONGHOLD

If your characters make it back from the ancient ruins alive, they will hopefully bring gold and other treasures with them. Eventu-



ally, you might feel the need to spend that treasure on something lasting – a *stronghold* of your own.

Having conquered an old castle or dungeon, your characters can turn it into a stronghold. Using fast and effective rules found in the full *Forbidden Lands* game, you can develop your stronghold, adding functions such as a forge, mill, or ramparts. You can also hire

NPCs to staff the stronghold when you are out on another adventure. The stronghold is a place to rest between adventures and a safe haven against the beasts that ravage the land. However, the stronghold needs upkeep and it might also invite the attention of others, looking to steal your riches.





RAVENLAND – THE FORBIDDEN LAND

Ravenland is a ravaged and fragmented kingdom. The area where you grew up is familiar to you, but the rest of the land you know only through stories and tales. During ten human generations, travelers were devoured by the Blood Mist, a red and ravenous haze that rose from the ground at night. Very few dared venture outside after nightfall and fewer still know for certain what lies beyond the horizon.

Recently, the Blood Mist disappeared without explanation, and everywhere people look over their shoulder anxiously. The bravest sharpen their blades and prepare to leave. They can't bear the oppressive weight of their homes and hearths any longer. Perhaps they hope to find that which was lost and take back what was theirs. Perhaps they are simply driven by an insatiable lust to see what lies beyond the horizon, to discover if the myths are true, to conquer that which remains or has been stolen, and to carve out their own place as lords of some abandoned castle ruin.

Humans have inhabited the villages of Ravenland for generations, and still they are considered intruders by elves and dwarves, who have yet to forget the ancient and bloody wars between humans and the elder kin. The elves sent their servants the orcs to war, but left them on their own when the battles became too savage, a betrayal that lives on in the songs of the orcs.

The Blood Mist may be gone, but the land may have become even more dangerous because of it. In the last stages of the Alder Wars, when the king of Alderland beyond the wall

sent armies to subdue his former governor, the spellbinder Zygofe, it is said that the wizard desperately opened gateways to demon worlds from which hordes of indescribable horrors poured out into the land. Many claim that the Blood Mist followed the invasion. What is certain is that one can run into horrifying beasts in the forests and among the ruins: completely alien or twisted combinations of various creatures that never should have existed.

It is said Zygofe is still alive, transformed into a demon and worshipped as a god by the priesthood of the Rust Brothers close to Alderstone in the west. There are whispers about half-demons and undead created to finally conquer Ravenland. At the same time, the elves are standing fast in the woods and the dwarves in their mountains, while orcs no longer serve or spare anyone. On the plains by the ocean in the east, forces are gathering to crush Zygofe once and for all, in the name of the old gods. Others simply want to live in peace – these may be the remnants of human settlements now living in hidden villages, half-elf druids, the wolfkin of the woods, or halflings in their burrows.

Ravenland is holding its breath for tomorrow.



PLAY IN OTHER WORLDS

The lore and setting of *Forbidden Lands* is rich and detailed, a new take on classic fantasy that we really hope you will enjoy. However, we also realize that many players already have their fa-





vorite fantasy worlds to play in, be it from other games, books, movies or homemade creations.

Thus, we have made the *Forbidden Lands* rules and the sandbox campaign structure very easy to port to other settings. The adventure sites can easily be placed in any other fantasy setting with minor tweaks. All you need is a hex map of the world you want to play in, and you're good to go.



TOOLS OF THE GAME

Forbidden Lands provides a number of tools to help you create your own story.

CHARACTER SHEETS

As an adventurer in the *Forbidden Lands*, you are a unique individual, someone unafraid to leave the poor but safe haven of home. You have attributes and abilities far beyond the capacity of regular folk, and you have big dreams and strong relationships that drive you forward. All this is documented on your character sheet.



On page 143 and forward, you'll find four filled-in character sheets with pre-generated characters, ready to print and play! You can download empty character sheets from the Free League website. How you create your own character is described in the full *Forbidden Lands* game.

MAP & STICKERS

The beautiful game map in the boxed *Forbidden Lands* set, is the centerpiece of the game. This quickstart includes a section of the map on page 152, so you can have a taste of exploring the Forbidden Lands. The map is divided into 10 different terrain types, and uses a hexagonal grid to regulate movement. How this works is explained further in Chapter 5.



The boxed set also contains a sheet of stickers. These are used to mark adventure sites on the map once your adventurers have discovered them. There are also stickers for grave sites to be placed on the map if one of your adventurers dies. By using the stickers during the game, the map will be unique for your own game, a living and permanent record chronicling your adventures in the *Forbidden Lands*.



DICE

As an adventurer in the *Forbidden Lands*, you will have to take risks. Sooner or later, you will end up in situations where the outcome is uncertain, no matter how skilled you are. It's time to break out the dice.

Regular six-sided dice (also called D6) are required to play *Forbidden Lands*, preferably 10-15 in three different colors. You will also need at least one eight-sided (D8) die, one ten-sided (D10) die, and one twelve-sided (D12) die.

A set of dice specifically created for *Forbidden Lands* is available for purchase separately. You will manage with one of those sets, but



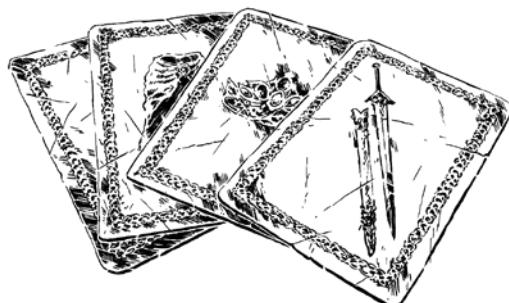
having two might make playing the game easier. The special dice have unique symbols on some sides. Read more in Chapter 3 about how to use them.

ROLLING DICE

The rules will sometimes ask you to roll D3, 2D6 and D66. D3 means you roll a D6 and divide the result by two, rounding up. 2D6 means you roll two six-sided dice and add the results. D66 means you roll two D6. The first die represents the tens digit and the second die represents the ones digit. That generates a result between 11 and 66. You can even roll D666, by rolling three six-sided dice. The first die then counts as the hundreds digit, the second as the tens digit and the third as the ones digit.

CUSTOM CARDS

Another valuable accessory for *Forbidden Lands* is a unique deck of cards, sold separately. The deck contains cards describing powerful artifacts, mounts, initiative in combat, and maneuvers in close combat. Read more about how to use the cards in combat in Chapter 4. The cards are not necessary to play *Forbidden Lands*, but they will make the game run more smoothly.





START PLAYING!

Using only this quickstart and some dice and pencils, you can start playing *Forbidden Lands* quickly. The Gamemaster should familiarize herself with both the random encounters in Chapter 6 and the Weatherstone castle (see page 113) but for the players it is enough to familiarize themselves with the basic rules.

1. Start by having each player grab character sheet with a pre-generated character from the back of this PDF. Chapter 2 of this quickstart explains the terms used on the sheet.
2. Decide on a hex on the map on page 152 where your adventures start their journey. Hex I20 is a recommended choice.
3. The GM reads the starting scene text on page 85 and hands you the legend of Weatherstone (see page 151).
4. Off you go! Using the random encounters and Weathersone adventure site, you will get a taste of exploring the Forbidden Lands.



A TYPICAL GAME SESSION

A game session in *Forbidden Lands* can differ from time to time, but this is the most common sequence of events.

1. Get the map, your character sheets, dice, and the custom cards if you are using them.
2. Summarize the last session.
3. Play your characters. Live their lives and act as if they were actual people – but play daringly and push the limits of your character! Close the session at an appropriate moment.
4. Finish with a discussion about the session. Discuss which of your actions are worthy of awarding Experience Points for (see page 23).
5. Decide if you want to change your relationships to other characters, and if you want to change your character's Dark Secret (see page 20).

A typical game session lasts 3–4 hours. Longer games of 5 hours or more should be divided into two parts with a break – every shorter part counts as a separate game session.

SHE & HE

Forbidden Lands takes place in a faraway fantasy world, not our own world's past. Therefore, we are not bound by the norms and hierarchies of our history. The monsters of the Forbidden Lands do not differentiate between men and women, and neither does the Blood Mist. To give both sexes space in the text, but still be consistent, we are using "she" to denote the GM and all nameless player characters, while "he" is used for all nameless NPCs. It might as well read "he or she" in all these instances, but that would be too unwieldy.



WHAT IS A ROLE-PLAYING GAME?

If you have made your way here without knowing what a roleplaying game is, congratulations! Welcome to a rewarding and creative hobby. Roleplaying is a unique form of gaming, or cultural expression if you prefer to call it that, that combines tabletop gaming with storytelling. Roleplaying games give you a set of rules and let you create your own story with your friends in a way that books, movies, TV, and even video games cannot.

The advantage of roleplaying games is also their challenge – the freedom to create the story yourselves can be overwhelming. But *Forbidden Lands* contains plenty of exciting events, places and people you can pop-





ulate your story with, and very specific tools for the GM to use. If you need advice or ideas, there is a forum for *Forbidden Lands*

as well as our other games on our website, freeleaguepublishing.com. Welcome!





Vincerra lay dead below the cliff until they found her three days later. Almost lovingly, her head rested on the chimera, fingers gripping the sword that had pierced the liver of the beast. Blood rendered Vincerra's hair the color of wine, filling her cast-off helmet in a toast to transience.



You are no hero. You don't fight to protect the realm or to put the true king on the throne. You hunt through ancient ruins for treasure, you help those who help you, you make your own mark on the *Forbidden Lands*. Your fate isn't determined for you by someone else. You choose your own path. You are an adventurer.

The adventurer you play is called your player character (PC). She is your tool, your eyes and ears in the game world. But your PC is also dependent on you making wise decisions and not putting her in harm's way. Take your PC seriously and play her as if she is an actual person. The game is more fun that way. At the same time, you shouldn't try to protect your PC from every single danger. The point of the game is to create an exciting story – for that to succeed, you have to take risks.

During the course of the game, your PC will change and develop. Her skills can be im-

proved through experience, but you can also discover how her personality changes and is formed in a way that cannot be measured by numbers on a page. This is when your player character truly comes alive.

This chapter explains the core character concepts, and in the back of this quickstart you'll find four pregenerated PCs. To create your own adventurer, you'll need the full *Forbidden Lands* game.

KIN

Many different creatures live in the *Forbidden Lands*, from ordinary humans to horrifying demonic monstrosities. There are eight different kin for the player characters: human, elf, half-elf, dwarf, halfling, wolfkin, orc, and goblin. Humans are the most common kin. Each kin is described briefly below, and in much



more detail in the *Gamemaster's Guide* of the full *Forbidden Lands* game.

HUMAN

Humans came to Ravenland, as it once was known, as intruders. You know it and you can see it in the eyes of the other kin, whether they hate you openly, fear you or just tolerate you because you are useful to them. To them, you are intruders and will remain so even after generations have passed. Your ancestors fought against the elves, dwarves, and orcs in the armies from Alderland who invaded Ravenland against the will of the Raven God. Or they sought sanctuary from the war, as refugees and settlers. Your ancestors came walking from Alderland across the mountains in the south or riding from Aslene in the west, were put through the meat grinder of war, and stayed after the din of battle faded, the roads were closed, and demons feasted on whatever remained.

When the Blood Mist fell like a shroud across Ravenland, your ancestors were forced to huddle together for ten generations, till the soil, and simply try to survive. But now the Mist has lifted, and the world has opened up again. You have exchanged the plow for a sword. You were born here, and you will take that which others won't give you.



ELF

At the dawn of time, you fell like a rain of glimmering rubies, scattered across the land by the Red Wanderer of the Heavens. Your task was to cover the barren land in life, for the Wanderer wished to lay his eyes on beauty. You clothed yourself in flesh and brought plants from the ground, and soon you could walk singing through the lush forests of Ravenland, to the joy of the Wanderer. The

KEY ATTRIBUTE: Empathy

KIN TALENT: Adaptive

TYPICAL PROFESSIONS: All



YOUR ADVENTURER



god Clay drew animals from the mud, fish and toads from the mires, and birds from the clouds, and the Great Craftsman gave you the task of shepherding them. The dwarves aided you by preparing the ground for your art.

Then the humans arrived. Their Raven God bought half the land for them and gave you the orcs in exchange, but humans were false and soon attacked you, with demons in tow. Since you were few in number, you

sent the orcs into battle, but those craven creatures failed you. Your elders claim that everything will return to the way things were if you only wait, that humankind will die off and wither away just like time eats away at all the stoneless. But the younger among you do not wait. Ravenland is your heritage. The despicable ones have stolen it and befouled it. You will cleanse it.

KEY ATTRIBUTE: Agility

KIN TALENT: Inner Peace

TYPICAL PROFESSIONS: Druid, Minstrel, Hunter

HALF-ELF

You are the best of two kin. You were born from humans and elves after these two kin traded hostages during The Shift. You were conceived because those things that are good, strong, and vibrant always find their way to each other. Your elven ancestors taught you the ways of magic, granted you wisdom and long life, but you rejected their torpid languor. Your human ancestors gave you vigor, but you rejected their foolishness and falsehood in disgust, as well as their smell and crude appearance. Both your ancestral kin, elves as well as humans, have failed you, and they are the subject of both ridicule and bitter shame among you. The half-elves are the crown of creation and you will strike forth to finally mold the world into what the gods, or you yourselves, intended.



KEY ATTRIBUTE: Wits

KIN TALENT: Psychic Power

TYPICAL PROFESSIONS: Druid, Rogue,
Sorcerer

and sang their stone songs so their words took hold and the sphere grew. Over many generations, the dwarves expanded the sphere. Soon, the curve of the world was barely visible. And so, you will continue building until the sphere reaches the god's fiery hearth in the sky. The

lazy and useless elves were given the task of growing grass and trees across the surface of the sphere, to keep it moist and prepare it for new layers, like the carpenter who prepares a wooden surface before it is glued to another. Thus, the elves have a task to fulfill and you tolerate them.

The humans are different. They interrupted your holy task of building the world. Your ancestors were tricked into taking the orcs as servants in exchange for a piece of the land you have forged, but the useless beasts betrayed you as soon as the inev-



DWARF

In the beginning, the god Huge gave your ancestors a small pebble and the task of building a world around it. They stoked their forges



itable war broke out. Humans are false and many, but so are lice, while you are the chosen workers of the god Huge. You chase the vermin with weapon in hand, and the work continues. Only the younger of your kin are lured into the harsh light of the world, and run around like wheezing humans without goal or purpose.

KEY ATTRIBUTE: Strength

KIN TALENT: True Grit

TYPICAL PROFESSIONS: Fighter,
Minstrel, Peddler

HALFLING

Everyone is happy and tubby in your family. They sing humorous songs in the inns, and drink and smoke, but when darkness falls they vomit in the flowerbeds and go home to beat their children. Your crazy aunt is locked up, and no one wants to acknowledge your even more twisted relatives even though everybody knows they are out there in the woods. You clean the flowerbeds and oil the wooden facade of your burrow so the neighbors will see it and be forced to go out as well, and everyone smiles and nods, even though they hate and slander each other as soon as the opportunity arises.

You can't stand it anymore. You're going out into the world and never coming back again. You want blood on your knife and gold in your purse, to eat dangerously spicy food and see streets that no one cares to sweep, in villages where no one grins without reason.



KEY ATTRIBUTE: Empathy

KIN TALENT: Hard to Catch

TYPICAL PROFESSIONS: Minstrel,
Peddler, Rogue

WOLFKIN

Weaklings, all of them. Need to go inside and warm their paws by the fire after a day in the woods. Need to boil the meat so they can stomach it. They couldn't stand the breath of the Huntress, so they died like weak pups. All the rot in the world springs from its weakness. You and your pack live as was intended. You hunt. You howl together.



and beat sticks and drums because your own voices have grown weak.

Enough is enough. You are leaving to teach the weaklings how everyone should live. And if someone says that the wolfkin did not roam the first forests, they will feel your claws at their throat and you will taste their blood.

KEY ATTRIBUTE: Agility

KIN TALENT: Hunting Instincts

TYPICAL PROFESSIONS: Druid, Fighter, Hunter

ORC

Elves and dwarves enslaved your ancestors. But when the war came, they needed the courage and strong arms of the orcs. Then they fled when the tide of war turned against them. Now, you are free. You will kill all the humans that have slaughtered your brothers. They killed them with horrible sorcery and with demons from their unclean dreams. You despise the elves. Dwarves are wretches. This is the time of the orcs. You are many





and you are strong, and you will show them a land where the orcs are in charge. The clans grow. You will make Ravenland great again. But first, you will go out into the world to ravage and have some fun.

KEY ATTRIBUTE: Strength

KIN TALENT: Unbreakable

TYPICAL PROFESSIONS: Fighter, Hunter, Rogue

GOBLIN

The elders say you are the dark brothers of the halflings. Like you give a shit! All you know is that you live while the lardbags don't even try. What do halflings know about howling with wolves, licking blood off drippertrees under a full moon or making love among nettles? If you didn't keep nightwatch over their pretty villages, trolls and wolfkin would have torn them apart a long time ago. You say enough and be gone with that! The world's out there, swollen with smells and flavor and silver and thrills. You'll be taking off into the dark, fingers dug deep into your wolf's fur, froth washing your face. The night's alive and you're the ones living it!

KEY ATTRIBUTE: Agility

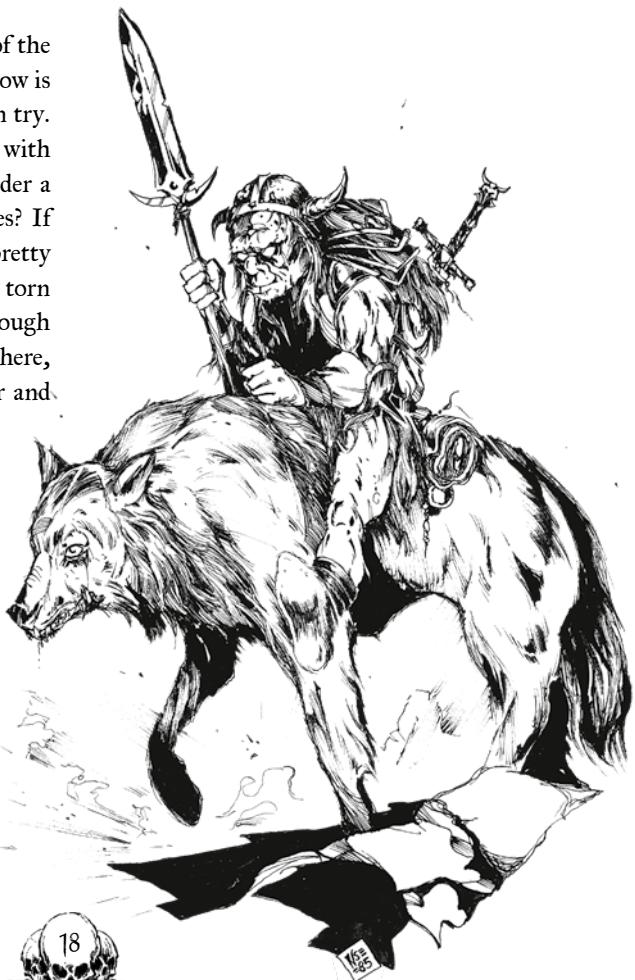
KIN TALENT: Sneaky

TYPICAL PROFESSIONS: Hunter, Rider, Rogue

PROFESSION

All the player characters are adventurers, but you have learned a thing or two before the game begins. Your profession will determine much about your character. It will influence your attributes, your skills, your talents. There are eight professions in the game, listed below. They are described in detail in the full *Forbidden Lands* game.

- | | |
|------------|------------|
| ❖ Druid | ❖ Peddler |
| ❖ Fighter | ❖ Rider |
| ❖ Hunter | ❖ Rogue |
| ❖ Minstrel | ❖ Sorcerer |





ATTRIBUTES

Your adventurer has four attributes that indicate your basic physical and mental capabilities. Attributes are rated from 1 to 5 for most humanoids and up to 6 in exceptional cases.

Your attributes are used when you roll dice to perform actions in the game, and also how much damage of various kinds you can withstand before you become Broken. Read more about this in Chapter 5.

STRENGTH

Raw muscle power, brawn, and stamina.

AGILITY

Body control, speed, and motor skills.

WITS

Sensory perception, intelligence, and sanity.

EMPATHY

Personal charisma, empathy, and ability to manipulate others.



SKILLS

Your skills are the knowledge and abilities you have acquired during your life as an adventurer or prior to it. They are important, as they determine, along with your attributes, how effectively you can perform certain actions in the



game. There are sixteen skills, and they are all described in detail in Chapter 3. They are measured by skill level on a scale from 0 to 5. The higher the number, the better.

NO SKILL LEVEL? You can always roll for a skill even if you have no level in that skill – in that case you only use the associated attribute for the skill in question, and gear. Read more about how skills work in the next chapter.





TALENTS

Talents are tricks and abilities that give you a small advantage in the game. They are more specialized than skills and provide you with a way of fine-tuning your character. There are also special talents for your kin and your profession.

In this quickstart, only PCs (not NPCs) use talents, and these talents are included in the descriptions of the pregenerated PCs at the back of this book. A wide range of talents are described in the full *Forbidden Lands* game.

MAGIC TALENTS: A special category of the profession talents are the magic talents. These are needed to cast spells and are generally only available to Druids and Sorcerers. Magic is fully explained in the full *Forbidden Lands* game.



PRIDE

Adventurers are not like other people. Leaving home and family to set out on the way of the sword requires both courage and the conviction that you are an individual beyond the norm. This is represented in the game by your Pride – something specific that you are very proud of. It can be an ability, an event in your past, or something else. Each pregenerated PC in the back of this PDF has a pre-made Pride.

Once per game session you can activate your Pride, when you fail a skill roll in a situation where your Pride is relevant. The GM has the final say, but she should give you the benefit of the doubt. When activating your

Pride, you get to roll an extra D12 and include the result in a dice roll. If you fail the roll despite this, you must remove your Pride. You then need to play one entire session without a Pride, before you get to choose a new Pride for your character. Read more on how you use your Pride in Chapter 3.



DARK SECRET

Every player character in *Forbidden Lands* has a story. Many of the colorful individuals trying their luck among the ruins have a checkered past, filled with thrills and danger. You are one of those people. You have experienced something before the game begins that has left its mark on you or still threatens you in some way. This is called a Dark Secret. Each pregenerated PC in the back of this PDF has a pre-made Dark Secret.





The Dark Secrets that you and the other PCs have are first and foremost tools for the GM to create stories with, but can also affect how many Experience Points you get after a game session (see page 23).



RELATIONSHIPS

As an adventurer, you look for riches in the wild, but you are also an individual with personal relationships with the other player characters. You have been part of the same adventuring group for a while and you know each other fairly well. The pregenerated PCs listed in the back of this PDF have pre-made relationships to each other.



GEAR

When traveling in the *Forbidden Lands*, you need the right gear. Villages are far apart, and you need to be able to survive alone in the wilds. You must write down all the items you are carrying on your character sheet. Write down one item per row on the sheet. If it's not listed on your sheet, you don't have it with you.

The pregenerated PCs in the back of this PDF have their listed. Remember to note it down on your character sheet.

In addition to your other gear, you are assumed to have a knapsack and a waterskin. Gear used to carry other gear does not count toward your encumbrance and does not need to be noted down.

COINS

Monetary transactions in the *Forbidden Lands* are generally made with silver coins or just “silver.” Copper coins are used for smaller transactions and for larger sums, gold is used. Ten copper coins equal one silver, and ten silver coins equal one gold coin.



ENCUMBRANCE

You can carry a number of regular items equal to double your Strength. Use your base Strength score, not the temporary rating reduced by taking damage (see page 58).

HEAVY & LIGHT ITEMS

An item designated as HEAVY counts as two regular items, and will take up two rows on your character sheet instead of one. At the opposite end of the spectrum, there are items that are designated as LIGHT – they count as half of a regular item, and so you can list two LIGHT items on one row on your sheet.

TINY ITEMS

Items that are even smaller than LIGHT are called TINY. They are so small they don't affect your encumbrance at all. The rule of thumb is: if the item can be hidden in a closed fist, it's TINY. TINY items also need to be listed on your character sheet.

COINS: Single coins count as TINY items and don't encumber you. However, 100 coins count



YOUR ADVENTURER



as a **LIGHT** item, 200 coins count as a normal item, and 400 coins count as a **HEAVY** item.

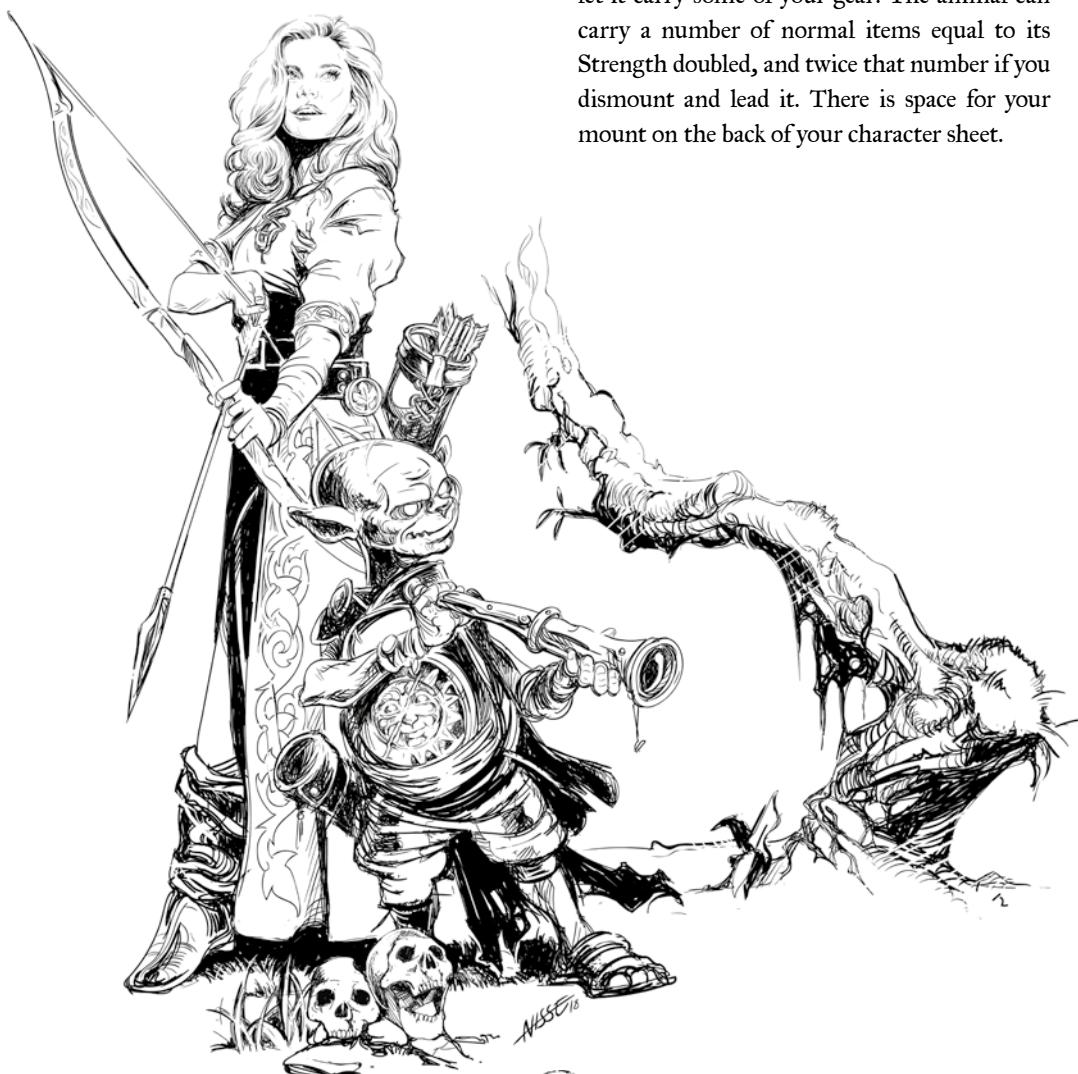
OVER ENCUMBERED

You can temporarily carry more than your normal encumbrance limit (Strength x 2 items). In this case, you need to make a roll for the EN- DURANCE skill whenever you want to RUN in

a round of combat (see page 45) or HIKE for a Quarter Day (see page 72). If the roll fails, you must either drop what you are carrying, stay where you are, or suffer 1 point of damage to Agility (see page 59) and keep going.

MOUNTS

If you have a horse or other mount, you can let it carry some of your gear. The animal can carry a number of normal items equal to its Strength doubled, and twice that number if you dismount and lead it. There is space for your mount on the back of your character sheet.





CONSUMABLES

A special category of items in the game are called consumables. These are food, water, arrows and torches. You don't count individual units of these items; instead, each consumable is rated with a Resource Die, from D6 to D12, that measures how much of that consumable you are carrying. Each type of consumable has a box on the character sheet where you note your Resource Die for it.

Every time you eat a ration of food, drink a ration of water, shoot an arrow, or light a torch – you roll the Resource Die for the consumable. If the die shows 1 or 2, you must decrease the Resource Die one step – for example from a D8 to a D6. When you roll a D6 and get a 1–2 result, your stash of the consumable is fully depleted.

Your starting Resource Dice are indicated by each pre-made PC at the back of this PDF.

ENCUMBRANCE: For encumbrance, each type of consumable counts as one item, no matter what your current Resource Die is. When you lose your last Resource Die for a particular consumable, this consumable no longer counts toward your encumbrance at all.



FINDING & BUYING: When you find or buy consumables, they are counted in *units*. A unit of a consumable increases your Resource Die one step.

SHARING: If you want to give a consumable to another person, you simply increase the recipient's Resource Die as many steps as you decrease your own.



EXPERIENCE

Life as an adventurer brings many challenges, and if you survive you can be certain you will change and maybe even learn a thing or two along the way.

The things you learn during the game are measured in Experience Points (XP). How this works is explained in the complete *Forbidden Lands* game.



REPUTATION

As an adventurer in the *Forbidden Lands*, word of your deeds will spread far and wide – assuming you live long enough. This is represented by your Reputation score, which will determine the chance of you being recognized and can affect social conflicts.

Reputation is not used in this quickstart, but is explained in detail in the full *Forbidden Lands* game.





SKILLS

The lava ate his stilts and Berde's fear didn't leave him until he reached the ledge. The thief whistled silently to himself, kicked off the smoldering clogs that remained and ventured into the hold as a servant among others, directing his steps without haste towards the treasury.



A roleplaying game is a conversation. The Gamemaster describes the scene, you describe how your PCs behave, the GM describes how any NPCs react, you reply, and it goes back and forth. That is how the story is told and progresses. But sooner or later, a decisive situation will arise, a point of no return, a conflict that conversation alone cannot resolve. Then it's time to break out the dice and use one of your skills.

ROLL THE DICE

There are sixteen skills in total in the game, and they are all described later in this chapter. Every skill is connected to one of the four attributes: Strength, Agility, Wits, and Empathy.

When you perform an action, you first describe what your player character does or says. Then you grab a number of six-sided dice equal to your skill level plus your current score in the

attribute that is connected to that skill. If you have some sort of gear that may be helpful, you will get extra dice from that as well.

Then you roll all the dice at once.

SIXES MEAN SUCCESS

To succeed with your action, you must roll at least one six. A six is called a *success*, and these are marked in the rules with a symbol of two crossed swords: ✕. If you roll more than one ✕ you can achieve additional effects in some cases – this is specified by each skill.

ONES WEAR YOU DOWN

Ones can be bad for you – they can mean that you suffer damage, exhaustion, fear, or that your weapon has been damaged. Ones have no effect on your first roll, only if you choose to push your roll (see below). A one is called a *bane*, and is marked with a skull symbol: ☠.



DIFFERENT COLORS

Whether a certain die you have rolled originates from your attribute, your skill, or your gear, may be important. For that reason, you should use dice of three different colors. The dice from attributes are called Base Dice, the dice from skills are called Skill Dice, and the dice from gear are called Gear Dice or Weapon Dice (specifically for weapons).

CUSTOM DICE

There is a set of beautifully engraved custom dice available for *Forbidden Lands*, sold separately. The symbol ✕ is engraved directly onto these dice. Every dice set contains nine D6s, four of which are Base Dice (white), three Skill Dice (maroon), and two Weapon Dice (black), as well as one D8, one D10, and one D12 (more on how these are used later in this chapter). You can play the game with one of these sets, but it might be easier if you have two sets or even three.

ROLLS WITHOUT SKILL

If you don't have the skill required for the particular action you want to perform, you can roll anyway – simply roll your Base Dice and any applicable Gear Dice.

EXAMPLE

Josie's Sorcerer Nirmena is exploring a ruined castle along with her fellow adventurers. Suddenly, an undead ghoul comes out of the shadows and lifts its rusty sword to strike Nirmena. She turns and runs toward a tower to find safety there, but stops in her tracks as the floor has collapsed in

front of her. She decides to leap across the chasm. Nirmena has Agility 3 but no skill level in MOVE. She gets to roll only the Base Dice to make the jump.

THE ART OF FAILURE

If you roll no ✕ something goes wrong. For some reason, you failed to achieve your goal. Feel free to elaborate on why with the help of the GM. She might even let a failed roll have further consequences to move the story forward in a dramatic way.

Failure must not stop the story completely. Even when you fail, there must be a way

THE 16 SKILLS	
Might (STRENGTH)	
Endurance (STRENGTH)	
Melee (STRENGTH)	
Crafting (STRENGTH)	
Stealth (AGILITY)	
Sleight of Hand (AGILITY)	
Move (AGILITY)	
Marksmanship (AGILITY)	
Scouting (WITS)	
Lore (WITS)	
Survival (WITS)	
Insight (WITS)	
Manipulation (EMPATHY)	
Performance (EMPATHY)	
Healing (EMPATHY)	
Animal Handling (EMPATHY)	



forward – perhaps at the cost of time, risk, or silver, but still a way. The GM has the final say on the consequences of failure in that particular situation.

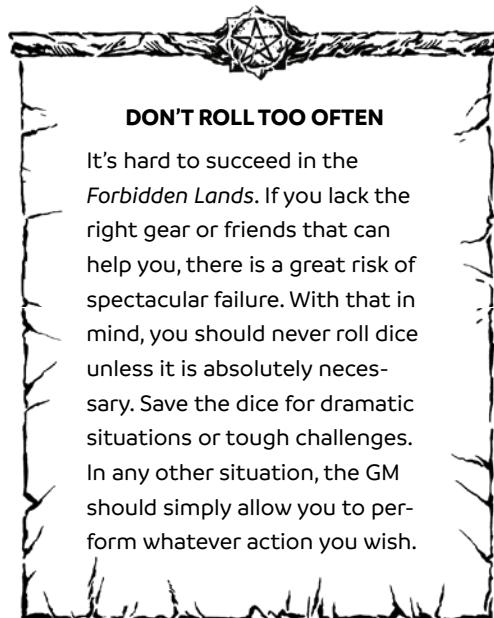
You have one last chance if you really want to succeed – you can push the roll.



PUSHING YOUR ROLL

If you are desperate to succeed with a dice roll, you can choose to push it. This means that you grab all the dice that did not come up as a six (✗) or a one (💀) and roll them again. You get a new chance to roll ✗.

You cannot choose which dice to reroll.



ANIMAL HANDLING



When you push, you must roll all dice that did not come up as ✗ or 💀.

Usually, you would only push a roll if you failed it – although you can push your roll even if you rolled ✗ first, to get more ✗ to increase the effect of an attack for example. Pushing a roll is not without risk – more on that below.

How a pushed roll plays out in story terms depends on what kind of action you are performing. It doesn't have to be a physical effort,



it might be about complete mental focus or an emotional struggle.

SKILL DICE: When you push a roll, ones from the Skill Dice do not count as and can be re-rolled even if they do come up as a one. Hence, the symbol does not appear on the Skill Dice in the custom dice set for the game.

GEAR DICE: If you push your roll, you must also push any Weapon Dice or Gear Dice.

ONLY ONCE: You can only push your roll once. If you don't succeed on your second try, you just have to deal with the consequences.

LORE



IS ACTIVATED

When you push yourself hard, there is a risk that you will suffer damage or exhaustion, or that your weapon will be destroyed. After you have pushed your roll, look at all the dice on the table. In the first roll, had no effect, but when you push they become active. It doesn't matter if the came up in the first roll or the second.

- ❖ For every you have rolled on a Base Die when you push, you suffer one point of damage to the attribute you have used (read more about damage in Chapter 5).
- ❖ For every you have rolled on a Weapon Die when you push, your weapon's bonus is decreased by one (read more about that below).

Remember that ones on the Skill Dice never count as (see above).

DESCRIBE YOUR ACTION

You create a story together in *Forbidden Lands*. A dice roll is a dramatic peak – first you should describe what you are trying to achieve, so that everyone knows what is at stake. Then you roll your dice. Interpret the result and describe what happens. Describe what you do, what you say, or what you are thinking. If you push your roll, describe how. Do it yourself, don't wait for the GM – the GM should only stop you if you go beyond the results you have rolled.



CHANCE OF SUCCESS

When you roll a lot of dice, it can be hard to predict the chance of success. The table below shows the chance of success when rolling with 1–10 dice. The third column shows the chance of success if you push the roll.

NUMBER OF DICE	CHANCE OF SUCCESS	PUSHED ROLL
1	17%	29%
2	31%	50%
3	42%	64%
4	52%	74%
5	60%	81%
6	67%	87%
7	72%	90%
8	77%	93%
9	81%	95%
10	84%	96%

WILLPOWER

To push yourself to the brink of your abilities is risky, but it can also have positive effects – it gives you the force of will required to use the powerful kin talents and profession talents.

For every you roll on the Base Dice (Weapon Dice do not count) when you push, you get a Willpower Point (WP) in addition to any damage you suffer. The Willpower Points

are required to use your powerful kin talents and profession talents. These are listed by each of the pre-made PCs on page 134 and forward.

Mark your WP on your character sheet. You can never have more than 10 WP.

In this quickstart, only the players (not the GM) uses Willpower Points. In the full *Forbidden Lands* game, the GM has her own pool of Willpower Points, and can push rolls to get more WP just like players.

EXAMPLE

Josie rolls her three Base Dice for Nirmena's jump. None of them come up and one shows . Nirmena throws herself across the chasm but midway realizes that it's too far to the other side. Josie decides to push the roll. She rerolls her two Base Dice that didn't show . One of them now comes up with a ! Nirmena stretches out her hand and just barely catches the edge on the other side of the chasm. Panting, she climbs up, temporarily safe. Because of the rolled, she suffers one point of damage to Agility. She also gains one Willpower Point.



ONLY ONE CHANCE

As a rule, you only have one chance to succeed with any action. Once you have rolled the dice – and pushed the roll – you may not roll again to achieve the same goal. You need to try something different or wait until the circumstances have changed in a substantial way. Or let another player character try.

This rule does not apply to combat, where you





can attack the same enemy over and over until he is sprawled bloody on the ground.

GROUP ROLLS

When you face a challenge with your fellow adventurers, you don't roll dice separately. Instead, you choose who among you is best suited to take on this challenge. The others may help her (see below) if it's relevant to the situation. If the roll fails, it counts as a failure for all of you – you are not allowed to try one time each.

This rule does not apply in combat, where each adventurer is free to attack any enemy they like.



SLEIGHT OF HAND



MODIFICATION

Sometimes, external factors help you to succeed. This gives you extra Skill Dice to roll. Other times, something hampers your action.

This gives you fewer Skill Dice to roll than normal. This is called modification.

Modification +1 means you roll one extra Skill Die, +2 means you roll two extra Skill Dice, and so on. Modification -1 means you roll one Skill Die fewer than normal, -2 means two fewer, and so on.

Modifications only ever affect Skill Dice – never Base Dice or Gear Dice.

Several modifications can apply to the same roll – add them together. A modification of +2 and one of -1 add up to +1.

NEGATIVE DICE: If, after modifications, you end up with exactly zero Skill Dice, you just roll your Base Dice (and any applicable Gear Dice). If you go below zero, you must roll this negative number of Skill Dice. These dice are called negative dice. Any X on negative dice eliminate an equal number of X on Base or Gear Dice. If you push your roll you must re-roll negative Skill Dice too (except the ones showing X of course).

You can get modifications in several different ways: through talents, through the difficulty of the action itself, and through help from others.



DIFFICULTY

Normally, the GM doesn't assess how difficult an action is. You only roll dice in challenging situations – period. But sometimes, the GM might want to underscore that external factors either help or hinder an action. Use the following table for guidance:



DIFFICULTY	MODIFICATION
Trivial	+3
Simple	+2
Easy	+1
Average	0
Demanding	-1
Hard	-2
Formidable	-3



There are also cases when modifications are imposed by the rules, like when you aim carefully with a ranged weapon (see page 52), shoot at long distance, or if you're in a bad bargaining position when you attempt to MANIPULATE someone. Some talents can also give you a positive modification in certain situations.

HELP FROM OTHERS

Other PCs or NPCs can help you succeed at a skill roll. This must be declared right away, before you roll your dice. It must also make sense in the story – the individual helping you must be physically present and have the capacity to support your action. The GM has the final say.

For each person helping you, you get a +1 modification. No more than three people can help you with a single roll, meaning your maximum modification from assistance is +3.

In combat, helping counts as the same type of action as the one you are supporting (fast or slow).

NPCs can help each other in the same way as player characters. Letting NPCs act in groups instead of individually is often an easy way to manage large numbers of NPCs in conflicts.

EXAMPLE

Nirmena tries to help her fellow adventurer, the dwarf Tyrgar, to climb up the old ruined tower. Tyrgar has Agility 2 and skill level 2 in MOVE. Thus, he gets to roll two Base Dice and three Skill Dice (two for his skill level and one for the help from Nirmena). He rolls one ✗ and makes the climb.



OPPOSED ROLLS

Sometimes rolling a ✘ isn't enough to succeed with your skill roll. In some cases, you have to beat your foe in an opposed roll. To win an opposed roll, you have to roll successfully and roll more ✘ than your adversary. Every ✘ your adversary rolls eliminates one of your ✘. Only you (the attacker) can push your roll.

Sometimes you and your adversary roll for different skills, sometimes the same. Opposed rolls are common when you MANIPULATE or use STEALTH, and when someone uses those skills against you. The GM can also use opposed rolls when she deems it appropriate, like rolling MIGHT vs MIGHT to determine the outcome of an arm-wrestle.

EXAMPLE

Moving through the old tower, Nirmena spots another undead guard. She tries to sneak by it, into the ancient library beyond. Nirmena has a current Agility score of 2 and skill level 1 in STEALTH, and thus gets to roll two Base Dice and one Skill Die. The undead has Wits 1 and skill level 2 in SCOUT,

and rolls one Base Die and two Skill Dice. Nirmena rolls one ✘ but so does the guard. Nirmena stumbles, but Josie decides to push the roll. She gets lucky and rolls another ✘! She manages to stay silent, and sneaks past the undead guard without being spotted.



NPCS AND SKILLS

Non-Player Characters use skills in the same way as player characters. The GM rolls dice for them, and they can push their rolls just like PCs can. But the GM only has to roll for actions that affect a PC directly – for example, if the NPC is attacking a player character or is attempting to save her. When an NPC performs an action that does not directly affect a PC, the GM can simply decide what happens, without rolling dice.



GEAR

To increase your chance of success, you can use gear. Gear can take the form of a weapon in combat, a rope to climb, or an old book to understand a legend. You will find many weapons in Chapter 5.

Useful gear gives you Gear Dice. This is called the Gear Bonus. When it comes to weapons, the terms commonly used are Weapon Dice and Weapons Bonus. You roll Gear Dice together with Base Dice and Skill Dice, and they are counted the same way: sixes equal ✘.





GEAR GETS WORN

When you use gear and push your roll (see above), there is a risk your gear may be damaged. For every **💀** you roll with your Gear Dice when pushing the roll, the item's Gear Bonus is decreased by one. It simply doesn't work as well anymore – a weapon dulls, a rope frays, the fragile pages of a book fall out and crumble to pieces. If the Gear Bonus reaches zero, the item is broken and cannot be used again until repaired.

Luckily, damaged gear can be repaired. It takes a few hours of work and a successful roll with the CRAFTING skill. If the roll is successful, the Gear Bonus is recovered by one point for every **×**, up to the starting value. If the roll fails, the Gear Bonus is permanently decreased to its current score. If the Gear Bonus has been reduced to zero and the attempt at repair fails, the item is permanently destroyed.

EXAMPLE

*To climb up to the next level of the tower, Nirmena uses a rope. She thus gets to roll two Base Dice (current Agility 2) and one Gear Die (the rope has a +1 bonus). She has a bit of bad luck, fails the roll, and decides to push. She makes the roll, but one of the Gear Dice comes up a **💀**. The rope is scraped against a sharp rock and nearly breaks. Its Gear Bonus is reduced to +1.*



ARTIFACT DICE

Usually, gear only adds extra D6 to your roll. However, there are master crafted artifacts and magic items that adds an extra D8, D10,

or even a D12, in addition to the normal Gear Dice. Artifact Dice are never degraded by wear. Rare items of this kind are described in the *Gamemaster's Guide*. Items that give you Artifact Dice to roll are divided into three categories, depending on the type of dice they give:

- ❖ D8: Mighty
- ❖ D10: Epic
- ❖ D12: Legendary

When you roll an Artifact Die, any result of 6 or higher counts as **×**. Really high results count as several **×**. See the table below.

RESULT	D8	D10	D12
6	×	×	×
7	×	×	×
8	XX	XX	XX
9	-	XX	XX
10	-	XXX	XXX
11	-	-	XX
12	-	-	XXXX

The *Forbidden Lands* custom dice have the number of **×** engraved directly on the dice.



PRIDE

Once per game session, you can use your Pride (see page 32) when you have failed a skill roll. You can activate your Pride even after you have rolled the dice, and pushed your roll. When



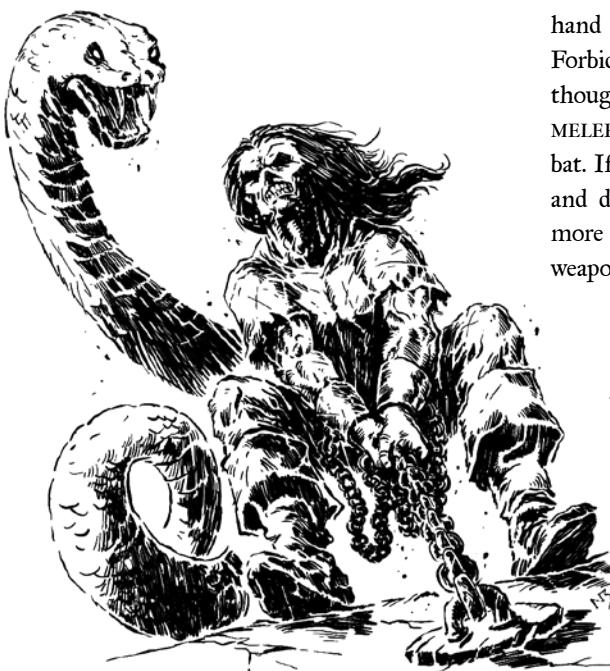
you use your Pride, you roll a D12 and add the result to your roll.

If you fail despite using your Pride, you have to cross out your Pride. You must play a whole game session without Pride, then you can choose a new one. Read more about Pride in Chapter 2.



THE SKILLS

This section describes the sixteen skills in this game.



MIGHT

MIGHT (STRENGTH)

You use MIGHT to lift, pull, push, or hold tight to something. If your roll succeeds, you perform this feat of strength.

ENDURANCE (STRENGTH)

When the road is long and hard, when your legs can't carry you any longer, roll for ENDURANCE. Roll for this skill when you travel in extreme weather or when you are forced to suffer bitter cold. If you succeed, you push through the pain and can fight on for a while longer.

MELEE (STRENGTH)

To be able to defend yourself with weapon in hand is important to all adventurers in the Forbidden Lands, regardless of your profession, though it is most important for a Warrior. Roll MELEE when you attack or parry in close combat. If the roll succeeds, you hit your adversary and do Weapon Damage (see page 59). Read more about close combat in Chapter 5. How weapons are used is also described there.

CRAFTING (STRENGTH)

You often have to make your own gear in the Forbidden Lands, and repair it if it breaks. To do so requires the CRAFTING skill.

REPAIR: Repairing a broken item generally takes a few hours and a successful CRAFTING roll. If the roll succeeds, the item is repaired. If the item has a Gear Bonus, it will increase one





step for every **X** rolled. You cannot go above the original Gear Bonus. If the roll fails, the Gear Bonus is permanently decreased to the current level. If the Gear Bonus has been decreased to zero and the repair fails, the item is permanently destroyed.

CRAFT: Creating new items requires far more work and raw materials than repairing existing ones does. Almost any item in the game can be crafted. How this works is explained in the full *Forbidden Lands* game.



ENDURANCE

STEALTH (AGILITY)

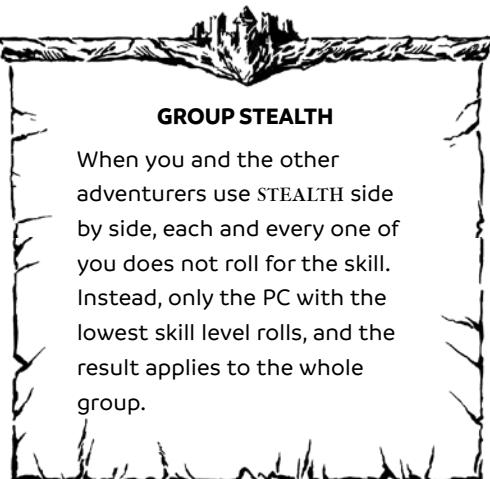
It is often wise to avoid combat and sneak past the enemy instead. Roll an opposed roll (see page 31) with your STEALTH skill against your adversary's SCOUT. If you win, you manage to sneak past them without being spotted. You can also use this skill to remain hidden and avoid discovery when you are stationary. A third way to use this skill is to make a sneak attack (see page 47).

MOVE (AGILITY)

When you are going to jump, climb, move fast, or perform any other action that requires speed or motor control, you roll MOVE. You can also use MOVE to duck in close combat and run away from conflict (read more in Chapter 5).

SLEIGHT OF HAND (AGILITY)

When you are trying to steal the queen's jewel unnoticed, pick a lock, or perform any other



GROUP STEALTH

When you and the other adventurers use STEALTH side by side, each and every one of you does not roll for the skill. Instead, only the PC with the lowest skill level rolls, and the result applies to the whole group.



action that requires fine motor skills, you roll SLEIGHT OF HAND.

MARKSMANSHIP (AGILITY)

Using a bow and arrow, sling, or a simple rock, you can stop enemies at a distance and can avoid bloodying your hands. Roll MARKSMANSHIP when you throw or fire a weapon at an enemy at a distance. If you succeed, the shot hits its target and you do weapon damage (see page 59) to your enemy. Read more about ranged combat in Chapter 5.

SCOUTING (WITS)

As an adventurer in the Forbidden Lands, you always have to be on your guard, or you won't live long. You use your SCOUTING skill to discover anyone sneaking up on you (opposed roll, see above).

GROUP SCOUTING

When you and the other adventurers scout at the same time, you do not roll separately. Instead, only the PC with the highest SCOUTING skill level rolls, and that result applies to the whole group.

You can also use this skill when you see something or someone at a distance, and want to know more about it. If the roll is successful, you see what it is and can determine whether or not it is a threat to you. The GM decides exactly what you see.





DON'T USE SCOUTING TO FIND HIDDEN THINGS

The SCOUTING skill is not used to find hidden things like secret doors or hidden clues. If you describe how your PC searches the right place, the GM should simply let you discover what you are looking for if it is possible to find.

LORE (WITS)

Myths and legends are not just tales to amuse around the campfire. They often contain vital knowledge about the Forbidden Lands that has been passed down through generations. Roll for LORE when you want to know more about an adventure site, an important NPC or an artifact. If you succeed, you will remember a legend (see page 4) about it. Some legends are available as premade handouts.

SURVIVAL (WITS)

The Forbidden Lands are dangerous ground, where wild beasts roam the land. The ignorant can lose their lives by choosing the wrong path through the woods or drinking from the wrong water source. You can roll SURVIVAL in a number of different situations when you are traveling in the wilderness. Read more in Chapter 6.

INSIGHT (WITS)

Being able to read other people and see through lies and deceit can be an important ability for



MARKSMANSHIP



an adventurer. Roll INSIGHT when someone is trying to MANIPULATE you (opposed roll). Read more below.

You can also use this skill to determine an NPC's state of mind. You must be close to the NPC and spend a few minutes observing him. If your roll is successful, the GM must tell you which is the NPC's strongest emotion right now – for example hate, fear, contempt, or love.

MANIPULATION (EMPATHY)

Life in the Forbidden Lands is bloody, but you can often reach your goals without violence, through charm, threats, or sensible reasoning. There are many methods to make another person see things your way. Make an opposed roll (see page 31) with your MANIPULATION against your adversary's INSIGHT.

If you succeed, your adversary must either do what you want or immediately attack you physically.

INSIGHT



SURVIVAL



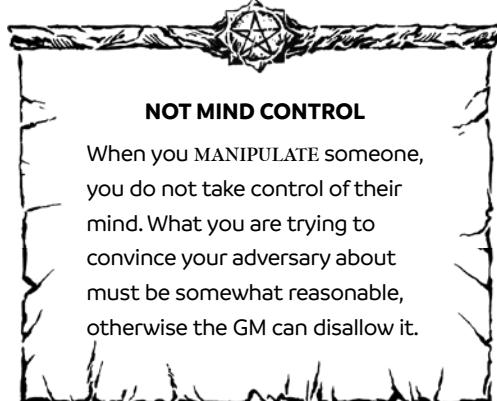
Even if your adversary chooses to do what you want, he can still demand something in return. The GM decides what that entails, but it should be reasonable enough for you to be able to meet those demands. It is up to you to accept the agreement or not.

BEING MANIPULATED: NPCs and other PCs can MANIPULATE you. If their roll succeeds, you must attack or offer a deal of some kind. Then it is up to the GM (or the other player) whether your adversary accepts or not.

HEALING (EMPATHY)

The Forbidden Lands are a dangerous place. As an adventurer, there is a significant risk that you and your friends will be injured, sooner or later. This is when the HEALING skill is useful. It can be used in two different ways:

RECOVERY: A person who has suffered so much damage to Strength or Agility that the attribute has been reduced to zero is Broken, and cannot act any further. If you apply your HEALING skills to her and your roll succeeds, she gets back on her feet and immediately recovers a number of



SCOUTING



attribute points equal to the number of \times you roll. Read more about damage in Chapter 5.

SAVE A LIFE: The most important application of HEALING is giving first aid and saving the life of a fallen comrade who has suffered a critical injury. A failed roll at this point could mean the end for your patient, so be careful! Read more about critical injuries on page 62.

PERFORMANCE (EMPATHY)

Singing and performing are highly valued in the Forbidden Lands. The land is permeated by legends and myths, passed on by the people through generations. The PERFORMANCE skill can be used in several ways.

RECOVERY: When a comrade has her Wits or Empathy Broken, you can use PERFORMANCE to bring her back to her feet, in the same way as HEALING can recover Strength and Agility. Your subject immediately recovers a number of attribute points equal to the number of \times you roll. Read more in Chapter 5.

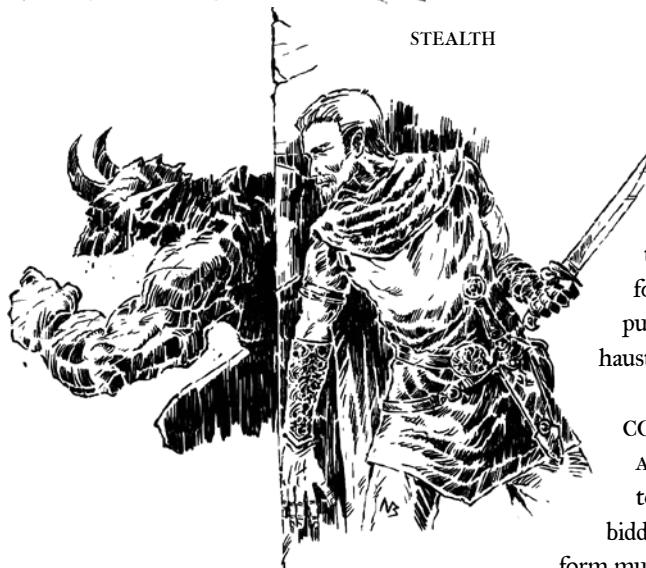


MANIPULATION

TAUNT ENEMIES: You can use a slow action (see page 42) to taunt an enemy in combat. The enemy must be in SHORT range and be able to understand your language. You cannot taunt monsters or animals. Roll an opposed roll for PERFORMANCE versus INSIGHT. If you succeed, choose one of the following effects:



STEALTH



- ❖ The enemy is angered and has to direct his next attack towards you, if at all possible.
- ❖ The enemy is distracted and his next roll is modified by -1. If you roll more X than you initially needed to win, the enemy's next roll is modified by an additional -1 for every X.

Feel free to embellish your insults to the enemy at the gaming table!

ANIMAL HANDLING (EMPATHY)

The Forbidden Lands are full of horrible beasts and monsters, but there are also plenty of regular animals in the forests, on the plains, and in the mountains – these can be dangerous as well. Animals are either wild or tame. The ANIMAL HANDLING skill can be used in several different ways:

RIDE: Any adventurer can sit on a horse or another type of mount without falling off, but more advanced maneuvers can require

a skill roll. ANIMAL HANDLING replaces MOVE when you attempt difficult jumps or other maneuvers on beastback. Use the mount's AGILITY in these cases to determine the number of Base Dice for the roll, not your EMPATHY. You can push the roll, but you run the risk of exhausting the mount.

COMMAND TAME ANIMALS: Using ANIMAL HANDLING, you can attempt to command a tame animal to do your bidding. The actions you want it to perform must be simple and within the framework of the animal's normal behavior. The GM decides what is reasonable. An attempt to do this takes at least a few minutes.

TAME WILD ANIMALS: This use of the ANIMAL HANDLING skill is explained in the full *Forbidden Lands* game.

HEALING





"What's in a name?" Mormelan asked while wiping blood from his blade on a silk handkerchief. "That which we call a heart, by any word would bleed as rich." Reubenwald was in no shape to respond, clutching his bleeding chest, but his left hand reached for his grandmother's magical dagger, hidden in his boot.



Life as an adventurer is hard and often violent. You can run into wild beasts, malicious raiders, cold-souled Rust Brothers, and demonic monsters. When someone gets in your way, sometimes you have no choice but to hack your way through them.

Combat can be rough for your player character and can even be lethal. Before you enter combat, you should always ask yourself: Is it worth it?

ROUNDS & INITIATIVE

When a conflict begins, the first step is to determine who has the initiative. Do this before anyone rolls dice for an action.

DRAWING THE INITIATIVE

Grab ten cards, numbered 1 through 10. All the players taking part in the conflict, either voluntarily or involuntarily, each draw a card and the GM draws one card for every NPC. This is called drawing the initiative. The number on the card determines the order in which you act in the conflict.

Number 1 acts first, number 2 acts second, and so forth until everyone has acted. Place your initiative card by your character sheet, so everyone can see in which order you all act. The GM puts her initiative cards in front of her.

When all the participants in the combat have acted once, the round is over, and a new round begins. The round order remains the same throughout the whole conflict – drawing the initiative is only done once, at the start of the first round.





SURPRISE

If you perform an attack that the GM deems surprising, you may draw two initiative cards, and choose which one of the two you want. The card you do not choose is put back in the deck which is shuffled again before the others (either players or GM) draw their cards.

TALENTS

Some talents allow you to affect your initiative. Read more in the full *Forbidden Lands* game.

CHANGING THE INITIATIVE

You never draw a new initiative card during a fight, but you can exchange your initiative

CARDS FOR INITIATIVE

In the custom card deck for *Forbidden Lands* (sold separately), there are ten special initiative cards to use when drawing the initiative. If you do not have access to that deck, a normal deck of cards works fine, with the ace substituting for the one.

ROUNDS & TURNS

In the game, a round can represent any period from ten seconds up to a minute, depending on circumstances and the skills used.

Another term used to keep track of time in the game is the TURN. A turn is about 15 minutes long, and it is used primarily when exploring adventure sites (see page 113).





card – and thus your initiative for the round – with another player character. This can be done at the start of the fight or at the start of the round, but never during a round. You and the other player character must be able to speak to each other to exchange initiatives. You can exchange initiative cards with an enemy through the FEINT action (see Close Combat).

EXAMPLE

On their way from the old ruined castle, a few cheap gems and old books being all they have to show for it, Nirmena the half-elf and Tyrgar the dwarf are spotted by three orcs at the edge of the forest. They grin and get ready for a fight. All five draw an initiative card each. Nirmena draws 6, Tyrgar 4, and the orcs 2, 3 and 9. The initiative order is Orc 1, Orc 2, Tyrgar, Nirmena, Orc 3.



SLOW ACTIONS & FAST ACTIONS

When it is your turn to act, you can perform *one slow action* and *one fast action*, or *two fast actions*. A *slow action* usually consists of rolling for a skill. A *fast action* is quicker and doesn't always require a dice roll, but can do so. See the lists of typical slow and fast actions below. How these work is explained in detail in the sections Close Combat and Ranged Combat, later in this chapter.

PREREQUISITES: Some actions can only be performed if certain conditions are met. Often this is a feature of the weapon you are using. Features of weapons and other items are explained later in this chapter.

NON-PLAYER CHARACTERS

In typical conflicts, the GM draws one initiative card per NPC. If there are a lot of NPCs and the number of combatants is above ten, the GM will split the NPCs into groups. All the NPCs with identical stats will form a single group, and the GM will draw one initiative card per group instead of one per individual. All the NPCs in a group act at the same time in the turn order. In what order they act individually within the group is up to the GM.

MONSTERS

The kind of horrible creatures that are commonly called monsters don't act as regular enemies in combat. Monsters draw initiative normally, but then follow their own rules. Read more on page 93.



SLOW ACTIONS

ACTION	PREREQUISITE	SKILL
Slash	Edged or Blunt weapon	Melee
Stab	Pointed weapon	Melee
Punch/Kick/ Bite	Unarmed	Melee
Grapple	Unarmed	Melee
Break Free	You are Grappled	Melee
Shoot	Ranged weapon	Marksmanhip
Persuade	The opponent can hear you	Manipulation
Taunt	The opponent can hear you	Performance
Cast Spell	You are a Druid or a Sorcerer	None
Flee	No enemy at Arm's Length	Move
Crawl	You are prone	None
Charge	At Near range	Melee Charge talent

DESCRIBE YOUR ACTIONS

When it's your turn to act, simply state which actions you wish to perform and roll dice to see if you are successful. Some actions will give your opponent the opportunity to perform a reactive action, read more under Close Combat and Ranged Combat.

HELPING OTHERS

If you help another player character or NPC to perform an action, it costs you one action of the same kind (slow or fast). You have to state if you help someone before any dice are rolled. Helping others breaks the initiative order in the round. You can read more about helping in Chapter 3.

EMBELLISH!

The list of actions is fairly comprehensive, but provides no details. It is up to you as a player to describe exactly what your adventurer does, how she looks when she attacks and what she feels when she raises her sword to attack...

ZONES & RANGE

The combat area is divided into zones. A zone is a room or an area of ground. How big a zone is varies – from a few steps across up to about 25



FAST ACTIONS

FAST ACTION	PREREQUISITE	SKILL
Dodge	–	Move
Parry	Shield or Parrying weapon	Melee
Draw Weapon	–	–
Swing Weapon	Heavy weapon, must be performed right before a close combat attack	–
Get Up	You are prone	–
Shove	–	Melee
Disarm	Your target holds a weapon	Melee
Feint	Enemy at Arm's Length	–
Run	No enemy at Arm's Length	Move (in Rough zone)
Retreat	Enemy at Arm's Length	Move
Grapple Attack	You've Grappled an opponent	Melee
Ready Weapon	Ranged weapon	–
Aim	Ranged, Short distance or more	–
Power Word	You are a Druid or a Sorcerer	None
Use Item	Varies	Varies

meters. A zone is generally smaller in difficult terrain than in open terrain. The distance from one zone to the next is called one segment.

In the official adventure sites, a numbered location on the map typically constitutes one zone. In a random encounter during journeys, the GM can make a quick sketch of the area or simply describe it.

EXAMPLE

The GM has drawn up a quick map of the area where Tyrgar and Nirmena face the orcs.

When combat starts, the adventurers are in a zone next to the orcs. The adventurers' zone is OPEN while the orcs' zone is ROUGH.

ZONE FEATURES

Zones can have various features, which affect actions performed in the zone.

CRAMPED: The zone is small and/or has a low ceiling. Attacks with HEAVY weapons get a **-2** penalty, and it is impossible to SWING WEAPON before a close combat attack.



ROUGH: You must roll MOVE when you RUN into the zone. Failure means you managed to get into the zone, but you fall down.

OPEN: The zone is open and flat, which is ideal for mounted combatants. Read more below.

DARK/FOGGY: Ranged attacks into the zone are modified by -2 and can't pass through the zone.

BORDERS AND LINES OF SIGHT

Another important feature of zones is the border between them. The border between zones affects both movement and ranged combat.

BLOCKED: The border is blocked by a wall, a deep abyss, or something similar. You cannot pass the border between the zones, at least not on foot.

OBSCURED: Something along the border of the zone blocks the line of sight, but not move-

ment. An example could be a doorway, shrubbery, or a curtain. Ranged attacks across the border are not possible, but movement is not affected.

RANGE CATEGORIES

In conflict, the distance between you and your opponent is divided into five range categories. See the table on this page. The Typical Terrain column lists the types of terrain where the maximum line-of-sight usually matches that category. Read more in the next chapter.

MOVEMENT

To move during combat, you use the RUN action (fast). This moves you from one zone to a neighboring zone, or between NEAR and ARM'S LENGTH distance from an enemy in the zone you are already in. No roll is required to RUN, unless you're moving into a ROUGH zone, in which case you need to roll for MOVE (see above).

RANGE CATEGORIES

RANGE	DESCRIPTION	TYPICAL TERRAIN
Arm's Length	Right next to you	-
Near	A few steps away, in the same zone as you	Small room, cave tunnel
Short	Up to 25 meters away, in a bordering zone	Dense forest, swamp, large hall
Long	Up to one hundred meters (four segments) away	Forest, hills, city ruins, gigantic hall
Distant	As far as the eye can see	Plains, mountains





CLOSE COMBAT: If you have an active enemy at ARM'S LENGTH, you can't RUN away from him. Instead, you must use the RETREAT action (see page 51).

DOORS: You can open an unlocked door with the USE ITEM action (fast). A locked door must either be opened by picking the lock (see page 34) or by breaking it down. A typical wooden door can take 5 points of damage before it falls apart. More sturdy doors require more force, and really massive doors also have an Armor Rating (see page 59).



FLEEING THE CONFLICT

If you're losing a fight, it might be better to retreat and perhaps return with back-up. If you want to leave the conflict immediately, and you don't have any enemies at ARM'S LENGTH, you can roll for MOVE – a successful roll means you manage to get away somehow, and the conflict is over.

You cannot FLEE in this way if you are trapped or surrounded. The GM has final say. You cannot use your roll to move past an opponent – you must FLEE in the same direction you came from. The GM can modify your roll depending on the terrain and the distance to the next opponent, see the table below.

FLEEING	
RANGE	MODIFICATION
Near	-1
Short	0
Long	+1
Open Zone	-1
Rough Zone	+1

If the roll fails, you remain in combat with your opponent and cannot get away – you remain at the same distance as you were before. The GM can also inflict some additional negative consequence for you (see page 25). You can attempt to FLEE again in the next round.

EXAMPLE

The adventurers and the orcs are in neighboring zones. The distance between the groups is one segment, i.e., SHORT range.



AMBUSHES & SNEAK ATTACKS

The key to winning a conflict is often attacking when your enemy least expects it. You can achieve this in several different ways.

SNEAK ATTACK: When you stalk someone and your attack catches them unawares, it's called a sneak attack. First, roll an opposed roll for SNEAK. You get a modification depending on how close you are – see the table to the right on this page. If you want to attack in close combat, you usually have to get within ARM'S LENGTH. If you fail, your opponent spots you at your starting distance – draw initiative.

If you succeed, you get a free action (slow or fast, but not both) before you draw the initiative. Your target cannot DODGE or PARRY a sneak attack. Sneak attacks are always done individually, by one attacker against one target.

AMBUSH: A special kind of sneak attack is an ambush – you lie in wait for your enemy and attack when he passes. When you ambush someone, you roll SNEAK as described above, but with a modification of +2, since it is the target and not the attacker that is moving.

Ambushes can be carried out by a group and against a group of targets. This follows the usual rules for SNEAK – for the attackers (whoever has the lowest SNEAK skill level roll) and for the targets (whoever has the highest SCOUT roll).

SNEAK ATTACKS & AMBUSHES	
RANGE	MODIFICATION
Arm's Length	-2
Near	-1
Short	0
Long	+1

CLOSE COMBAT

When you attack in close combat, you use the MELEE skill. Close combat usually happens at ARM'S LENGTH. With some weapons, you can attack from NEAR distance (see the weapons, below).

WEAPONS: When you enter close combat, it is wise to have a weapon in hand. Weapons give you a Gear Bonus for your roll (see page 31), increase the damage caused and allow you to perform actions that are harder or even impossible without a weapon. Several close combat weapons are described in the table on page 55.

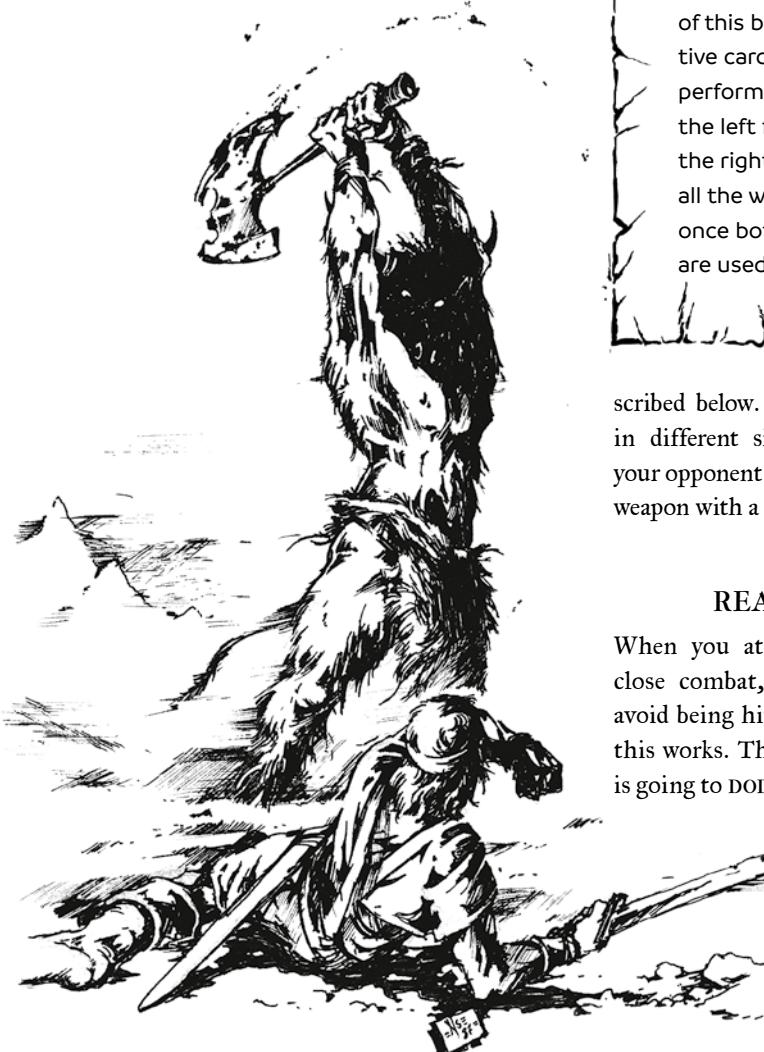
SHIELD: Carrying a shield is also very useful in close combat. You can PARRY attacks with it, but you can also use it to SHOVE opponents to the ground. Shields are described in the table on page 60.

STANCE: To be able to attack an opponent in close combat, you have to stand up on your



feet. If you are prone, you must first spend a fast action to GET UP before you can attack. The exception is the SHOVE action, which can be done even if you are prone. While you are prone, standing enemies get a +2 modification on all close combat attacks against you.

ACTIONS: There are several actions to choose from in close combat, all of which are de-



MARK YOUR ACTIONS

Because reactive actions break the initiative order, it can be hard to keep track of how many actions the combatants have performed. A tip is to keep track of this by turning the initiative card 90 degrees for every performed action. Turn it to the left for a fast action and to the right for a slow action, and all the way around 180 degrees once both actions in the turn are used up.

scribed below. Different actions are effective in different situations, depending on what your opponent is doing. Some actions require a weapon with a certain feature.

REACTIVE ACTIONS

When you attack a prepared opponent in close combat, he can DODGE or PARRY to avoid being hit. Read more below about how this works. The defender must declare if she is going to DODGE or PARRY before you roll for your attack.

DODGE and PARRY are called reactive actions, since they are performed immediately, and they break the normal initia-



tive order in the round. However, they do count as per usual against your two available actions in the round (one slow and one fast action). For every reactive action you perform, you get one less action when it is your turn, and once you have used both your actions during the round, you can no longer DODGE or PARRY (talents can modify this, however).

SLOW ACTIONS

SLASH: You swing your weapon at your opponent. Requires a weapon with the EDGED or BLUNT features. Roll MELEE plus the weapon's Gear Bonus. Can be DODGED or PARRIED. If your target DODGES, he gets a +2 bonus. If you hit, your opponent takes Weapon Damage on his Strength. If you roll multiple ✕, the damage increases by 1 for each additional ✕. If the enemy takes a critical injury (see page 62), roll on the table for slash wounds (for EDGED weapons) or blunt trauma (for BLUNT weapons).

STAB: You attempt to impale your opponent. Requires a weapon with the POINTED feature. Roll MELEE plus the weapon's Gear Bonus. Can be DODGED or PARRIED. A target who PARRIES with a weapon gets a -2 penalty, while parrying with a shield gives a +2 bonus. If you hit, your opponent takes Weapon Damage on his Strength. If you roll multiple ✕, the damage increases by 1 for each additional ✕. If the enemy suffers a critical injury, roll on the table for stab wounds.

PUNCH/KICK/BITE: Does not require a weapon. Roll for MELEE. Can be DODGED or PARRIED, and any attempt to PARRY gets a +2 bo-

nus. If you hit, your opponent takes 1 point of damage to his Strength. If you roll multiple ✕, the damage increases by 1 for each additional ✕. If the enemy suffers a critical injury, roll on the table for blunt force wounds (unless you have fangs – in that case, use the table for slash wounds).

GRAPPLE: You grab hold of your opponent. Roll for MELEE, as no weapon can be used. Can be DODGED or PARRIED. If the attack succeeds, both you and your opponent fall to the ground. The opponent drops any weapon he was holding, and cannot move. The only action he can perform is BREAK FREE – which is a slow action and requires him winning an opposed MELEE against you. While you are grappling, the only action you can perform is a GRAPPLE ATTACK. It works like PUNCH/KICK/BITE, but is a fast action and cannot be DODGED or PARRIED.

FAST ACTIONS

DODGE: You throw yourself out of the way of your opponent's attack. Reactive action. Roll MOVE (not MELEE). You cannot use a weapon. If the attacker SLASHES, you get a +2 bonus. Every ✕ you roll eliminates a ✕ from the attacker's roll. Any excess ✕ have no effect. When you DODGE, you fall prone. You can choose to remain standing, at the cost of a -2 penalty.

PARRY: You block your opponent's attack. Reactive action. Requires a shield or a weapon. Roll MELEE and the Gear Bonus of the shield or weapon used. If you PARRY with a weapon that lacks the PARRYING feature, you get a -2 penalty. If the attacker STABS you, you get a +2



bonus when you PARRY with a shield but a -2 penalty if you parry with a weapon. Every X you roll eliminates a X from the attacker's roll. Any excess X have no effect.

DRAW WEAPON: You draw a weapon from your belt or scabbard. No roll is required. This fast action can also be used to pick up a weapon or other item from the ground (within ARM'S LENGTH). Also see the QUICKDRAW talent.

SWING WEAPON: You swing your melee weapon to make your upcoming strike more powerful. No roll is required, but this fast action requires a HEAVY weapon. Must be performed directly before a SLASH or STAB, in the same round. If the attack is successful, the damage done increases by +1.

STAND UP: Rise from a prone to a standing stance, or the other way around. Close combat attacks against opponents that are prone are modified by +2.

SHOVE: You try to push your enemy to the ground. Roll MELEE. A weapon with the HOOK feature or a shield can be used. If your oppo-



ATTACK & DEFENSE		
SLASH	STAB	PUNCH/KICK
Parry with weapon	-	+2
Parry with shield	+2	+2
Dodge	-	-
Parry without Parrying weapon: -2		
Dodge without going prone: -2		



ment has higher Strength than you, two ✕ are required to succeed, otherwise one is enough. If the attack is successful, your opponent falls to the ground and is prone (however, see the STEADY FEET talent). Any additional ✕ have no effect. Your opponent can DODGE to avoid your SHOVE. PARRYING a SHOVE requires a shield.

DISARM: You try to knock the weapon from your opponent's hands. Roll MELEE and your weapon's Gear Bonus. Disarming an opponent wielding a one-handed weapon requires one ✕, a two-handed weapon requires two (however, see the FIRM GRIP talent). If you succeed, your opponent drops his weapon, which lands at ARM'S LENGTH. Any excess ✕ have no effect. You cannot DISARM a shield. Your enemy can PARRY or DODGE your DISARM.

FEINT: You trade initiative cards with an opponent at ARM'S LENGTH (or NEAR, if your close combat weapon can reach that far). The new initiative order takes effect the next round. No roll is required.

RETREAT: This action must be used instead of RUN if you have an active enemy at ARM'S LENGTH. Brings you to NEAR range. Roll for MOVE. If you fail, you move but your enemy gets a free attack against you – a SLASH, STAB or PUNCH that doesn't count toward his actions in the round and which you can't PARRY or DODGE.

EXAMPLE

The fight between the adventurers and the orcs begins. Orc 1 uses his two actions to RUN toward Tyrgar, first from SHORT to

NEAR distance, then to ARM'S LENGTH. Orc 2 does the same, but approaches Nirmena. Then it's Tyrgar's turn. His axe is already drawn, so he uses his fast action to SHOVE Orc 1 to the ground, which succeeds.

He then proceeds to use his slow action to SLASH the orc, who has already used up his actions in the round and can't PARRY or DODGE. Tyrgar rolls the following dice: four Base Dice for his Strength, two Skill Dice for his MELEE skill, one Skill Die for his AXE FIGHTER talent, two Gear Dice for his axe's Weapon Bonus, and two bonus Skill Dice because his opponent is prone. He rolls three ✕. The first ✕ means he hits. The next two ✕, combined with his axe's Weapon Damage of 2, results in 4 points of damage to the orc, who is Broken.

Nirmena's turn. She draws her sword (fast action) and tries to STAB Orc 2, but misses. Orc 3 runs to ARM'S LENGTH from Tyrgar. Then the round is over.



RANGED COMBAT

When you attack someone from a distance, you roll MARKSMANSHIP. You need a ranged weapon, even if it's simply something to throw. The table on page 57 describes various weapons and indicates the maximum range at which the weapon can be used.

RANGE

When you shoot at someone, it is harder to hit your target the further away they are. At SHORT



range, you get a -1 penalty, and at LONG range it's a -2 . At ARM'S LENGTH, you get -3 since it's very hard to draw a bead on an opponent that close to you. This does not apply if you are shooting at a defenseless or completely oblivious opponent at ARM'S LENGTH – in that case, you get a $+3$ bonus instead.

SHOOTING RANGE	
RANGE	MODIFICATION
Arm's Length	$-3/+3$
Near	$-$
Short	-1
Long	-2
Distant	-3 (requires Aim)

ACTIONS

The actions available in ranged combat are not as numerous as in close combat, but there are a few options.

READY WEAPON: Fast action. Before you can fire your bow or sling, you must READY it – prepare the weapon by nocking an arrow or placing a stone in your sling. Once you have READIED your weapon, you can't take any slow action other than SHOOT and no fast action other than AIM (see below) – if you do anything else, you must READY the weapon again before you can SHOOT. Note that the FAST SHOOTER talent allows you to fire bows and slings without using an action to READY the weapon.

Crossbows don't need to be READIED. Instead, you must LOAD a crossbow (slow action) before each shot. You can carry a LOADED crossbow around as long as you like.

AIM: Fast action. Before you SHOOT, you can AIM. This gives you a $+1$ bonus to the attack. You must AIM and SHOOT in the same round – you cannot save the bonus for a later round. Please note that you cannot READY your weapon, AIM and SHOOT in the same round, as that is a total of three actions. It's possible if you have the FAST SHOOTER talent, however.

You can't AIM at an aware opponent at ARM'S LENGTH – he is too close for you to be able to draw a bead on.

SHOOT: Slow action. Roll for MARKSMANSHIP and the weapon's Gear Bonus. Can be DODGED, but to PARRY a ranged attack the target must have a shield. If you hit, your target takes Weapon Damage on his Strength. For every additional \times rolled, the damage increases by 1 . If the target suffers a critical injury, roll on the table for stab wounds if you used a bow or throwing knife and use the table for blunt force if you used a sling or a thrown rock.

DODGE: Fast reactive action. You throw yourself out of the way of your opponent's attack. Roll MOVE (not MELEE). Every \times you roll eliminates one \times from the attacker's roll. Any excess \times have no effect. When you DODGE, you fall prone. You can choose to remain standing, at the cost of a -2 penalty.

PARRY: Fast reactive action. To be able to PARRY a ranged attack, you must have a shield. Roll



using MELEE and the shield's Gear Bonus. Every ✕ you roll eliminates one ✕ from the attacker's roll. Any excess ✕ have no effect.

REACTIVE ACTIONS

Just like in close combat, your opponent must declare if he intends to DODGE or PARRY before you roll to attack. DODGE and PARRY are reactive actions and break the normal initiative order in the round.

EXAMPLE

The last remaining orc RETREATS and then RUNS. In the next round, Tyrgar DRAWS his crossbow and then SHOOTS it. The range is now SHORT which gives Tyrgar a -1 penalty. Yet he rolls two ✕, and with the crossbow's Weapon Damage of 2 he inflicts 3 points of damage.



SOCIAL CONFLICT

Sometimes, you can make things go your way without resorting to violence. Instead, you trick or convince your opponents without drawing your weapon. This might even be possible in the midst of combat, if the GM judges it plausible. For non-violent conflicts, you use the MANIPULATION skill.

What you ask of your opponent or what you want him to do must be within reason – no NPC will agree to do anything or act completely against their own interests, no matter how good your roll is.

MONSTERS: Many monsters are so savage or

dim-witted that they simply cannot be swayed by words, no matter how silvery your tongue is. Read more about monsters on page 93.

RESOLUTION

When you try to convince or bluff someone, make an opposed roll of MANIPULATION versus your opponent's INSIGHT. It only counts as a (slow) action for you.

If you successfully MANIPULATE your opponent, he must either do what you want or immediately attack you with physical violence. Even if your opponent chooses to do what you want, he can still demand something in return. The GM decides what that entails, but it should be reasonable enough for you to be able to meet those demands. It is up to you to accept the agreement or not.

NEGOTIATING POSITION

Your chances of MANIPULATING someone successfully are affected by your negotiating position, which is determined by the GM. Each of following factors modifies your roll by +1:

- ❖ You have more people on your side.
- ❖ What you ask for doesn't cost your opponent anything.
- ❖ Your opponent has suffered damage to any attribute.
- ❖ You have helped your opponent previously.
- ❖ You present your case very well (determined by the GM).

Each of the following factors modifies your roll by -1.

- ❖ Your opponent has more people on his side.



- ❖ You ask for something valuable or dangerous.
- ❖ Your opponent has nothing to gain by helping you.
- ❖ You are having trouble understanding each other.
- ❖ The range between you is SHORT or longer.

even LONG range. The GM modifies your roll negatively if she deems that the range impairs your negotiating position (see above).

ARTIFACTS

Some valuable or very impressive artifacts can give a Gear Bonus to your MANIPULATION roll.



MANIPULATE A GROUP

When you want to MANIPULATE a whole group, you usually address the group's leader or spokesperson. Remember that your roll is modified by -1 if your opponent has more people on his side. If you reach an agreement with the leader, the rest of the group usually follows. If there is no given leader it's harder – every single opponent acts individually.

RANGE

To MANIPULATE someone, you usually need to be in NEAR range – but if it is applicable to the situation, the actions can be used at SHORT or

WEAPONS

As an adventurer, you always want a weapon close at hand – you never know where danger lurks. The tables and images on the following pages show various kinds of common weapons in the Forbidden Lands.

WEAPON FEATURES

The features used in the weapon tables are explained below.



MELEE WEAPONS

WEAPON	GRIP	BONUS	DAMAGE	RANGE	COST	FEATURES
Unarmed	-	-	1	Arm	-	Blunt
Knife	1H	+1	1	Arm	1	Light, Pointed
Dagger	1H	+1	1	Arm	2	Light, Edged, Pointed
Falchion	1H	+1	2	Arm	4	Edged, Pointed
Shortsword	1H	+2	1	Arm	6	Edged, Pointed, Parrying
Broadsword	1H	+2	2	Arm	10	Edged, Pointed, Parrying
Longsword	1H	+2	2	Arm	18	Heavy, Edged, Pointed, Parrying
Two-Handed Sword	2H	+2	3	Arm	40	Heavy, Edged, Pointed, Parrying
Scimitar	1H	+1	2	Arm	8	Edged, Pointed, Hook, Parrying
Handaxe	1H	+2	2	Arm	2	Edged, Hook
Battleaxe	1H	+2	2	Arm	6	Heavy, Edged, Hook
Two-Handed Axe	2H	+2	3	Arm	18	Heavy, Edged, Hook
Mace	1H	+2	1	Arm	4	Blunt
Morningstar	1H	+2	2	Arm	8	Blunt
Warhammer	1H	+2	2	Arm	12	Blunt, Hook
Flail	1H	+1	2	Near	16	Blunt
Wooden Club	1H	+1	1	Arm	1	Blunt
Large Wooden Club	2H	+1	2	Arm	2	Heavy, Blunt
Heavy Warhammer	2H	+2	3	Arm	22	Heavy, Blunt, Hook
Staff	2H	+1	1	Near	1	Blunt, Hook, Parrying
Short Spear	1H	+1	1	Near	2	Pointed
Long Spear	2H	+2	1	Near	4	Pointed
Pike	2H	+2	2	Near	12	Heavy, Pointed
Halberd	2H	+2	2	Near	30	Heavy, Pointed, Edged, Hook
Trident	2H	+1	2	Near	6	Pointed, Hook





KNIFE



LONGSWORD



DAGGER



SHORTSWORD

TWO-HANDED SWORD



SCIMITAR



BROADSWORD



FALCHION



TWO-HANDED AXE



FLAIL



WOODEN CLUB



MACE



LARGE WOODEN CLUB



HEAVY WARHAMMER



WARTHAMMER



COMBAT & DAMAGE



TRIDENT



SHORT SPEAR



LONG SPEAR



STAFF



PIKE



HALBERD

RANGED WEAPONS

WEAPON	GRIP	BONUS	DAMAGE	RANGE	COST	FEATURES
Rock	1H	-	1	Short	-	Light
Throwing Knife	1H	+1	1	Short	1	Light
Throwing Axe	1H	+1	2	Short	2	
Throwing Spear	1H	+2	1	Short	3	
Sling	1H	+1	1	Short	1	Light
Short Bow	2H	+2	1	Short	6	Light
Longbow	2H	+2	1	Long	12	
Light Crossbow	2H	+1	2	Long	24	Loading is slow action.
Heavy Crossbow	2H	+1	3	Long	40	Heavy, Loading is a slow action.



THROWING KNIFE



THROWING AXE



SLING



LONG-BOW



THROWING SPEAR



HEAVY CROSSBOW



LIGHT CROSSBOW



SHORT BOW



GRIP indicates if you need one or two hands to wield the weapon. A two-handed weapon can't be combined with a shield, and some critical injuries will prohibit the use of two-handed weapons.

BONUS indicates how many Gear Dice you can roll when using the weapon. Remember that the Gear Bonus can be reduced if you push your roll – the bonus decreases by one for every **💀** you have rolled (see page 31). If the Gear Bonus is reduced to zero, the weapon breaks and needs to be fixed using the CRAFTING skill.

DAMAGE indicates your base Weapon Damage, i.e., how many points of damage to Strength your opponent suffers if your attack is successful. If you roll extra **X**, you deal additional damage.

RANGE indicates the maximum range at which the weapon can be used.

COST indicates the weapon's typical price in silver coins. The actual price can vary depending on the supply and demand at the location.

FEATURES indicates which features the weapon has. Possible features are **LIGHT**, **HEAVY**, **EDGED**, **POINTED**, **BLUNT**, **PARRYING**, **HOOK**. How these are used is explained in the Close Combat section above.



DAMAGE

Life as a roaming adventurer is hard and risky. The rewards may be great, but the only thing





you know for sure is that you will suffer all sorts of damage along the way. Damage can come in many forms and reduces one of your four attribute scores:

DAMAGE TO STRENGTH: Bleeding wounds, broken bones, and pain. This is the default type of damage. If the type of damage is not specified, it's always damage to Strength.

DAMAGE TO AGILITY: Physical fatigue and exhaustion.

DAMAGE TO WITS: Fear, panic, confusion, misjudgment. Read more under Fear on page 66.

DAMAGE TO EMPATHY: Cynicism, distrust, callousness.

SUFFERING DAMAGE

You can suffer damage in many ways. These are the three most common:

BY ROLLING **when you push a roll.** When pushing, you suffer 1 point of damage to the attribute used for every you roll.

FROM ATTACKS. Whenever someone successfully attacks you in close combat or with a ranged weapon, you suffer damage to Strength equal to the Weapon Damage plus one for every additional your opponent rolls.

FROM MAGIC. Spells cast by Sorcerers and Druids can give you damage of all types.

ARMOR

By wearing leather, chainmail, or a full suit of plate armor you can protect your body from damage to Strength. See the list of various kinds of armor, below. Armor doesn't provide protection from other kinds of damage, or from damage you inflict on yourself when you push a roll.

The effect of armor is determined by its Armor Rating. When you suffer damage from a physical attack, you roll a number of Gear Dice equal to the Armor Rating. Every you roll decreases the damage by 1. This roll does not count as an action and cannot be pushed.

If any damage penetrates your armor, its Armor Rating is decreased – every you roll reduces the Armor Rating by 1. If the armor absorbed all the damage, any rolled has no effect. Armor can be repaired. Natural armor is not degraded in this way.

HELMETS: You can only wear one type of armor at a time, but you can combine body armor with a helmet. Add the Armor Rating of any helmet you wear to the rating of your body armor before you roll. If the armor is degraded, you can choose if it is the body armor or the helmet that is damaged.

All helmets also have an extra effect: If you suffer one of the critical injuries, 65 for a slash wound, 64 for a stab wound, or 64–66 for blunt force, roll a number of Gear Dice equal to the Armor Rating of the helmet. If you roll one or more , the critical injury is changed to the 11–12 blunt force injury instead. This will reduce the Armor Rating of the helmet to zero however.



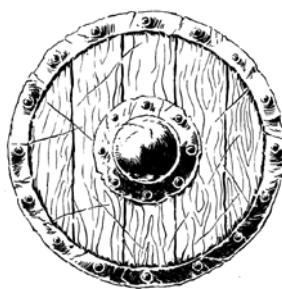
SHIELDS

WEAPON	BONUS	DAMAGE	RANGE	COST	FEATURES
Small Shield	+1	-	-	6	Light
Large Shield	+2	-	-	15	

SMALL SHIELD



LARGE SHIELD



COVER

When enemies are shooting at you, hunkering down behind cover – preferably something solid – can save your life. Taking cover behind something counts as a fast action. Cover has an Armor Rating and works exactly like armor – but only against ranged attacks. Cover can be degraded just like armor. Cover can be combined with armor – roll for cover first, then armor.

ARMOR & HELMETS

GEAR	ARMOR RATING	COST	BODY PART	FEATURES
Leather	2	3	Body	Light
Studded Leather	3	5	Body	
Chainmail	6	24	Body	Heavy item. Armor Rating 3 against arrows and Stabs.
Plate Armor	8	80	Body	Heavy item. Modifies Move by -2
Studded Leather Cap	1	2	Head	Light
Open Helmet	2	8	Head	Light
Closed Helmet	3	18	Head	
Great Helm	4	30	Head	Modifies Scout by -2





STUDDED LEATHER CAP



LEATHER

OPEN HELMET



STUDDED LEATHER

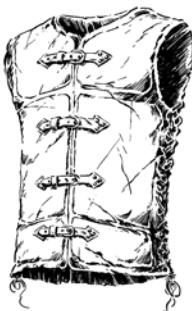
CLOSED HELMET



GREAT HELM



CHAINMAIL



TYPICAL COVER

BARRIER	ARMOR RATING
Furniture	3
Wooden Door	4
Tree Trunk	5
Wooden Wall	6
Stone Wall	8

EXAMPLE

Later on in the journey, Tyrgar gets in trouble again. The dwarf is hit by an angry minotaur's greataxe. The attack inflicts a whopping 4

points of damage. Tyrgar wears chainmail and an open helmet, for a total Armor Rating of 8. He rolls eight Gear Dice and gets one X and one ☠. Tyrgar suffers 3 points of damage and his Armor Rating is decreased by 1. Tyrgar chooses to let his chainmail take the hit and its Armor Rating is thus decreased to 5.

BROKEN

When an attribute score reaches zero, you are *Broken*. This means that you are put out of action in one way or another. Exactly what it means to be Broken depends on what attribute has been depleted:



STRENGTH: You're knocked senseless. Roll for a critical injury for the type of damage you suffered. If you're not dead, you can only CRAWL and mumble through the pain. You can't perform any other actions and you can't roll for any skills.

AGILITY: You collapse from exhaustion. You can only CRAWL and wheeze. You can't perform any other actions and you can't roll for any skills.

WITS: You're paralyzed by fear or confusion. Roll for a critical injury on the horror table (see page 133) – *except* if you Broke yourself by pushing a roll. If you remain conscious, you can RUN to a safe place, but you can't perform any other actions or roll for any skills.

EMPATHY: You break down in despair or self-pity. You must either explode in a violent outburst, kicking and breaking everything around you, or withdraw from everyone around you. In either case, you're uncommunicative until you've recovered a point of Empathy.

COUP DE GRACE

An opponent who has lost all Strength or Agility is defenseless. If it's an intelligent being (with Wits) and you want to give him a COUP DE GRACE and kill him outright, you must *fail* an Empathy roll (roll for the attribute only). Even if the roll fails, you must spend 1 Willpower Point and suffer 1 point of damage to Empathy – killing in cold blood is not as easy as you might think. If you have the COLD-BLOODED talent you can kill defenseless enemies without these negative effects.

RECOVERY

The fastest way to recover from being Broken is for someone else to treat you by successfully rolling for HEALING. You immediately recover a number of points in the Broken attribute equal to the number of X rolled. Further HEALING rolls have no effect, and the same person can only try once.

If no one helps you within D6 hours, you recover anyway and get 1 point back in the relevant attribute score.

CRITICAL INJURIES: If your Strength is Broken and you have suffered a critical injury, there might be a risk that you will die unless you are treated in time. Read more below.

FURTHER RECOVERY

Once back on your feet, you will recover all remaining lost attribute points by RESTING or SLEEPING for a Quarter Day (see page 82). This assumes that you are not HUNGRY, THIRSTY or suffering from some other condition that blocks recovery.



CRITICAL INJURIES

Being Broken is always bad, but having your Strength or Wits Broken is especially dangerous – it can trigger long term effects and even cost you your life. The critical damage tables are found at the back of this book. Roll



D66 on the table relevant to the latest form of damage you have suffered: slash wounds, stab wounds, or blunt force (for Strength), or mental trauma (for Wits).

DEATH

If your critical injury is listed as LETHAL, someone must make a successful HEALING roll to save you – otherwise, you die when the time indicated has passed. If you recover attribute points (above) before you die, you can attempt to HEAL yourself – but the roll gets a -2 penalty. Each person trying to HEAL you can only roll once.

INSTANT DEATH: Note that there are a small number of critical injuries that kill you outright. If you roll either of these, you draw your last breath in the Forbidden Lands. Time to create a new character.

HEALING

Each critical injury has a specific effect that you suffer during the healing time indicated – measured in days.

CARE: If someone manages to HEAL you during the process of healing a critical injury, the remaining healing time is reduced by half. Any earlier roll to save your life does not count towards this – a new roll is required to reduce the healing time.

ATTRIBUTE POINTS: Note that you can recover all your lost attribute points, but still suffer the effects of a critical injury.

NON-TYPICAL DAMAGE

For some types of damage (for example from fire), the normal critical injury tables don't apply. If you're Broken by such a non-typical type of damage, use the table Critical Injuries – Others on page I32.

CONDITIONS: Some conditions, such as HUNGRY and THIRSTY, can Break you (below). The effects of this are specified by each condition. Don't roll for a critical injury in this case.

PUSHED DAMAGE

There is one case where you don't risk any critical injury when Broken: when you push a roll so hard that you break yourself. This is very rare, but it can happen. This means you can never kill yourself by pushing a roll.

EXAMPLE

Poor Tyrgar was hurt before the savage



BROKEN NPC'S

NPCs can be Broken in the same ways as PCs. An NPC can HEAL a PC and vice versa. However, dice are usually not rolled when an NPC HEALS another NPC – instead, the GM decides what happens. The GM can also decide that a minor NPC whose Strength is Broken simply dies.



strike by the minotaur, and is now Broken. He rolls 52 on the critical injury table for slash wounds, and thus suffers a bleeding gut. He rolls a D6 and gets a 5, meaning he will die in five hours unless HEALED before he bleeds out. Nirmena is not around, so Tyrgar rolls another D6 to see how long it will take him to get back on his feet without help. He rolls a 2. After two hours on the cold ground he comes to. He tries to HEAL himself but fails. He now has three hours to find Nirmena or someone else who can HEAL him before he dies from his injuries.



CONDITIONS

In the game there are four so-called conditions your PC can suffer: HUNGRY, THIRSTY, SLEEPY, and COLD. These conditions can cause damage and block recovery. Mark conditions in the relevant check boxes on your character sheet.



KIN WEAPONS

Among weapon illustrations, you'll find designs created by the various kin of the Forbidden Lands. The kin designs normally don't affect the stats of the weapon, the differences are only cosmetic.

ORC WEAPONS:

TWO-HANDED SWORD



SCIMITAR



SHORTSWORD



DAGGER



KNIFE



FALCHION



LARGE WOODEN CLUB



WOODEN CLUB





DWARVEN WEAPONS:

DAGGER



SHORTSWORD



BROADSWORD



HEAVY WARHAMMER



WAR-HAMMER



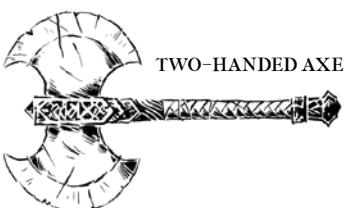
BATTLEAXE



THROWING AXE



TWO-HANDED AXE



SHORT SPEAR



HUNGRY

You must eat a ration of food (see page 23) at least once every day. After a day without food, you become HUNGRY. Being HUNGRY has several effects:

- ❖ You cannot recover Strength in any way, except through magic. You can recover other attributes.
- ❖ You suffer 1 point of damage to Strength per week. If your Strength is Broken while HUNGRY, you die after another week without food.
- ❖ As soon as you have eaten, you are no longer HUNGRY, and you can recover Strength normally.

THIRSTY

You must drink a ration of water (see page 23) at least once per day. After a day without water, you become THIRSTY. Being THIRSTY has several effects:

- ❖ You cannot recover any attributes, except through magic. If you are Broken, you need to drink water to get back up again.
- ❖ You take 1 point of damage to both Strength and Agility every day. If either of your Strength or Agility are Broken while THIRSTY, you die after another day without water.
- ❖ As soon as you drink, you are no longer THIRSTY, and you can recover your attributes normally.

SLEEPY

You need to sleep for at least one Quarter Day of each day. After one day without sleep, you



become SLEEPY. Being SLEEPY has several effects:

- ❖ You cannot recover Wits, except through magic. If your Wits are Broken while SLEEPY, you must sleep for at least one Quarter Day to get back up again.
- ❖ You take 1 point of damage to your Wits each day. If this damage breaks your Wits, you collapse and sleep for at least one Quarter Day.
- ❖ As soon as you have slept for at least a Quarter Day, you are no longer SLEEPY, and you can recover Wits normally.

COLD

When the cold is bitter and you don't have enough shelter, you have to roll ENDURANCE regularly. The colder it is, the more frequently you need to roll. A chilly fall day requires a roll per day; in the depth of winter, you might have to roll once every hour.

Extra protection, like a blanket, can give you Gear Dice to roll. If you fail your roll, you become COLD. Being COLD has several effects:

- ❖ You immediately take 1 point of damage to both your Strength and Wits – as the cold seeps into your body and makes the blood run slower to your brain, you are unable to think clearly.
- ❖ You can even hallucinate, causing you to act irrationally – details are up to the GM to decide. Some say that when you are close to freezing to death, you feel a strong burning sensation that can make you tear your clothes off.
- ❖ You must keep rolling ENDURANCE at the same interval, and with the same effect if

you fail. If your Strength is Broken while you are COLD, you die the next time you have to roll.

- ❖ You cannot recover Strength or Wits. Only after you have warmed up again, if only by a campfire, are you able to recover those attributes.



FEAR

Many horrifying beasts lurk in the shadows of the Forbidden Lands. Such creatures, some of which can be found in the Bestiary in Chapter 7, can perform so-called fear attacks. Fear attacks can also be triggered by magic and other terrifying experiences.

A fear attack is rolled with a number of Base Dice. Each X rolled causes 1 point of damage to Wits. All fear attacks have NEAR range, unless stated otherwise. Some fear attacks target a single victim, while others affect everyone within range.



DARKNESS

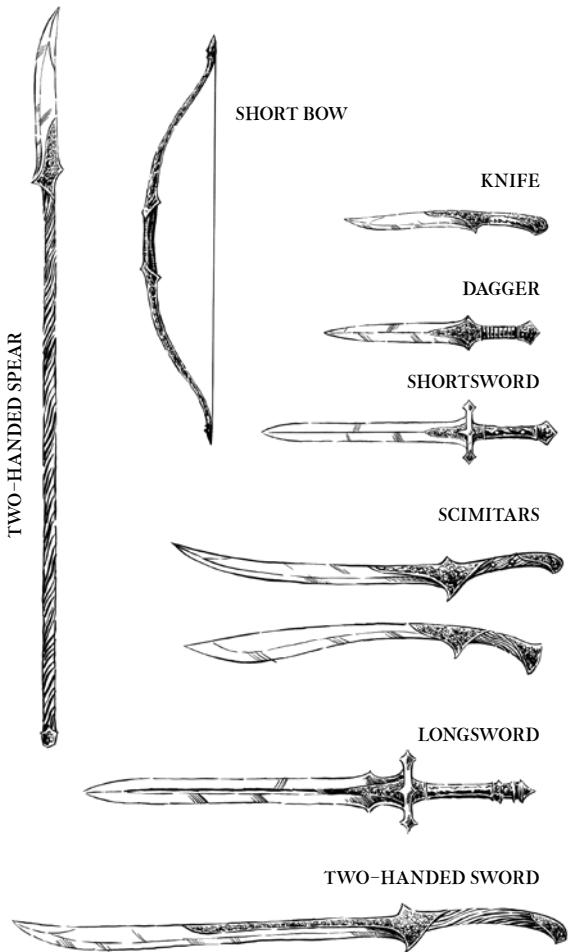
When you are in complete darkness and lack night vision, you have no choice but to feel your way forward/around. To RUN in complete darkness requires a successful MOVE roll, and you generally take 1 point of damage if you fail that roll.

You can attack opponents at ARM'S LENGTH normally in darkness, but you must first SCOUT successfully to be able to target





ELVEN WEAPONS:



them. This action takes no time in combat – you can SCOUT and then attack directly in the same round.

You cannot SHOOT at targets at SHORT range or more in total darkness. You can shoot opponents at ARM'S LENGTH or NEAR range, but only if you make a SCOUT roll. All ranged attacks in darkness are modified by -2.

FALLING

If you fall from three meters or more and hit a hard surface, the GM rolls for an attack against you. She rolls a number of Base Dice equal to the height of the fall in meters, minus 2. You take 1 point of damage to Strength for every X she rolls. Metal armor gives no protection.



DROWNING

Adventurers in the Forbidden Lands are assumed to know how to swim. If you end up in water, you need to make an ENDURANCE roll every turn (15 minutes) to stay afloat. If you wear metal armor, you need to roll every round.

If you sink, you need to make an ENDURANCE roll every round to hold your breath. If you fail, you start to drown and suffer 1 point of damage to Strength every round until someone saves you. If you are Broken when drowning, you die after D6 minutes.



POISON

Poisons are measured by Potency. A weak poison has Potency 3, a strong poison has Potency 6, and an extremely potent poison can have Potency 9 or even more. If you ingest poison in some manner, roll an opposed roll against the GM – she rolls a number of Base Dice equal to the Potency and you roll for ENDURANCE. If the poison wins,



you suffer its full effect. If you win the roll, you only suffer the limited effect of the poison.

LETHAL POISON

- ❖ FULL EFFECT: You take 1 point of damage to Strength each round until you are Broken. Your critical injury counts as non-typical. If you drink an antidote in time, the effect of the poison is halted.
- ❖ LIMITED EFFECT: You take 1 point of damage to Strength.

PARALYZING POISON

- ❖ FULL EFFECT: You take 1 point of damage to Agility each round until you are Broken. If you drink an antidote in time, the effect of the poison is halted.
- ❖ LIMITED EFFECT: You take 1 point of damage to Agility.

SLEEPING POISON

- ❖ FULL EFFECT: You take 1 point of damage to Wits each round until you are Broken, at which time you fall unconscious for D6 hours. You don't suffer a critical injury. If you drink an antidote in time, the effect of the poison is halted.
- ❖ LIMITED EFFECT: You take 1 point of damage to Wits.

HALLUCINOGENIC POISON

- ❖ FULL EFFECT: You take 1 point of damage to Empathy each round until you are

Broken. If you drink an antidote in time, the effect of the poison is halted.

- ❖ LIMITED EFFECT: You take 1 point of damage to Empathy.



DISEASE

When exposed to a dangerous contagion or infection, you need to roll an opposed roll for ENDURANCE against the Virulence rating of the disease. This is called a sickness roll. A typical disease has a Virulence of 3, but there are diseases with much higher ratings. If you fail the roll, you fall SICK, which has several effects:

- ❖ The day after the infection the disease breaks, at which time you suffer 1 point of damage to both Strength and Agility.
- ❖ You can't recover your Strength or Agility while SICK, except through magic.
- ❖ Make another sickness roll once per day. Each failed roll means you suffer another point of damage to both Strength and Agility.
- ❖ If your Strength is Broken when SICK, you die after another day if you don't get well before then.
- ❖ As soon as you succeed at a sickness roll, you are no longer SICK. Stop rolling sickness rolls and recover your attributes normally.

MEDICAL AID

If you are cared for by someone during your sickness, this person can roll your sickness



rolls instead of you. The healer rolls for HEALING against the Virulence of the disease. Healing potions can give a bonus to the roll.



RIDING ANIMALS

A loyal horse or other riding animal is an important asset to any adventurer, not just Riders. The animal can carry your gear during your journeys (see Chapter 6), and you can take advantage of being in the saddle during combat. Several types of riding animals are described in the *Gamemaster's Guide* of the full game and a few unique riding animals are described with text and images on cards from the *Forbidden Lands* custom card deck.

MOVEMENT: Riding animals allow you to move faster across the battlefield than if you are on foot. Every animal has a Movement Rate. This determines how many segments the animal can move with a RUN action. Humanoids have Movement Rate 1 and most riding animals have Movement Rate 2.

To be able to use its full Movement Rate, any zones the animal moves through must have the OPEN feature. In other cases, the animal's Movement Rate is 1.

MOVE: When you are mounted, and are about to perform an action that usually requires you to roll MOVE (such as moving into a ROUGH zone), roll for ANIMAL HANDLING instead, using the animal's Agility (not your Empathy).

CLOSE COMBAT: You can fight from a mount, but only with one-handed weapons. Opponents attacking you must decide if they attack you or the mount. Attacks against a mounted rider suffer a -1 penalty.

ARCHERY: To shoot a bow from a mount requires the HORSEBACK FIGHTER talent, otherwise you can't use a ranged weapon while riding. Opponents shooting at you must decide if they attack you or the mount.

DAMAGE: Your animal can suffer damage, just like you can, through attacks or by pushing rolls when you are using the animal's attribute score. Animals recover damage just like adventurers. An animal that has its Strength reduced to zero does not suffer a critical injury, instead it is considered dying. An ANIMAL HANDLING roll must be made within an hour to save the animal. Animals generally don't have Wits or Empathy.





“Yonder lies Feulenmark, where my people once ruled,” said Phinia, caressing the forest below them with her gesture. “It would be wise to cross the Seyster before nightfall to reach Klondervale. I know a druid there that will help us. He knows where we may safely barter with the lizardfolk.”



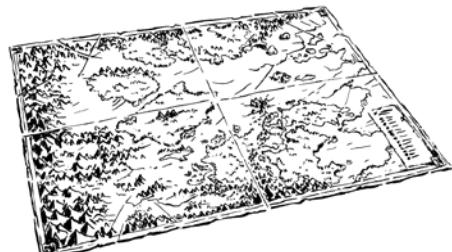
The Blood Mist has lifted. The demonic veil that rested heavily over the Forbidden Lands for three centuries, sucking the life out of anyone who wandered too far from home and hearth, has suddenly and inexplicably disappeared. You do not know why, but you do know what it means. You and other restless souls are finally free to leave your homes and travel far and wide through the Forbidden Lands, to explore and look for treasure and danger in ruins from ages past. This chapter explains how these processes work.

vided into hexagons, which are used to measure distances and govern movement. One hexagon is 10 kilometers across.

TYPES OF TERRAIN

The Forbidden Lands are divided into ten types of terrain. Each hexagon on the map has a certain type of terrain that is used to determine how hard it is to move in the hexagon and what kind of random encounters can be faced.

RIVERS are not a type of terrain in and of themselves, but they work as borders between



THE MAP

This quickstart includes a section of the large map of the Forbidden Lands found in the full boxed set. The map is the focus of the game when you are out on a journey. The map is di-



OTHER MAPS

The map of the Forbidden Lands is just the beginning. More game maps of other areas will be published by Free League Publishing in the future. If you want to play in another fantasy world, perhaps even one of your own making, all you need to do is draw the map on an empty hexagon map and fill in the different types of terrain. Then you're ready to play!

hexes on the map. Fords and bridges can be used to pass over a river. If there are none, you need a raft or boat to cross a river, or swim across it. Read more about journeys on lakes and rivers below.

HIGH MOUNTAINS: Hexagons with the terrain type HIGH MOUNTAINS block movement. It is impossible to move into these hexagons, and so they form a barrier around the Forbidden Lands.

THE IRON LOCK, standing across the pass to Alderland, is also a barrier that blocks movement completely.

THE STILLMIST is a mythical place in the Elven domains of the north. Whatever hides in there is unknown to the humans of the Forbidden Lands, as well as what lies beyond it.

QUARTERS OF THE DAY

During journeys, the day is divided into four Quarter Days, used to measure time in the game:

- ❖ Morning
- ❖ Day
- ❖ Evening
- ❖ Night

At the start of every Quarter Day, each member of the group must choose what they will do during that Quarter Day. Some activities can be performed by several of the characters at the same time. For other activities, a single adventurer must be chosen. The various activities are explained in detail over the course of the coming pages.

- ❖ **HIKE.** Must be done by all members of the group if you want to move forward on the map.
- ❖ **LEAD THE WAY.** Can be combined with HIKE, but can only be done by one adventurer in the group.
- ❖ **KEEP WATCH.** Can be combined with HIKE, but can only be done by one adventurer in the group.
- ❖ **FORAGE.** Cannot be combined with HIKE. Can be done by several adventurers at the same time.
- ❖ **HUNT.** Cannot be combined with HIKE. Can be done by several adventurers at the same time.
- ❖ **FISH.** Requires a river or a lake. Cannot be combined with HIKE. Can be done by several adventurers at the same time.



TERRAIN TYPES			
TYPE	MOVEMENT	FORAGE	HUNT
Plains	Open terrain	-1	+1
Forest	Open terrain	+1	+1
Dark Forest	Difficult terrain	-1	0
Hills	Open terrain	0	0
Mountains	Difficult terrain	-2	-1
High Mountains	Impassable	-	-
Lake/River	Requires a boat or raft	-	0
Marshlands	Requires a raft	+1	-1
Quagmire	Difficult terrain	-1	0
Ruins	Difficult terrain	-2	-1

- ❖ MAKE CAMP. Cannot be combined with HIKE. Only one adventurer rolls.
- ❖ REST. Cannot be combined with HIKE. Can be done by several adventurers at the same time.
- ❖ SLEEP. Cannot be combined with HIKE. Can be done by several adventurers at the same time.
- ❖ EXPLORE. Cannot be combined with HIKE. Can be done by several adventurers at the same time.



HIKE

Your journey through the Forbidden Lands progresses from hexagon to hexagon on the map. The rule of thumb is that you can HIKE





two hexagons per Quarter Day in OPEN TERRAIN and one hexagon per Quarter Day in DIFFICULT TERRAIN. On horseback, your rate of movement increases to three hexagons per Quarter Day in OPEN TERRAIN. See the table below.

Short breaks are included in the specified time, but if you stop for more than a few minutes along the way – because of a mishap or something else – there is a risk you might not be able travel the entire distance during this period. The GM has the final word.

HIKING DISTANCE		
TERRAIN	ON FOOT	ON HORSE-BACK
Open	2 Hexagons /Quarter	3 Hexagons /Quarter
Difficult	1 Hexagon /Quarter	1 Hexagon /Quarter

FORCED MARCH

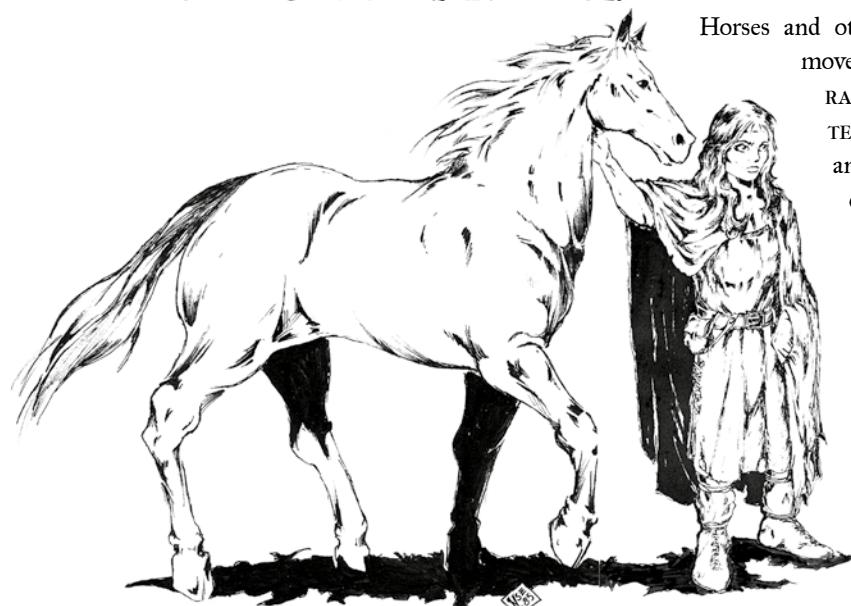
You can HIKE for two of the four Quarter Days of the day without problem. If you need to, you can push yourselves and HIKE for a third Quarter Day. This requires that you all make ENDURANCE rolls. Failure means you suffer 1 point of damage to Agility and are unable to HIKE during the Quarter Day – instead, you must REST or SLEEP. If your ENDURANCE roll succeeds, you can choose to leave any stragglers behind and split up the group, or you can stay and wait.

If you are in a real rush, you can even attempt to HIKE for a fourth Quarter Day in the day. In that case, you must roll for ENDURANCE again as outlined above, but the roll gets a -2 penalty. Observe that this automatically makes you SLEEPY (see page 65), since you miss the necessary hours of SLEEP per day. Also, see Darkness, below.

MOUNTS

Horses and other mounts allow you to move faster through OPEN TERRAIN, but not in DIFFICULT TERRAIN. In addition, a riding animal can carry a number of normal items equal to its Strength doubled if you ride on it, and twice that if you lead it by the halter.

A forced march (see above) is also possible while riding. Roll just like you did above, but use your ANIMAL HANDLING and the animal's Strength. If the roll





LIGHT & DARKNESS

	SPRING	SUMMER	AUTUMN	WINTER
Morning	Light	Light	Light	Dark
Daytime	Light	Light	Light	Light
Evening	Dark	Light	Dark	Dark
Nighttime	Dark	Dark	Dark	Dark

fails, the animal goes lame. It cannot continue, and another successful ANIMAL HANDLING roll is required for the animal to recover and be able to travel the next day. If this roll fails, there are no options other than to put it down.



LEAD THE WAY

Every time you move on the map, you must appoint one person to LEAD THE WAY. This individual is called the pathfinder. The pathfinder can LEAD THE WAY and HIKE at the same time, but they cannot also KEEP WATCH (see below). Usually, the same person will act as pathfinder for an entire Quarter Day, but nothing stops you from changing the pathfinder whenever you enter a new hexagon.

Every time you enter a new hexagon on the map, the pathfinder makes a SURVIVAL roll, modified by the PATHFINDER talent if she has it. Success means you find a viable path into the hexagon and you move on without any problems. Failure means that you still enter the hexagon, but you suffer a mishap and must immediately roll on the table on the next page.

DARKNESS

In the dark, travel through the wilderness is dangerous. Getting lost or choosing the wrong path is an ever-present risk. The pathfinder's rolls get a -2 penalty during the dark Quarter Days of the day, and everyone in the group without the ability to see in the dark must make a SCOUTING roll – failure means they fall and take 1 point of damage to Strength.

The winters are darker than the summers in the Forbidden Lands. In the winter, there is light only during the Day, while all the other Quarter Days are dark. In autumn and spring there is light in the Morning and Day, while the Evening and the Night are dark. In summer, darkness only reigns during the Night. See the table above.

BACK AGAIN?

If you return to a hex on the map where you have been before, you don't need to make another roll to LEAD THE WAY. It is up to you the players to keep track of where you have been during your journeys.



LEADING THE WAY MISHAPS

D66	MISHAP	EFFECT
11–12	Quicksand	The ground gives way under your feet. You have walked into an area of quicksand. You are completely stuck, and you must roll MIGHT to escape. If you fail, you suffer 1 point of damage to Agility and must roll again. Whoever pulls free can help anyone who is still stuck. You also need to go around the treacherous area and won't make any progress on the map during this Quarter Day.
13–21	Blocked Terrain	The way forward is blocked by rocks, fallen trees, thick shrubbery, or flooding (depending on the terrain type in the hex). You must roll MIGHT or MOVE to be able to move forward. If you fail, you suffer 1 point of damage to Strength and must roll again. Anyone who rolls successfully can help anyone who did not. You won't make any progress on the map during this Quarter Day.
22–26	Lost	You realize that you have walked in a circle. You are lost and won't make any progress on the map during this Quarter Day. Your pathfinder must also roll SURVIVAL successfully to find her way out of the hexagon. One roll can be made per Quarter Day.
31–32	Sprained Ankle	Your pathfinder falls or twists her ankle and suffers a critical injury, equivalent to result 25–26 in the table for blunt trauma on page 197.
33–34	Torn Clothes	Your clothes are damaged. Your boots break or your robe rips on thorny plants or sharp rocks. You must roll for the effects of cold. Your clothes can be mended by making a successful CRAFTING roll.
35–36	Landslide	You are walking in rough terrain when the ground suddenly opens beneath your feet. You must roll MOVE – if you fail, you suffer an attack with four Base Dice and Weapon Damage 1 (blunt trauma).
41–45	Downpour	A massive rainfall or snow storm (depending on the time of year) catches you unawares. You must roll for the effects of cold (page 111). You must also seek shelter until the storm has passed and won't make any progress on the map during this Quarter Day.



D66	MISHAP	EFFECT
46–52	Fog	You are caught unawares by a thick fog. The distance you cover this Quarter Day is decreased by one hex. In difficult terrain, you're stuck in the hex you started. In addition, each adventurer suffers 1 point of damage to Empathy from the gloomy mist.
53–54	Wasps' Nest	You step right into a nest of wasps. An angry swarm attack the entire group. Each adventurer must make a MOVE roll or suffer an attack with four Base Dice, causing damage to Agility.
55–61	Mosquito Swarm	A large swarm of mosquitoes or gnats attacks you, driving you crazy with their bites and buzzing. They attack with four Base Dice, causing damage to Empathy.
62–64	Savage Animal	A wolf, bear or other wild animal feels threatened, and attacks you. The GM chooses an animal from the table on page 124 of the <i>Gamemaster's Guide</i> .
65–66	Persistent Animal	A squirrel, bird or other small animal follows you around and doesn't leave you alone. The animal causes trouble, described by the GM – it might make a noise at some inappropriate time, eat your food or steal something.

KEEP WATCH

During every Quarter Day of your journey, you should also designate one adventurer in your group who is responsible for scouting for threats and enemies. The lookout can KEEP WATCH and HIKE at the same time, but cannot LEAD THE WAY while doing so. A lookout is useful during every Quarter Day, even after you MAKE CAMP. You don't need to have a lookout if you don't want to, but without one you have no chance to spot threats before they are upon you.



HIKING ALONE

If you journey alone in the Forbidden Lands, you may LEAD THE WAY and KEEP WATCH at the same time. This is an exception to the rule that says these two actions cannot be combined.



The scout comes into play when the GM rolls for a random encounter or introduces some other kind of threat. A table for random encounters, based on which type of terrain dominates the hexagon where the characters find themselves, can be found on page 86.

The rule of thumb is that the GM rolls on the random encounter table once every Quarter Day while you HIKE, and once per day if you remain in the same hexagon. Sometimes, the GM can choose to roll more or less frequently.

If the random encounter is some sort of threat, the lookout makes a SCOUTING roll to detect it. Make a straight roll, not an opposed roll

unless the threat is actively ambushing you. Success generally means that the lookout notices the threat while it's still at a safe distance. You can then decide whether to show yourselves, set up an ambush, or to SNEAK away undetected. Failing the SCOUTING roll means that the threat is up close and personal before you notice it.



FORAGE

If you are running out of provisions, you can spend a Quarter Day looking for edible plants

FORAGING MISHAPS		
D6	MISHAP	EFFECT
1	Poisonous	You find one unit of VEGETABLES, but it is poisonous, something you only discover during your next meal. The poison in the VEGETABLES has a Potency of 3.
2	Leeches	Blood sucking leeches bite into your flesh and you suffer 1 point of damage to Strength. The leeches can be removed by making a successful HEALING roll. If you fail the roll you suffer another point of damage, but manage to get them off anyway.
3	Sprained Ankle	You fall or twist your ankle and suffer a critical injury, equivalent to result 25–26 in the table for blunt trauma on page 197.
4	Torn Clothes	Your clothes are damaged. Your boots break or your robe snags on thorny plants or sharp rocks. You must roll for the effects of cold. Your clothes can be mended by making a successful CRAFTING roll.
5	Savage Animal	A wolf, bear or other wild animal feels threatened, and attacks you. The GM chooses an animal from the table on page 124 of the <i>Gamemaster's Guide</i> .
6	Persistent Animal	A squirrel, bird or other small animal follows you around and doesn't leave you alone. The animal causes trouble, described by the GM – it might make a noise at some inappropriate time, eat your food or steal something.



and drinkable water. You cannot HIKE at the same time, so if you want to FORAGE you have to stop in the hexagon that you are in.

Several adventurers can FORAGE at the same time. If you want to make separate rolls, you can't FORAGE in the same location, which means that any mishaps will affect you individually. The alternative is that one of you FORAGES and the others help her.

To FORAGE, you must choose whether you are looking for food or water. Then make a SURVIVAL roll, modified by the terrain type (see the table on page 72). The roll is also modified by the time of year (see the table to the right).

When looking for food, success means that you find a number of units of VEGETABLES in the form of edible roots or plants, equal to the number of X you rolled. The VEGETABLES

can be cooked by a character with the CHEF talent or at an inn, and are then turned into an equal amount of FOOD. You can eat VEGETABLES raw – you then consume a unit of VEGETABLES instead of rolling your Resource Die for FOOD. You need to do this within a day, or the VEGETABLES will be spoiled.

When looking for water, success means that you find enough drinkable water for everyone in your group to fill their water skins up to a D12 Resource Die, if they like.

If your FORAGE roll fails, you don't find any food or water and you suffer a mishap. Roll on the table to the left.

SEASONS	
SEASON	FORAGE
Spring	-1
Summer	0
Autumn	+1
Winter	-2

HUNT

Another way to find food during a journey is to HUNT. You cannot HIKE at the same time as you HUNT. However, several people can HUNT at the same time. If you want to roll separately you cannot HUNT in the same location, which means that any mishaps will affect you individually. An option is that one of you HUNTS and the others help.





HUNT

D6	ANIMAL	DIFFICULTY	REQUIREMENT	MEAT	PELTS
1	Mouse	+1	Weapon or trap	1	-
2	Crow	0	Weapon	1	-
3	Rabbit	+1	Weapon or trap	2	1
4	Fox	-1	Weapon or trap	3	1
5	Boar	-1*	Weapon	4	2
6	Deer	0	Weapon	5	3

*Boars attack you if you fail.

HUNTING MISHAPS

D6	MISHAP	EFFECT
1	Sprained ankle	You fall or twist your ankle and suffer a critical injury, equivalent to result 25–26 in the table for blunt trauma on page 197.
2	Lost gear/weapon	You lose some of your hunting gear or a weapon. The GM decides which.
3	Torn Clothes	Your clothes are damaged. Your boots break or your robe rips on thorny plants or sharp rocks. You must roll for the effects of cold. Your clothes can be mended by making a successful CRAFTING roll.
4	Trap	You step into another hunter's trap. It could be a snare, a net, or a covered pit. You suffer one point of damage to Strength and must make a MOVE roll to get out of the trap.
5	Savage Animal	A wolf, bear or other wild animal feels threatened, and attacks you. The GM chooses an animal from the table on page 124 of the <i>Gamemaster's Guide</i> .
6	Sick Prey	You bring down a random animal, but it is sick and whoever eats of its flesh is infected by a disease with a Virulence rating of 3. This is discovered during your next meal.

You need some form of gear to HUNT – either a ranged weapon or a hunting trap of some type. First, you must find your prey, which you can do by making a SURVIVAL roll.

Success means that you find some kind

of prey. Roll on the table above to see what type of animal it is. If you roll multiple X, you can reroll on the hunting table once per extra X. You cannot go back to a previous result.



To kill your prey you must roll again, this time for MARKSMANSHIP (if using a weapon) or SURVIVAL again (if you are using a trap). Modify the roll with the difficulty of the animal, according to the table. You don't need to fight the animal, rolling once is enough. Note that some animals cannot be caught with a trap.

The table to the upper left indicates how many units of MEAT and PELTS your prey yields. The MEAT can be cooked by a character with the CHEF talent or at an inn, and is then turned into an equal amount of FOOD. You can eat MEAT raw – you then consume a unit of MEAT instead of rolling your Resource Die for FOOD. You need to do this within a day, or the MEAT will be spoiled. The PELTS can be turned into LEATHER by a character with the TANNER talent.

If your first SURVIVAL roll fails, you suffer a mishap. Roll on the table to the lower left. If your second roll fails to kill your prey, it only means you don't get the FOOD – unless it is a boar, in which case it immediately attacks.



FISH

If you are in a hexagon by a river or lake or by the ocean you can FISH. If you are on foot, you cannot HIKE while FISHING, but you can FISH from a moving boat. Several people can FISH at the same time. If you want to roll separately you cannot FISH in the same location, which means that any mishaps will affect you individually. Alternatively, one of you FISHES and the others help.

FISHING MISHAPS		
D6	MISHAP	EFFECT
1	Snagged Hook/Net	Your hook or net snags on the bottom. You must make a MIGHT roll to be able to retrieve your fishing gear. If you fail, it is lost.
2	Hook in Finger	You manage to pierce your own finger with the hook, instead of hooking a fish. You suffer one point of damage to Strength. Re-roll if fishing with a net.
3	Broken Fishing Gear	Your fishing gear breaks. You need to repair it (a CRAFTING roll) or get new gear.
4	Mosquito Swarm	A large swarm of mosquitoes or gnats attacks you, driving you crazy with their bites and buzzing. They attack with four Base Dice, causing damage to Empathy.
5	Splash!	You lose your balance and fall into the water. See rules for swimming and drowning on page 113.
6	Attacked	A vicious fish or eel attacks you, causing a nasty bleeding wound. You suffer 1 point of damage to Strength.



To FISH, you need fishing gear. Make a SURVIVAL roll modified by any Gear Bonus from your fishing gear.

Success means you catch a number of units of FISH equal to the number of X you rolled. The FISH can be cooked by a character with the CHEF talent or at an inn, and is then turned into an equal amount of FOOD. You can eat FISH raw – you then consume a unit of FISH instead of rolling your Resource Die for FOOD. You need to do this within a day, or the FISH will be spoiled.

If your roll fails, you don't catch any FISH and you also suffer a mishap. Roll on the table on the previous page.



MAKE CAMP

When the journey of the day is over, it's time to MAKE CAMP. Finding a good location for a camp, making a fire, and preparing where to SLEEP takes a whole Quarter Day – usually the

MAKING CAMP MISHAPS

D66	MISHAP	EFFECT
11–13	Spoiled Water	The water you are carrying has spoiled. Everyone in the group must reduce their Resource Die for water by one step.
14–16	Rotten Food	Your food has rotted or been infected by insects. Everyone in the group must reduce their Resource Die for food by one step.
21–25	Bad Campsite	Your campsite turns out to be very uncomfortable to sleep in. No one in the group gets any SLEEP at all until you have found a new campsite.
26–32	Downpour	A massive rainfall starts in the middle of the night. The camp is flooded and everything gets soaking wet. All adventurers must roll for the effects of cold, and no one gets any SLEEP this night.
33–36	Fire Dies	The firewood is wet, and your campfire goes out. Everyone in the group must roll for the effects of cold (see page 111).
41–42	Fire!	Suddenly, the flames from your campfire spread out of control. Your tents, sleeping furs and other gear catch fire. Each adventurer suffers an attack with five Base Dice (Weapon Damage 1). Each adventurer must also make a MOVE roll to save her gear. Failure means that one piece of equipment (the GM decides which) is lost in the fire.





Evening. Only one person rolls to **MAKE CAMP**, but others can help her (see page 30).

Make a **SURVIVAL** roll, modified by the **QUARTERMASTER** talent. If your roll succeeds, you find a sheltered and comfortable place to spend the night, where you can all rest up before the next day's journey.

If your roll fails, your camp is less pleasant. You still set up a camp where you can **REST** and **SLEEP**, but the GM makes a hidden roll on the mishap table below. The GM can spring this mishap on you anytime she wants while you are in the camp.

STANDING GUARD: The wilderness is a dangerous place and even while you are in your

camp, you need a sentry to stay awake to **KEEP WATCH** (see above). You need to choose who stands guard during the **Night**, and let this person **SLEEP** during some other **Quarter Day** (usually the Evening).



REST

Resting by the campfire is a good opportunity to recover from damage. Read more about recovery on page 62. If your **REST** is interrupted by something dramatic, like combat or other similar activity, your activity during the **Quarter Day** no longer counts as **REST**.

D66	MISHAP	EFFECT
43–45	Ants	Your camp sits right in the middle of an ant road. You all suffer 1 point of damage to Agility and no one gets any SLEEP here.
46–51	Lice	A randomly selected adventurer has caught lice. It itches horribly, and she gets a rash all over the body. The victim suffers 1 point of damage to Agility each day and cannot SLEEP . A successful HEALING roll stops the effect.
52–54	Mosquito Swarm	A large swarm of mosquitoes or gnats attacks the camp, driving everyone crazy with their bites and buzzing. They attack all adventurers with four Base Dice, causing damage to Empathy .
55–56	Savage Animal	A wolf, bear or other wild animal feels threatened, and attacks you. The GM chooses an animal from the table on page 124 of the <i>Gamemaster's Guide</i> .
61–63	Lost Gear	A randomly selected adventurer has lost a piece of gear. The GM decides what was lost, and if it can be found.
64–66	Broken Gear	An item belonging to a randomly selected adventurer is broken. The GM decides what item it is. The item can be repaired with a CRAFTING roll.



SLEEP

You have to SLEEP at least one Quarter Day per day (usually during the Night) to avoid becoming SLEEPY (see page 65). If your SLEEP is interrupted by something dramatic, like combat or other similar activity, your activity during the Quarter Day no longer counts as SLEEP.



EXPLORE

When you stop at an adventure site to EXPLORE it, your journey is interrupted. EXPLORING an adventure site can take anything

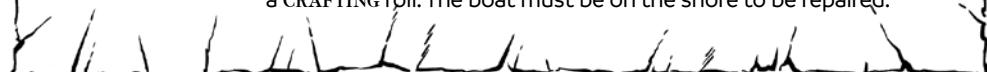
BARE GROUND

It is possible to SLEEP in the wilderness without MAKING CAMP – you simply find a suitable tree to SLEEP under. You save the time it takes to MAKE CAMP, but everyone in the group must make a SURVIVAL roll to find a good spot to SLEEP. Failure means the individual doesn't SLEEP at all, and thus becomes SLEEPY (see page 65). Since you don't have a fire to keep the cold away, you all also suffer the effects of cold (see page 66).



SEA TRAVEL MISHAPS

D6	MISHAP	EFFECT
1	Navigational Error	You sail off course and make no progress on the map during this Quarter Day.
2	Sudden Squall	A sudden squall makes your boat tilt suddenly. One important item falls into the water. The GM decides what it is.
3	Whirlpool	Your boat is caught in a whirlpool. The skipper must make a SURVIVAL roll (modified by the SAILOR talent). Failure means the boat runs aground and has to be repaired (a CRAFTING roll) before your journey can continue.
4	Leak	Your boat springs a leak and takes on water. The leak must be repaired (a CRAFTING roll), which takes one turn (15 minutes), but your journey can continue while you do so. If the leak is not repaired, the boat sinks after D6 hours.
5	Overboard	Someone in the group (GM's choice) falls overboard after a large wave hits the boat. See rules for swimming and drowning on page 113.
6	Grounding	Your boat runs aground and must be abandoned or repaired with a CRAFTING roll. The boat must be on the shore to be repaired.





from a Quarter Day up to several days or even weeks. Sometimes, you might have to take a break to REST or SLEEP while EXPLORING. You cannot REST or SLEEP during the same Quarter as you EXPLORE.



SEA TRAVEL

If you have access to a boat or raft, you can cross a river without using a bridge or a ford.

You can also travel along a river, across a lake or on an ocean.

Travel by sea works like journeys on land, but with some differences. Instead of a pathfinder, a boat has a skipper, who LEADS THE WAY (roll for SURVIVAL modified by the SAILOR talent) in each new hexagon. Failure takes you into the new hexagon anyway, but you must make a roll on the mishap table.





Himeon leaned in to poke the fire, casually grabbing his bow in the process.

“Something watches us and hungers,” he said.

Sanarda looked around while drinking from her flask. Hairy spider legs clambered among the darkening foliage overhead.

“I wasn’t tired anyway.”



This chapter helps you as a Gamemaster to run your first game of *Forbidden Lands*. It contains a starting scene that you can read out aloud to your players to kick off the action, followed by a number of random encounters to use on the journey.

STARTING SCENE

We recommend that you start your first game of *Forbidden Lands* out in the wilds. Place the map on page 152 in front of the players and tell them where the PCs are (hexagon I20 is a good choice). Also, give them a handout of the legend of Weatherstone (see page 151). You can place Weatherstone in any hexagon with a CASTLE symbol. We recommend H29, but C24 is another fine choice. Then, read the following:

You left the safety of your village only yesterday, and you are already starting to regret it. The Fangwoods that you are now entering are dark and deep, and rumors speak of trolls, harpies, wolfkin, and even wilder beasts roaming these ancient groves. Your journey is long and winding through the forest, across streams and ravines, branches tearing at you and mosquitoes biting your skin. Yet, you are spurred on by the rumors of the mighty castle Weatherstone in the mountains beyond. Legends say that ghost of the cruel king Algarod still dwells there, centuries after his death. There are whispers that Algarod’s war chest remains in Weatherstone, forever guarded by dark spirits and the beasts of the sorcerer.

After this, let the players go where they want. Use the travel rules in Chapter 5 and the random encounters in this chapter to make their



journey to Weatherstone eventful. Should they want to go elsewhere, and perhaps explore DUNGEONS or VILLAGES on the map, simply improvise what's there or quickly go get the full *Forbidden Lands* game!

ENCOUNTERS

The rest of this chapter details a few random encounters that you can use during the adventurers' journeys. Use the table below by rolling 2D6 and enter the result in the column for the terrain type of the hex that the adventurers are currently in. Each encounter has a number attached to it. Find the entry with the corresponding number, and resolve the encounter.

As a rule of thumb, roll on the random encounter table once every Quarter Day if the PCs HIKE, and once per day if they remain in the same hexagon. You can to roll more or less frequently if you like. Many more encounters are described in the full *Forbidden Land* game.

SCOUTING

The adventurers generally have a chance to spot a threat from an encounter before it's upon them. During journeys, the adventurer who KEEPS WATCH gets to make a SCOUTING roll. Make a straight roll, not an opposed roll unless the threat is actively ambushing the adventurers. Success generally means that the lookout notices the threat while it's still at a safe distance. The adventurers can then decide whether to show themselves, set up an ambush, or to SNEAK away undetected.

Failing the SCOUTING roll means that the threat is up close and personal before the adventurers notice it.

0 NO ENCOUNTER

Time passes without any significant encounter. Describe the surrounding nature – the

RANDOM ENCOUNTERS									
2D6	PLAINS	FOR-EST	DARK FOREST	HILLS	MOUN-TAINS	LAKE	MARSH-LANDS	QUAG-MIRE	RUINS
2-6	0	0	0	0	0	0	0	0	0
7	1	1	1	1	0	0	0	1	1
8	2	2	4	2	11	0	13	13	2
9	3	5	8	6	5	12	13	2	5
10	5	6	9	7	7	4	4	5	8
11	7	8	10	8	8	7	7	4	10
12	10	10	10	10	10	10	10	10	10



REOCCURING ENCOUNTERS

Sooner or later, you will roll an encounter that you have already rolled before. When this happens, choose one of the options below:

- ❖ Continue the encounter. The adventurers meet the same people or creature again.
- ❖ Change the encounter. The adventurers meet a similar creature or person, but it's different in some way.
- ❖ Re-roll.

rustle of leaves in the forest, the howling winds across the plains, the mist in mountain valleys, or the soft rain against the adventurer's faces. For the moment, they are alone in their journey across the Forbidden Lands.

The adventurers have found a ruin that is suitable as a safe place to make camp. In order to decide the type of ruin and who once lived here, you should roll D66 on the table below.

D66	RUIN	WHO LIVED HERE
11–16	Cabin	An old couple
21–24	Mill	A miller, buried in the back yard
25–32	Guard Post	Scout, fallen on duty
33–35	Temple	Murdered raven sisters
36–46	Farm	A rich merchant, long since dead
51–54	Tower	A lost sorcerer
55–62	Out-post	Once manned by Alderlander soldiers
64–64	Inn	Travelers before the Blood Mist

1

THE RUINS OF OLD

You see before you the broken remains of what was once a building, a civilized outpost in the wilds. Now nature has reclaimed the place and everything that remains are but fallen remnants and memories lost in the mist of history.

2

THE HUNGRY ROBBERS

A group of unwashed humans, wearing worn clothes and all sorts of simple weapons, steps out on the road. They are dirty and look like they haven't eaten properly for a number of days. A large man with a black beard steps forward,



spits, and puts his hand on his sword. “Wot manner o’ dirt are ya? Wot are ya doin’ ‘ere? Dontcha know who I am?”

A group of starving robbers, equal in number to the adventurers, led by Argam Twainbeard, has fallen on hard times and is looking for loot that would make them happy again. The robbers are tired and can be talked into sharing their camp if the adventurers offer food and stories.

BANDITS

STRENGTH 3, AGILITY 3, WITS 2, EMPATHY 2

SKILLS: Melee 3, Stealth 2, Scouting 1, Survival 2

GEAR: Broadsword, hand axe or wooden club, D6 copper

soldier named Arren. Four survivors from the patrol are currently hiding among the trees nearby. Markut will not rest until all the soldiers are dead. Arren’s soldiers are deathly afraid of her, but also want to avenge their fallen comrades and retake the banner lying on the ground among the dead. The adventurers end up in the middle. Which side will they choose?

THE SOLDIERS

STRENGTH 4, AGILITY 3, WITS 2, EMPATHY 2

SKILLS: Melee 2

GEAR: Broadsword, small shield, studded leather

3

THE MINOTAUR’S LAMENT

A harrowing roar echoes throughout the land. It is a howl filled with enormous anger – and sorrow. After the next bend in the road, you are met by a terrible scene: four soldiers lie slain in a violent battle and towering above the corpses is a bloody and sobbing minotaur. The beast is leaning over another minotaur, killed by about a dozen arrows. The minotaur roars its sorrow towards the sky. Then it turns towards you.

Kaun, the life partner of the minotaur Markut, died in a fight against a group of soldiers from a nearby castle, led by a battle-scarred

MARKUT

Markut has game stats as a typical minotaur (see page 107). She is armed with a two-handed axe.

4

THE HARPIES’ FEAST

At first you hear the screams: “Giiive mee!” “Nooo, giiive mee!” “Nooo, I waaaant to eeeeat the liiittle ones!” Then you spot three horrible creatures with eagle-like wings and twisted bodies, swooping down upon you. Harpies!

The three starving harpies, Krag, Mag and Serag, attack the adventurers so as to feast on their corpses. During the attack, one of them



spots a shiny object carried by one of the adventurers and starts to scream excitedly about “the treasure.” This presents an opportunity for the adventurers to use the harpies’ greed against them.

This flock of harpies has a combined Strength of 9. Read more about harpies on page 105.

5 THE CURSED OGRE

“Toil ‘n’ trouble, trouble ‘n’ toil.” A deep, guttural voice echoes across the land. The next moment, you see a large and muscular ogre dragging a sack. Something is kicking inside the sack, causing the ogre to bash the sack repeatedly. The movements end immediately. “Shut up, you, I said!”

Kurge the ogre is on his way to his lair with his latest captive. In the sack can be found the unfortunate Rust Brother Oker, who had invoked the curse of the god Rust on Kurge. The ogre hasn’t yet decided what to do with Oker, but is considering something fun, like practicing stone throwing, or ripping his limbs from his body. It all depends on Kurge’s mood.

KURGE

STRENGTH 6, AGILITY 2, WITS 1, EMPATHY 2

SKILLS: Might 4, Endurance 2, Melee 2

TALENTS: –

GEAR: Large wooden club

MAGIC RESILIENCE: The Power Level of any spell cast against an ogre is automatically decreased by D6, due to the ogres’ natural resilience to magic.

6 THE PUPPY

You hear a slight squeak, and then something resembling a bark. Beneath a bush a tail is sticking out. It’s a puppy dog watching you with large eyes.

It turns out the puppy has hurt one of its legs. Its mother and five other puppies were killed by the troll Ghormald who wanted them for lunch. The puppy managed to run away. Ghormald has followed its tracks and arrives at the scene with a dead puppy in each hand and her face covered in blood. She asks the adventurers to leave her prey be. She is ready to fight for it using a club hanging from her belt.

Ghormald is a typical troll (see page 109).

7 DEATH FROM ABOVE

You hear a chilling scream in the air, and the next moment, the sound of heavy wing beats. Then you see it. A huge, demon bird is descending from the clouds. It turns and wheels in the air and dives, targeting your party.

The adventurers have suddenly traveled into the territory of a gryphon. Initially, it will try to scare the adventurers and assess their



strength. If the adventurers flee the way they came, the gryphon will circle above but will let them escape. If they attack the gryphon or continue on their way through its territory, it will fight unto death.

Read more about gryphons on page 103.

8 THE FORGOT-TEN PRINCE

A large pile of heavy rocks, stacked one atop the other in a monument that you recognize. Someone has obviously spent a lot of effort building the cairn, and someone or something is buried beneath it.

An Alderlander prince fell in battle hundreds of years ago. The prince, whose name has long since been forgotten, was buried here beside his horse and two loyal knights, all of whom perished in the same battle. The grave contains a silver necklace (worth 2D6 silver coins), an old broadsword and a piece of rusty chainmail. If the adventurers decide to look for treasures, the prince will wake from his slumber and attack them as a Death Knight! You can read more about Death Knights on page 97.

out horn signals are shaking the very air. Creaking and snapping sounds create a rhythm around bowls cutting the air in plaintive cascades. After a while five walking trees appear, carrying a sixth between them. They take one step, sound off, take a few more steps, halt and then sound off again in a slow procession.

The Ents are carrying a dead relative towards the Stillmist in a burial procession. The elf ruby heart of the dead Ent is still in place, but the creature has asked to be rid of its tree body and mounted as a ruby in the memorial wall of Rosenstaad. If the Ents are in an odd location or region, perhaps they are carrying the dead Ent to a place it always wanted to see. A few elves are escorting the procession, but will not make themselves known unless the adventurers disturb the Ents. If they do so, the elves will speak up: “Be gone, cursed meat bags!” The elves aren’t many but if there is a fight, the Ents will lay down their burden and join the fray. They will not kill anyone if it can be avoided, but will smash gear and break a few limbs just to make a statement. If the adventurers don’t disturb the procession, they will be left alone. An Ent may even leave the procession, bow to the adventurers, and bestow a gift: a fruit or a nut from the dead Ent, or something more useful.

9 THE BURIAL PROCESSION

Something very large is approaching, giving off a sound you have never heard before. Dull, drawn-

10 THE BLOOD MIST

It all happens almost imperceptibly. At first, all sounds die down and the only thing that can be



beard is your own small talk. Then you get the feeling that the hair on the backs of your necks rises up, as if the air is filled with some strange energy. Finally, you see it, the crimson mist, slowly flowing above the ground towards you. The Blood Mist.

The adventurers have walked into a pocket of living Blood Mist. It comes from everywhere and forms a ring around the party. If the lookout spots it in time, the adventurers can each make a MOVE roll to get away by climbing a tree or something similar. If the lookout fails the roll, the adventurer is caught in the Blood Mist. If the adventurer can make the MOVE roll but fails, the adventurer is also stuck in the Blood Mist. Either way, the adventurer can make another MOVE roll each round to escape.

An adventurer engulfed by the Blood Mist must make an INSIGHT roll each round. Failure means that the adventurer suffers 1 point of damage to Empathy and suffers intense feelings of homesickness. If the victim is Broken, she loses her will to live and simply sits down to die. The other adventurers must drag her to safety.

After some time in the Blood Mist, the adventurers are attacked by a Bloodling (see page 95).

11 ROAD BLOCK

The narrow path winds forward along the side of the mountain. When you pass a turn, you see a pass with steep cliffs high above both sides of the

path. Someone has turned a wagon on its side blocking the path ahead. The wagon is filled with barrels and sandbags. There is no visible movement and no sound. There is no way around the roadblock.

The dwarf Guntermann has decided to make up for his mine running dry by “taxing” caravans and other travelers. He has erected several roadblocks in the mountains. This roadblock is guarded by three dwarfs. If attacked, they will sound a horn and in D6 turns three more dwarfs show up. If the adventurers want to pass without a fight, they have to pay 3 silver each.

DWARVEN WARRIORS

STRENGTH 4, AGILITY 3, WITS 2, EMPATHY 2

SKILLS: Melee 3, Move 2, Marksmanship 3, Insight 4

GEAR: Battleaxe, studded leather, crossbow

12

DEATH FROM BELOW

Suddenly, it seems like the water around your vessel has started to boil. Something is moving below, something big. The next moment, the ship tilts over due to a hit from below, and you nearly fall into the water. After that, everything happens fast. At first one, then two, and then three giant tentacles rise up from both sides. They grip the vessel, preparing to take it beneath the water's surface. The monster beneath obviously doesn't want you to travel in peace.



A giant squid is attacking the vessel. When the adventurers have chopped off half of its tentacles, the monster sinks back into the depths. Read more about giant squids on page 101.

13 THE LIZARD HUNTERS

A strange clucking sound can be heard. It is echoed by more clucking sounds from another direction. And from a third direction. In the mist, you spot a number of odd creatures moving towards you. Grey-green scaly skin, sharp teeth and yellow eyes. “Piigs?” someone hisses. “Laaarge piiiggiies,” from another hissing voice. “Biiig, uglyyy piiggs, can youuu speeaak?”

A group of Saurians, equal in number to the adventurers plus D6, come upon the adventurers. They are hunting and armed with spears and clubs. Sheerz, the leader, lost his parents to human hunters and thus hates all humans (which the Saurians regard as large pigs, though they are unclear if humans are food or otherwise useful), but they are not particularly belligerent towards other races.

SAURIANS

STRENGTH 4, AGILITY 3, WITS 2, EMPATHY 2

SKILLS: Stealth 2, Melee 2, Survival 2,
Scouting 2

PROTECTION: 4 (scales)

TYPICAL GEAR: Tridents or long spears





BESTIARY

Leaves lay distorted in agony where the Hydra had passed. The trail was plain for all to see, but only Rangarin knew how fresh it was. A tenfold roar bellowed ahead.

"We do need its blood for the ritual," Brother Frynd remarked, his voice straining.

"Too late, it's already split up," the elven tracker answered.



Dangerous beasts prowl the woods and valleys of the Forbidden Lands. A monster is a creature not of the natural world, a monstrosity terrorizing the land, breaking the natural order of things. In this chapter we present a present just a few of the monsters found in the full bestiary in the *Forbidden Lands* core set.

At the end of the chapter, a number of normal animals are described. These are technically not monsters, but are included here for the sake of completeness.

Some monsters have Wits and Empathy, others lack these attributes and cannot take damage to them. Such monsters can't be MANIPULATED, and nor can animals.

MONSTER ATTACKS: There is an important difference between monsters and other creatures: monsters can perform monster attacks.

Each monster has a unique set of monster attacks, summarized in a table. The GM can roll dice or select an attack from the table when the monster attacks. A monster attack is a slow action and has a range of ARM'S LENGTH, if nothing else is stated. Each X rolled beyond the first increased the damage done by one. Rolls for monster attacks cannot be pushed.

Monsters don't become weaker when they are wounded – a wounded monster can be even more dangerous! The monster's Strength is only used to determine how much damage the monster

MONSTERS IN COMBAT

Monsters are controlled by the Gamemaster and generally function like NPCs in combat.



MORE CHALLENGING MONSTERS

By default, a monster can attack once every round. Draw initiative for the monster normally. However, if you find that your players defeat monsters too easily, you can increase the challenge by letting a monster act twice or even three times per round. In this case, draw two or three initiative cards for the monster at the beginning of combat.

can take before it's Broken. A Broken monster is dead or dying – don't roll for a critical injury.

FEAR: Monsters are themselves so frightening that they cannot suffer from fear. All monsters are therefore immune to fear attacks (see page 66) and spells that inflict damage to Wits or Empathy.

DODGE & PARRY: As a general rule, monster attacks can't be PARRIED, but they can be DODGED. Any divergence from this rule is indicated in the monster attack descriptions. Monsters can themselves DODGE, but never PARRY.

GRAPPLE: Monsters are large and cannot be GRAPPLED unless stated otherwise.

SHOVE: Monsters on four legs or more cannot be SHOVED to the ground. Bipedal monsters can be SHOVED, but if the monster's Strength is more than double the attacker's Strength, three ✕ are required. If the monster's Strength is over three times the attacker's, four ✕ are required, and so forth.

DISARM: Monsters that wield a weapon can be DISARMED, but if the monster's Strength is more than twice the attacker's Strength, two ✕ are required. If the monster's Strength is three times the attacker's, three ✕ are required, and so forth.

FEINT: Monsters cannot be FEINTED.

SPECIAL ABILITIES: Many monsters have special abilities in addition to their monster attacks. These are explained in the description of each monster.

SKILLS: Some monsters also have skills. If a monster has the attribute that the skill is based upon, roll Skill Dice and Base Dice as normal. However, if the monster lacks the relevant attribute, only roll Skill Dice.

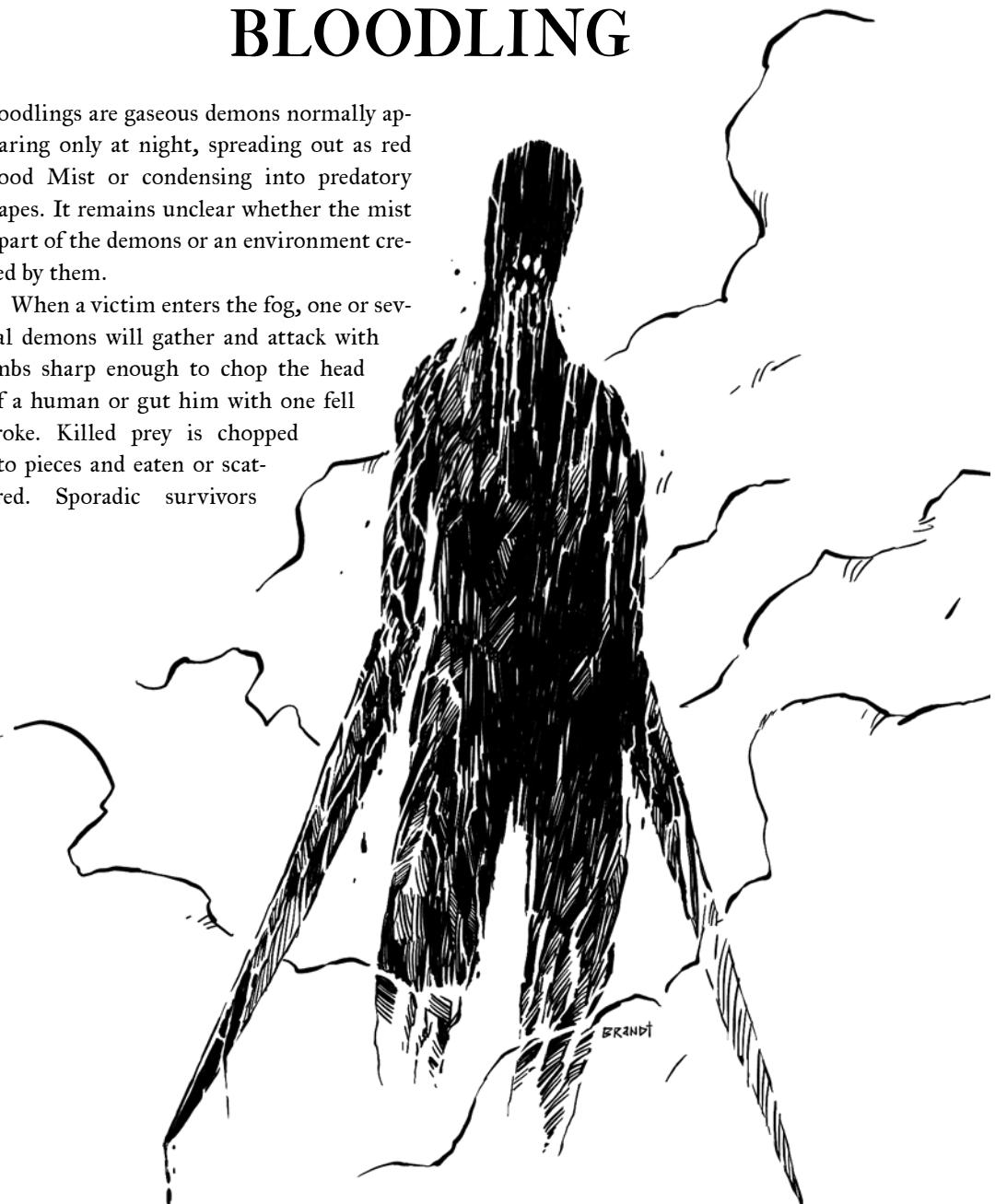




BLOODLING

Bloodlings are gaseous demons normally appearing only at night, spreading out as red Blood Mist or condensing into predatory shapes. It remains unclear whether the mist is part of the demons or an environment created by them.

When a victim enters the fog, one or several demons will gather and attack with limbs sharp enough to chop the head off a human or gut him with one fell stroke. Killed prey is chopped into pieces and eaten or scattered. Sporadic survivors





claim to have seen vague humanoid shapes turn into beasts, signaling shape-shifting abilities.

As the Demon Flood ended the Alder Wars, Blood Mist covered Ravenland for generations and few dared venture from their home villages. Some claim the Blood Mist to be the vaporized blood of Skuld, the murdered goddess of revenge, while others call it the “Breath of Heme.”

The mist as such seems to be immune to attacks, but it is said to disperse in bright light. Manifest demons supposedly are vulnerable to copper blades.

ATTRIBUTES:

STRENGTH 8, AGILITY 4

MOVEMENT: 1

ARMOR RATING: 6

INCORPOREAL FORM: In the form of the mist, the Bloodlings are immune to all types of physical violence. As soon as they materialize physically, they can be hurt by copper weapons normally. All other forms of weapons do half damage (rounding up).

SENSITIVE TO LIGHT: Bloodlings loathe strong light. A torch or a lantern within ARM'S LENGTH will inflict D3 points of damage to Strength on a Bloodling every round.

MONSTER ATTACKS

D6 ATTACK

- 1 SLASHING THRUST!** The Bloodling uses its arm to slash an adventurer. Roll an attack with twelve Base Dice and Weapon Damage 2 (slash wound).
- 2 WHIRLWIND ATTACK!** The demon lets its arms sweep around it and hit every adventurer within ARM'S LENGTH. Roll for the attack with eight Base Dice and Weapon Damage 2 (slash wound) against each target.
- 3 DOUBLE STAB!** The Bloodling suddenly appears between two adventurers and tries to impale them on its arms. Roll an attack against each adventurer with ten Base Dice and Weapon Damage 2 (stab wound).
- 4 HORRIBLE MIST!** Each adventurer within NEAR range is engulfed by the Blood Mist, which fills their minds with fear. Roll fear attacks with eight Base Dice against all victims.
- 5 GOING FOR THE JUGULAR!** The Bloodling throws itself upon the adventurer with the lowest Strength within NEAR range and tries to bite its throat. Roll an attack with ten Base Dice and Weapon Damage 2 (slash wound). The attack damages both Strength and Wits. The victim, if hit, is also affected by a demonic infection with a Virulence rating of 9.
- 6 LIFE EXTRACTION!** The demon embraces an adventurer within NEAR range in a deadly embrace and tries to suck her life out through the mouth and eyes. Roll a fear attack with twelve Base Dice.





DEATH KNIGHT

A Death Knight is a very powerful undead with an intact will and sense of self. Both men and women may become Death Knights. If the person knew magic in life, these skills





remain, but any healing or life supporting spellcasting is perverted. Magic wielding Death Knights are often referred to as liches. Death knights, as a rule, lead forces of undead followers since they automatically command lesser undead.

It is whispered that Death Knights regularly need to devour certain parts of humans: the heart, liver, brain or other organs to keep their strength. Some scholars claim that the mon-

sters may be weakened by preparing victims in advance with poisonous salts.

ATTRIBUTES:

STRENGTH 12, AGILITY 3, WITS 3, EMPATHY 2

SKILLS: Scout 2

ARMOR RATING: None, except worn armor.
Takes half damage from physical attacks (rounded up).

TYPICAL GEAR: Longsword, chainmail

MONSTER ATTACKS

D6 ATTACK

- 1 POWER ATTACK!** In deathly silence, the Death Knight swings its weapon in a powerful attack against an adventurer. Perform an attack with twelve Base Dice and damage according to the weapon. If the attack does damage, the adventurer is thrown to NEAR range and is tossed to the ground. The attack can be parried.
- 2 UNHOLY ROAR!** The Death Knight's decomposed skull contorts and an unnatural scream sounds from the dead throat. Everyone within NEAR range is affected by a fear attack with eight Base Dice.
- 3 DEAD MAN'S HAND!** The Death Knight lifts his hand and makes a gesture after which an adventurer within NEAR range is lifted from the ground and thrown to SHORT range. Perform an attack with eight Base Dice and Weapon Damage 2 (blunt force).
- 4 SWEEPING ATTACK!** The beast sweeps with its weapon and attacks all the adventurers within ARM'S LENGTH range with eight Base Dice and damage according to the weapon. The attack can be parried.
- 5 CRIPPLING COLD!** An unlucky adventurer stares directly into the horrible gaze of the Death Knight as a wheezing sound is heard from the creature's throat. The attack works as paralyzing poison with Potency 8 (see page 113 in the *Player's Handbook*).
- 6 DEATHLY VISIONS!** The Death Knight falls to its knees and makes a gesture towards the ground. In the next moment, a temporary gate to the kingdom of death is opened and a chosen adventurer within NEAR range is attacked by a score of screaming phantoms, who tear at the unlucky soul and calls its name in anguish. The victim is affected by a fear attack with twelve Base Dice.





ENT

The enormous living trees that traverse the northern forests of the Forbidden Lands are called Ents. Many of them have no interest

in anything but the greenery of the lands, which they care for tenderly, while others are curious about visitors and enjoy music.





It sometimes comes to pass that Ents leave their forests, mostly to avenge wicked deeds against trees, and it is said that entire villages have been crushed following careless forest burnings.

The legends claim that the god Clay himself originally created all life, animals as well as plants, with mobility and intelligence, but when the god woke the Ents – the first living trees – it soon realized that they had become so powerful that they threatened to destroy the rest of creation. Clay then decided to instead create plants peaceful and rooted. The Ents were, however, allowed to remain as their protectors.

The elves still honor these very old tree herd-ers in the deep forests and when the creatures speak, they speak the elven tongue. Ents are ridiculously strong and not susceptible to physical violence, but they are slow and sometimes flammable.

ATTRIBUTES:

STRENGTH 16, AGILITY 3, WITS 5, EMPATHY 3

MOVEMENT: 1

ARMOR RATING: 6

SENSITIVE TO FIRE: Ents are sensitive to fire. All attacks using fire cause double damage.

MONSTER ATTACKS

D6 ATTACK

- 1 HORRIBLE ROAR!** The Ent lets out a terrifying roar. All adventurers within NEAR range suffer a fear attack with seven Base Dice.
- 2 SWEEPING BLOW!** The Ent swings its large trunk against two adventurers within NEAR range. Roll for the attacks with eight Base Dice and Weapon Damage 1 (blunt force). Victims who are hit are also thrown to the ground.
- 3 GNARLY ROOTS!** One adventurer within NEAR range is ensnared by thick roots. Roll for the attack with nine Base Dice and Weapon Damage 1 (blunt force). If the attack succeeds, the victim is GRAPPLED. The roots have STRENGTH 3.
- 4 CRUSHING GRIP!** The Ent grabs an adventurer and tries to rip her apart. Roll for the attack with ten Base Dice and Weapon Damage 1 (blunt force).
- 5 ENT HUG!** The Ent embraces an adventurer and tries to devour her. Roll for the attack with eight Base Dice and Weapon Damage 1 (blunt force). If the attack succeeds, the adventurer is trapped in the Ent's body and can only escape by inflicting 4 points of damage in a single blow (or be saved from the outside).
- 6 ROCK THROW!** The Ent throws a huge boulder or another heavy object at an adventurer within SHORT range. Roll for the attack with twelve Base Dice and Weapon Damage 2 (blunt force). If the attack hits, the victim is also thrown to the ground.





GIANT SQUID

The giant squid of the Forbidden Lands are mostly cave dwelling and can be encountered in subterranean bodies of water. Their bodies are very malleable, especially in their larval state, such that they can press through thin cracks for years until they find a suitable space for their adult form. Once in place, they feed off any prey that they can find, but like plants; they are also able to draw sustenance directly from the soil and the rocks with the suction cups on their arms as roots.

As adults, the animals secrete pheromones that attract other squid on their journey through the cracks, resulting in adventurers encountering entire colonies in damp cave systems. Sometimes they go hunting and can be very dangerous to miners, since they can change their color and assume the appearance of a piece of the rock wall, clinging to it with great patience.

Grown squid can exude a black mist that completely darkens their surroundings so as to





make use of their infrared vision. The animals' hide is tough and hard to pierce, and the best defense is supposed to be blunt force to their heads.

ATTRIBUTES:

STRENGTH 14 AGILITY 4

MOVEMENT: 1

ARMOR RATING: 4

SENSITIVE HEAD: BLUNT weapons ignore armor if they hit the creature's head. Attacking the head is a difficult (-2) action.

TENTACLES: The giant squid has D6+3 tentacles. In each round the squid attacks using up to D3 tentacles. This counts as a single slow action. Each tentacle performs an attack from the monster attack table. For every 3 points of damage suffered, the squid loses one tentacle.

MONSTER ATTACKS

D6 ATTACK

- 1 SLIMY TENTACLE!** A slimy tentacle ensnares an adventurer within NEAR range. Roll for the attack with seven Base Dice and Weapon Damage 1 (blunt force). If the attack succeeds, the adventurer is GRAPPLED.
- 2 DROWN ATTACK!** A tentacle grabs an adventurer within NEAR range and pulls her under the water. Roll for the attack with six Base Dice, Weapon Damage 1. If the attack succeeds, the adventurer is GRAPPLED and pulled underwater (see the rules for drowning on page 113 in the *Player's Handbook*.)
- 3 TENTACLE HUG!** The creature tries to squeeze the life out of an adventurer within NEAR range. Roll for the attack with eight Base Dice and Weapon Damage 1 (blunt force). If the attack succeeds, the adventurer is GRAPPLED and will be hit by the same attack in every subsequent round until the adventurer breaks free.
- 4 TENTACLE WHIP!** A powerful tentacle whips against an adventurer within NEAR range. Roll for the attack with nine Base Dice and Weapon Damage 1 (blunt force). If the attack hits, the adventurer is also thrown to the ground.
- 5 DEVOURING ATTACK!** The giant squid tries to devour an adventurer within NEAR range. The victim is attacked with eight Base Dice and Weapon Damage 2 (slash wound). If the attack hits, the victim is devoured whole, and suffers 1 point of damage every round inside the creature. The adventurer can attack the beast from the inside, where the squid is not protected by any armor. The adventurer can only be freed by killing the giant squid.
- 6 BLACK FOG!** The beast secretes ebony ink that blackens the water around it. All adventurers within NEAR range count as if they are in total darkness (see page 112 in the *Player's Handbook*). The effect lasts D6 rounds.



GRYPHON

The Gryphon is believed to be an experimental mount developed by Zygofer to create a winged cavalry of Iron Guards. Single guards have also been seen riding Gryphons, but the animals

are apparently so territorial that you can only keep three or four of the same family together at most. If gathered in larger groups, they will fight each other to the death.



CHAPTER 7



Moreover, the Gryphons are so unruly that many of them have escaped, living as free predators and breeding wild. They normally live in adult pairs together with their adolescent young on an inaccessible crag that can only be reached from the air.

Gryphons hunt anything that moves within their territory and can become a great nuisance for the villages within reach. They are especially fond of horse meat. This voracity is also

their weakness, since they can smell the scent of horse meat over great distances, lose their wits in their excitement and can be lured into traps.

ATTRIBUTES:

STRENGTH 12, AGILITY 5

SKILLS: Scout 5

MOVEMENT RATE: 3

ARMOR RATING: 3 (feathers)

MONSTER ATTACKS

D6 ATTACK

- 1 CLAW STRIKE!** The Gryphon uses its very sharp claws to tear at an adventurer. Roll for the attack using nine Base Dice and Weapon Damage 2 (slash wound).
- 2 CLAW FLURRY!** The Gryphon rears up before an adventurer and tears at her rapidly. Immediately make three attacks, using six Base Dice for each and Weapon Damage 2 (slash wound). The attacks can be PARRIED, but only one at a time.
- 3 SWEEPING ATTACK!** The Gryphon flies in with its forelegs extended, sweeping in a wide arc. All adventurers within ARM'S LENGTH are attacked using six Base Dice and Weapon Damage 2 (slash wound). Adventurers who are hit are also knocked to the ground.
- 4 GRYPHON THROW!** The beast uses its beak to get a good grip on an adventurer and throws her into the air with a quick flip of the beak. Roll for an attack using nine Base Dice (Weapon Damage 1). If hit, the victim lands prone at NEAR range from the Gryphon.
- 5 WHIRLWIND STRIKE!** The Gryphon uses its powerful wings to create a whirlwind knocking all adventurers within NEAR range to the ground. Roll for the attack using six Base Dice against all victims (Weapon Damage 1). Anyone hit by the attack is also knocked to the ground. It's not possible to DODGE the attack.
- 6 DROPPED FROM ON HIGH!** The creature grabs one of the adventurers in its claws and takes to the sky. Roll for the attack using eight Base Dice. If the attack is successful, the Gryphon grabs the victim, and takes off (to SHORT range). At the start of the next round, the Gryphon drops the victim, who takes damage from a fall of 2D6+10 meters (see page 113 in the Players' Handbook).





HARPIES

Harpies are notoriously sly and evil birds of prey with the heads of women, who appear in flocks all over the Forbidden Lands. Since they gladly attack lonesome men and steal small children who are left unsupervised, some believe that they may be cursed, hateful mothers who murdered their own children.

The more general opinion is that Zygorfer and the Rust Brothers create harpies from captured Raven Sisters after having corrupted

the minds of these women through torture and magic, since death is considered all too lenient for these heretics. The intention was to fuse the head and torso to the bodies of ravens to mock the beliefs of the Raven Sisters, but since the raven is too weak to support such a weight they had to choose the larger bodies of birds of prey.





The creature has been joined with the demon substance mog. Harpies aren't very powerful in open combat, but on the other hand, they prefer to act in secrecy through betrayal.

ATTRIBUTES:

STRENGTH 8-16, AGILITY 3, WITS 2, EMPATHY 1

SKILLS: Scout 2, Insight 4, Manipulation 2

MOVEMENT: 2

ARMOR RATING: –

FLOCK: Harpies never fight on their own, always attacking in flocks, and a flock of harpies counts as a single monster. The Strength of the flock varies, depending on the number of individuals. A single attack against a flock of harpies can never inflict more than 1 point of damage.

COWARDLY: Harpies are cowardly creatures and never fight until death. When the Strength of the flock has been halved, the harpies automatically FLEE from the fight (see page 89 in the Players' Handbook). They may return at a later time.

MONSTER ATTACKS

D6 ATTACK

- 1 THREATENING CACKLE!** The Harpies shower the adventurers with terrible descriptions of what they will do to them. They threaten to tear off limbs, devour eyes and rip the tongues out of their mouths. All adventurers within NEAR range suffer a fear attack using six Base Dice.
- 2 DEATH FROM ABOVE!** The Harpies flock together and attack the adventurer who is wearing or carrying the most metal. Roll a number of Base Dice equal to the current Strength of the flock. The attack has Weapon Damage 1 (slash wound). If it hits, the Harpies lift the unfortunate victim and drop her D3+3 meters.
- 3 RAIN OF ROCKS!** The Harpies throw rocks and other scrap items from above. All adventurers within NEAR range suffer an attack using six Base Dice and Weapon Damage 1 (blunt force).
- 4 EYE GOUGE!** The Harpies focus on an unfortunate adventurer and try to tear her eyes out with their sharp claws. The attack uses eight Base Dice and Weapon Damage 2 (slash wound). If the victim takes damage, she immediately also suffers the critical injury "severed eye" (result 41–42 on the table for critical injuries from stab wounds).
- 5 MASS ATTACK!** The Harpies split up and attack a number of adventurers within NEAR range equal to the current Strength of the flock, divided by two (round up). Each attack uses six Base Dice and Weapon Damage 1 (slash wound).
- 6 EXCREMENT ATTACK!** The Harpies open their cloaca and mouths and release a rain of vomit and excrement on the adventurers. All victims within NEAR range suffer an attack using six Base Dice, causing damage to Empathy. The attack can be PARried with a shield.





MINOTAUR

Minotaurs are semi-intelligent and brutal flesh-eating crossbreeds between humans and bovines. They ravage alone or in small groups, but are also hired as guardians or as thugs in gangs of robbers. When not assaulting humans they may harass goats, sheep or horses, appearing to find pleasure in goring and beating as many as possible to a pulp. Minotaurs are strong and hardy beasts that you'd do best to run from.

Some say that the whisperer Zygofe as a youthful hermit received his first unspeakable teachings among demons and undead sorcerers. For nourishment in these barren lands, he brought a cow for milking. However, possessed by the lust and rage of the demons he abused, the poor creature became pregnant and gave birth to the first Minotaurs. The creatures were so brazen and unruly that they, still sticky with fetal membrane, ran to the woods and gave rise to their own kin.

MONSTER ATTACKS

D6 ATTACK

- 1 BULL FIST!** A fur-clad fist hits an adventurer with full force. Roll for the attack with eight Base Dice and Weapon Damage 1 (blunt force).
- 2 HOOF KICK!** Using his powerful legs, the Minotaur kicks the victim with its hooves. The attack uses nine Base Dice and Weapon Damage 1 (blunt force). If the attack is successful, the adventurer is thrown to a NEAR distance, landing prone.
- 3 HORN RUSH!** The Minotaur lowers its head and with a snort, rushes toward an adventurer, intending to impale her on his sharp horns. Roll for the attack using ten Base Dice and Weapon Damage 2 (stab wound).
- 4 CLEAVING CHOP!** The beast swings its weapon above its head and brings it down with maximum force. The adventurer suffers an attack using ten Base Dice (Weapon Damage according to the weapon), ignoring 3 points of armor. The attack may be PARRIED.
- 5 SWEEPING ATTACK!** Roaring, the Minotaur sweeps its weapon in a wide arc, hitting everyone within ARM'S LENGTH. Roll for an attack using eight Base Dice (Weapon Damage according to the weapon) against each victim.
- 6 STOMPING ATTACK!** The Minotaur jumps high in the air, landing hard on top of the adventurer. The victim is felled to the ground if hit. The attack is performed using twelve Base Dice and Weapon Damage 1 (blunt force).



ATTRIBUTES:

STRENGTH 10, AGILITY 4, WITS 2, EMPATHY 2

SKILLS: Scout 3

ARMOR RATING: 2 (fur) and possible armor

MOVEMENT RATE: 1

TYPICAL GEAR: Two-handed axe



TROLL

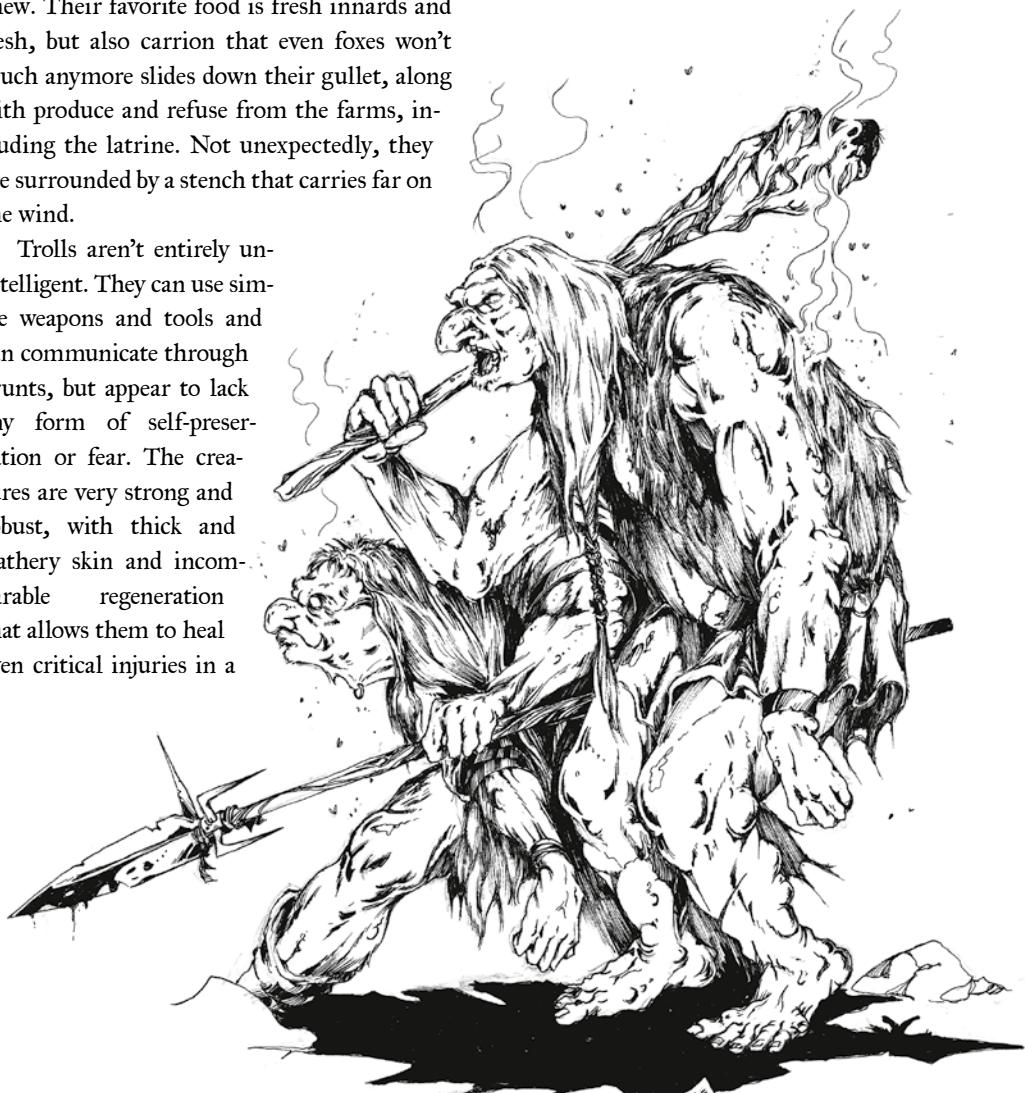
It is known that Trolls are born underground, but often journey to the surface as they become bigger, partially because of lack of space, but partially because they are quite gluttonous.

Trolls eat basically anything that they can chew. Their favorite food is fresh innards and flesh, but also carrion that even foxes won't touch anymore slides down their gullet, along with produce and refuse from the farms, including the latrine. Not unexpectedly, they are surrounded by a stench that carries far on the wind.

Trolls aren't entirely unintelligent. They can use simple weapons and tools and can communicate through grunts, but appear to lack any form of self-preservation or fear. The creatures are very strong and robust, with thick and leathery skin and incomparable regeneration that allows them to heal even critical injuries in a

couple of minutes. They are, however, sensitive to glaring light and avoid direct sunlight.

Some Trolls gorge themselves until they are so large and round that they more often than not resemble rolling stone boulders rath-





er than living creatures. The dwarves are said to extract rare minerals from the feces and tissue they leave behind and that they might even herd them like cattle. Vicious rumors say that the dwarves lure these Troll boulders to human villages with music, since certain especially rare minerals only form when the Trolls have eaten human flesh.

ATTRIBUTES:
STRENGTH 12-16, AGILITY 2

SKILLS: SCOUT 4

ARMOR RATING: 4 (skin)

MOVEMENT:

REGENERATE: A Troll recovers 1 point of lost Strength each round.

STENCH: All enemies within ARM'S LENGTH suffer 1 point of damage to Agility each round of combat because of the Troll's horrible stench.

SUNLIGHT: A Troll suffers 1 point of damage per round in direct sunlight.

MONSTER ATTACKS

D6 ATTACK

- 1 RENDING ATTACK!** The Troll tears at an adventurer with its claws. Roll for the attack using nine Base Dice and Weapon Damage 1 (slash wound). If the attack hits, the victim is also affected by a disease with a Virulence of 6.
- 2 TERRIBLE BITE!** The Troll opens its foul-smelling mouth and bites an adventurer. Roll for the attack with eight Base Dice and Weapon Damage 2 (blunt force). The adventurer is GRAPPLED and stuck in the jaws of the Troll.
- 3 TROLL THROW!** The Troll lifts an adventurer high into the air and throws her as if she were a rag doll. Roll for an attack using twelve Base Dice and Weapon Damage 1 (blunt force). If hit, the adventurer lands prone at SHORT distance from the Troll.
- 4 SWEEPING STRIKE!** Using its long and knobby arms, the Troll makes a sweeping attack, hitting all adventurers within ARM'S LENGTH. Roll for the attacks using eight Base Dice and Weapon Damage 1 (blunt force) against all victims.
- 5 GOOD BEATING!** The Troll grabs the nearest adventurer and throws the victim into another adventurer. The thrown victim is subjected to an attack using ten Base Dice and Weapon Damage 1 (blunt force). If this attack hits, another adventurer within NEAR range is hit by an attack of equal force. All victims who are hit are thrown to the ground.
- 6 STINK BREATH!** The Troll clears its throat with a thunderous sound, and then vomits a cloud of bile and stinking marsh gas in the faces of the adventurers. Each adventurer within NEAR range suffers an attack using seven Base Dice that causes damage to Empathy.





ANIMALS

ANIMAL	STRENGTH	AGILITY	SKILLS	MOVE-MENT	WEAPON	DAMAGE	TYPE
Bear	6	2	Melee 3, Scout 3	1	Paw	2	Slash
Wolf	4	4	Move 3, Melee 3, Scout 5	2	Bite	1	Slash
Fox	2	4	Move 2, Melee 2, Scout 4	1	Bite	1	Slash
Deer	3	4	Move 4, Scout 4	2	Horns	1	Blunt
Boar	4	2	Melee 3, Scout 3	1	Tusks	1	Blunt
Riding Horse	5	4	Move 2, Scout 3	2	Kick	1	Blunt
War Horse	6	5	Move 3, Melee 2, Scout 3	2	Kick	1	Blunt
Donkey	3	3	Move 2, Endurance 2, Scout 3	2	Kick	1	Blunt
Canide War Hound	5	3	Move 2, Melee 3, Scout 3	2	Bite	1	Slash
Crocodile	4	2	Melee 3, Scout 3	1	Bite	2	Slash





SWARMS

A swarm of animals (see the table below) is handled as a single creature with a Strength rating that represents the swarm as a whole. A single attack on a swarm can never inflict more than 1 point of damage.

ANIMAL	STRENGTH	AGILITY	SKILLS	MOVEMENT	WEAPON	DAMAGE	TYPE
Dog	3	3	Melee 1, Scout 5	2	Bite	1	Slash
Cat	1	5	Move 4, Scout 5	1	Claws	1	Slash
Rats (Swarm)	4	3	Move 3, Scout 4	1	Bite	1	Slash
Bats (Swarm)	5	3	Move 3, Scout 5	2	Bite	1	Slash
Raven	1	3	Move 3, Scout 4	2	Beak	1	Slash
Eagle	3	5	Move 3, Melee 3, Scout 5	3	Claws	1	Slash
Snake	1	3	Melee 3, Scout 4	1	Bite	Lethal poison, Potency 4	-
Scorpion/ Spider	1	3	Move 3, Melee 2, Scout 3	1	Tail	Paralyzing poison, Potency 6	-





TYPE OF ADVENTURE SITE: Castle

Fog drifts like shredded souls through the windswept mountain pass you traverse. As the fog disperses for a moment, you see the crumbling stronghold Weatherstone rise against the northern side of the mountain pass, surrounded by a moat filled with muddy water. The landscape is barren, only thorny bushes and sharp grass survive in these lands. It is quiet, apart from singing and strange animal sounds the likes of which you have never heard before. Naked bones from horses and humans are strewn along the road closest to the stronghold. A fire burns in the watchtower in front of the stronghold and the smell of food drifts on the wind.

874, Zygofe's daughter, Therania, has brought the king and a host of his men back to unlife. After some time, she tired of the regent's cold embrace and appointed Algarod guardian of the abandoned stronghold Weatherstone, where Zygofe had set up a field laboratory for his experiments. The remaining war chest of the Alderlanders was hidden in the stronghold's dungeons close to the laboratory, as a reserve.

Today the hold is no longer used by the mighty sorcerer, and his experiments lie abandoned in the hold's subterranean chambers. The undead king and his soldiers are at last free from their eternal guard duty and are allowed to rest in the embrace of death. But the curse is not fully lifted, as every full moon the undead rise and resume their duty as if nothing ever happened.

The demonic creatures in the laboratory

BACKGROUND

Since Algarod's army was defeated in the year



broke loose a long time ago. Zygofe, in his new bestial form called Zytera (more on that in the *Raven's Purge* campaign book), lets them guard Algarod's war chest since it is of no use right now. The laboratory was primitive to begin with and its creatures disposable from a scientific point of view.



GETTING HERE

There are many different ways in which the adventurers can find Weatherstone. They may have found a map that leads here, heard the stories of the place, or encountered one of the events below.

THE YELLOW-EYED DEER

The adventurers suddenly get a glimpse of a magnificent creature, a deer with grand horns. It runs off with uncanny speed, only to then and again stop and look back at the adventurers, as if waiting for them to catch up. The deer is actually the trickster demon Merigall, trying to lure the adventurers to Weatherstone. The

adventurers will lose sight of the creature just before they spot the castle of Weatherstone. The demon has then transformed itself into the form of the old bard Dalb (see Location 1).

THE TIRED TREASURE HUNTER

A moaning is heard from a camp site nearby. The adventurers find it abandoned except for the tired, and very drunk, man known as Rolk. It was here that the treasure hunters under Esgar Farthing's command (see below) made camp before they moved on to Weatherstone. The party consumed plenty of wine, and no one more so than Rolk, and his companions forgot him when they broke camp at dawn. Rolk is not too worried though, and has happily continued to empty his wine jug and tells any passersby that his companions are headed for an old castle nearby to find "on ol' treasure."



LEGEND

Ten generations before our time, the cruel king Algarod declared that Alderland had become overcrowded. He sought to expand his kingdom by leading an army across the mountains to Ravenland, where he fell in battle against the demonic hordes of the sorcerer Zygofe. As he was lost, so too was the sceptre Nekhaka, rumored to be the source of his power. However, the will of the king burned so fiercely that he refused to die and for ages stood watch in the stronghold of Weatherstone. Legend has it that Algarod will march again one day, to retrieve the spire of Nekhaka and complete his conquest of Ravenland. But the curse was sudden-



ly broken and the undead king and his men finally went to their final rest. There are whispers that Algarod's war chest remains in Weatherstone, forever guarded by evil spirits and the beasts of the sorcerer.



LOCATIONS

Major locations at the castle are described below.

1. WATCHTOWER

The ragged watchtower stands like a newborn next to the stronghold ruin on the cliff behind it. Vines cling to its withered walls. Trails of smoke rise from the caved-in roof. Someone has a fire going.

The watchtower's withered and cracked stones are overgrown with rust-colored, demonic vines, escaped from Zytera's laboratory. The plant looks very unpleasant with their small, finger-like outgrowths, but they are completely harmless. However, they do emit horrible screams from their pores if branches are broken off or cut. This noise is audible across the entire valley and puts everyone on edge. Any parts of the plants that are removed decay to mush within a minute or so.

The old bard, Dalb, has struck camp in the tower and is in the midst of cooking a rabbit over the fire. He invites the adventurers to eat with him around the fire. After the meal, he lights his pipe and tells them the legend of Weatherstone (see above). After which he continues:

You are not the first to ask about Weatherstone this evening. Esgar Farthing and his men shared these



WHO IS DALB?

The Bard who calls himself Dalb is in reality the demon Merigall. He is allied with the sorcerer Zytera and looks upon the Forbidden Lands as his playground, where he performs more or less cruel pranks on the simple inhabitants. The tale that Dalb/Merigall tells the adventurers is largely true.

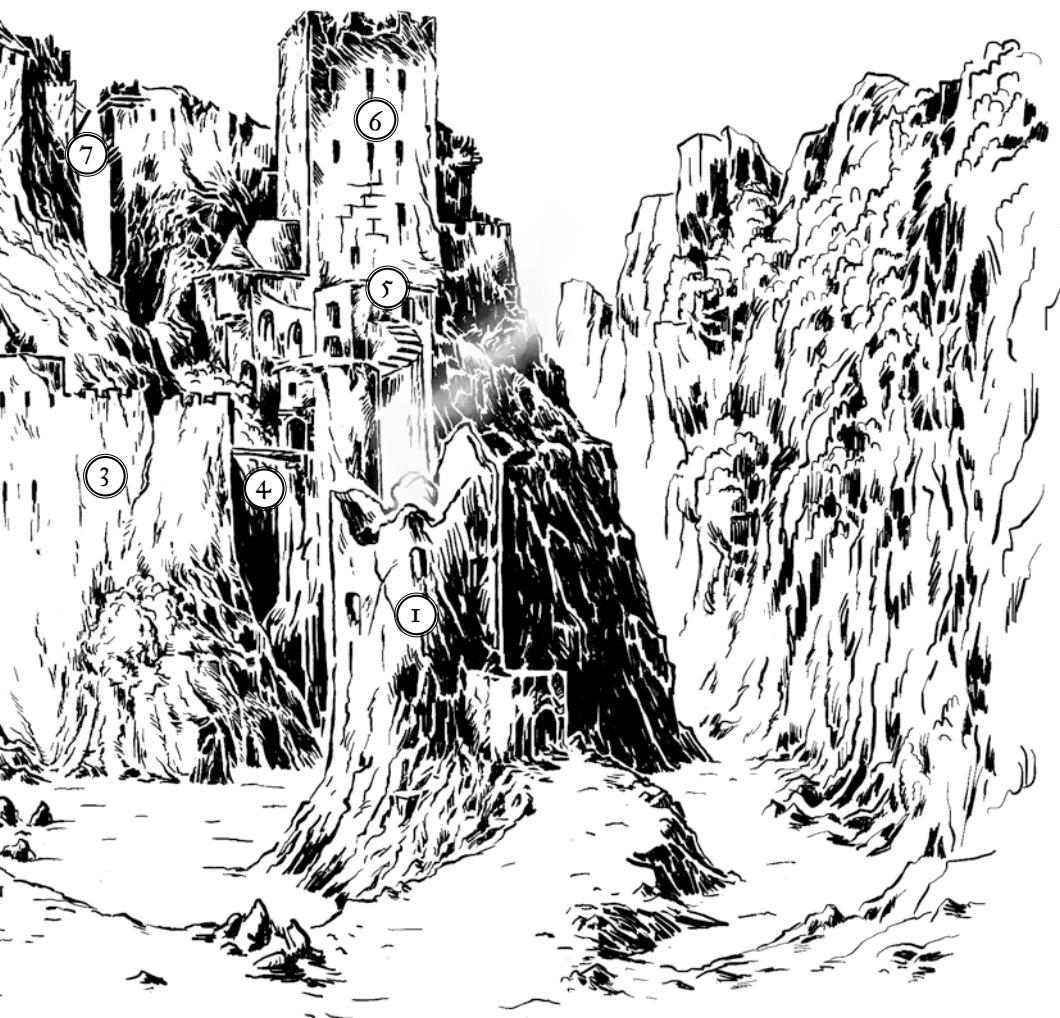
Esgar Farthing and his men are indeed entering the stronghold. There is a demon beast in the cellar. King Algarod's sword Rustbite is indeed magical. But the sword is also the very item that is the key to the dormant curse over Algarod and his undead men. Whoever touches the sword activates the curse once again, and wakes the king and his soldiers from their rest.

Dalb/Merigall has no further role in this adventure. He will leave the tower before the adventurers exit Weatherstone. But this won't be the last time that he crosses path with the adventurers. More about that in the *Raven's Purge* campaign book.





WEATHERSTONE





very quarters just recently. They seek the weapon of king Algarod, the mighty sword Rustbite. Esgar is an impatient man and they left for the stronghold immediately. But there is something I never told them, something that you fellows might find of interest...

Dalb inhales deeply from the pipe and looks at the adventurers over the crackling fire.

The undead lie in eternal rest, but Weatherstone is still a dangerous place. In the cellar lurks an unholy beast. A creature so vile that it can rip the limbs off a full-grown man. But there is a way to slay it: with the sword of king Algarod. Find the sword and you can kill the beast. Kill the beast and treasure awaits. Simple, no?

2. THE MAIN GATE

The drawbridge to the main gate has rotted through and fallen into the moat. The water is cloudy and foul-smelling. Unknown creatures move in the depths, sending ripples through the algae on the surface.

A muddy moat runs around Weatherstone into which a foul creature from the laboratory has escaped. The drawbridge has collapsed, so access to the castle must be gained elsewhere. Nearby, there is a cache of half-rotten timber that can be used to create a makeshift bridge or raft to cross the moat (to do this the skill CRAFT can come in handy). Another option is to simply wade or swim through the moat. In any case, the adventurers might encounter problems in the form of the hungry creature (see The Moat under Events below).

3. THE HOUSE OF KNIGHTS

You reach a gloomy hall, once a place for sumptuous feasts. Now it is only home to death and decay. The remains of rotting flesh and moldy tapestries spread an odor thick enough to make any living visitor gag. In old wooden chairs and on the cold stone floor are the remains of what once must have been the king's Alderlander soldiers. It is as if they had fallen during a final supper.

A large, somewhat intact house close to the gate contains the main feast hall, an audience hall, guest quarters, kitchen and servant's quarters. The soldiers' corpses still have flesh on them, but they are almost mummified.

WHEN THE UNDEAD AWAKE

Where once silence reigned, now a macabre feast is taking place. Two dozen undead soldiers are at the tables. The food on the tables are rocks and the liquid in whatever jugs remain whole has been scooped up directly from the moat. The guests move slowly, only emitting a rustling like thousands of rats running across dry leaves.

❖ **CREATURES:** Around one hundred undead, most of them peaceful, walk around here. Some of them not so peaceful, how-



ever, and might challenge any newcomer to a duel, etc. Most of them believe they are still alive. If the alarm bell on top of the tower rings, all the undead in the stronghold will be hostile to any strangers and suddenly become more active.

- ❖ TREASURE: In the mess, there are D6 silver jugs worth D6 silver coins each. If the undead are awake, the jugs have owners that are unwilling to part with them.

4. THE RAVINE

It's as if the axe of a giant has cleaved both the stronghold and the rock in two, and left a deep, infected wound from which the sound and stench of the mountain's death rattle rises. A single chain spans the darkness of the ravine, and it is obvious there used to be a bridge here. The opposite wall with the yawning portal into the eastern half of the stronghold is five meters away.

A deep ravine splits Weatherstone into western and eastern parts. Two drawbridges could be found here (at locations #4 and #7 on the map). The lower bridge has rotted through, fallen away, and left a gap of about five meters. A single rusty chain remains. Since the ravine was used as a dump site for the laboratory, it is slowly filling up with all sorts of semi-living debris that may very well be aggressive.

At the bottom of the ravine there's a cave that was used as a wagon house. The shells of a couple of wagons still remain. There are locked chests emblazoned with the heraldry of Alderland on the wagons, but the chests are empty aside from a few coins and the excrement of harpies. The harpies up in the Theater Tower hid

most of the coins in a crevice close to their nest a long time ago and also put some in a catapult.

The bell that can be rung to gain access can be found in the muck directly under the drawbridge (see location #7 on the map).

- ❖ TREASURE: D6 copper coins, D6 silver coins, and one VALUABLE find in the chests at the bottom of the ravine.

5. THE LABORATORY

A stench of rot and sharp elixirs rolls out of this area. These chambers were grand once – the remains of silk and old portraits that haven't been torn down still hang on the walls. Now the rooms are filled with cauldrons, pools, broken pottery, dissection tables and other items and things. Everything is covered with dust, but to your horror, you realize the body parts of animals and humans that have been nailed to the walls seem to have been alive up until recently. Something is moving in the debris.

The lord of the stronghold lived in the building beyond the ravine, along with his family and his closest knights. Zygofer used the buildings as a laboratory until the stronghold was abandoned.

- ❖ CREATURES: An incomplete hybrid of human, scorpion, and lion is crawling around, looking for its missing parts. It is very aggressive and wants to take parts from any intruders. The GM can add more demonic creatures as he sees fit.
- ❖ TREASURE: D6 urns containing weird experiments (body parts, eyes, a brain, a strange insect). Worth D6 silver coins apiece to the right death magician.



6. THE THEATER TOWER AND THE NEST OF THE HARPIES

The roof has collapsed in on a theater whose galleries climbed the inner walls of the tower. A handful of large, flying creatures screech close to the ceiling as soon as you step inside. The silhouettes of their winged bodies can be seen against the open sky above. The central stage of the tower is smeared with excrement and covered with the rancid remains of the creatures' feasts.

The Theater Tower, where plays and fencing shows were put on for the amusement of the guests, has been taken over by six harpies grown in the laboratory. The creatures are short-tempered and will attack or play horrid games with the guests if they appear to be too strong to fight. A terrace on the outside of the tower with a balustrade and a gorgeous view can be reached from the top tiers of the galleries. The harpies have hidden most of what remains of Algarod's war chest in a crevice on the eastern side of the mountain below the terrace. The coins are loose or kept in ragged linen bags from the chests.

If you know where the treasure is, it can be reached by climbing down on a rope. A small number of coins are loaded in the still functioning catapult on the terrace, which is primed and aimed over the edge of the cliff to the east. The catapult seems to be loaded with coins, but underneath the top layer is crushed pyrite – a substance that appears to be metallic from a distance. If some intrepid treasure hunter approaches, the harpies will fire the catapult, scattering the coins across the landscape unless they get what they want (see Events). There are three skeletons in the har-

pies' nest from infants they have stolen from some village, along with a few improvised toys and the remains of rats they attempted to feed the children with.

- ❖ **TREASURE:** In the catapult there are 2D6 copper coins and D6 silver coins.

At the bottom of the crevasse is what remains of the Alderlander war chest: 5D6 copper coins, 4D6 silver coins and 2D6 gold coins.

7. DRAWBRIDGE

A drawbridge has been raised on the other side of the ravine. It is in better condition than the rest of the stronghold.

The upper drawbridge to the king's tower remains, but it is raised on the far side.



WHEN THE UNDEAD AWAKE

The undead guardsmen will lower the drawbridge if the bell that could once be found on the east side of the ravine is tolled. However, it has fallen to the bottom of the ravine, where it can be found, approximately thirty meters down. The guardsmen may also ask for a password, but have forgotten it themselves and won't open the gate in the drawbridge at all, or they may accept any password. If the adventurers get across the ravine without the bridge being lowered, the undead guardsmen become



aggressive and attack. One of them goes to ring the alarm bell on the top of the tower.

8. GUARD POST AND SERVANTS' QUARTERS

A curved room flanked by rows of spears and rusty swords along one wall and a number of viewing slits on the other. The moulded corpses of thirty or so soldiers rest on the cold floor. Fallen at their post.

The guard post consists of barracks and an armory. The rest of this level is made up of servants' quarters, a kitchen, etc. There are arrow slits that direct towards the lower parts of the stronghold.

- ❖ TREASURE: None, but there are plenty of rusty weapons.



WHEN THE UNDEAD AWAKE

The cacophony of a score of undead marching back and forth in the barren, curved room resounds off its walls. They turn after loudly slamming into the far wall. The sun is shining in through the many arrow slits, spearing through the dust torn up by the soldiers. Archers watch the lower parts of the stronghold from the slits.

There are around thirty undead in the building, half of whom are soldiers, the other half servants. The archers' bow strings have long since rotted away, a fact which they don't understand. Instead, they pretend to shoot and then drop sticks and other debris out the slits since they are out of arrows. If the alarm has been sounded or intruders show up without the bridge being lowered, these undead will believe they are under attack and become hostile. One of them will also leave to ring the alarm bell to warn the rest of the stronghold.

- ❖ CREATURES: Undead soldiers and servants.
- ❖ TREASURE: None, but a few rusty swords and spears.

9. ALGAROD'S TOWER

The chamber at the top of the tower is quiet and smells of mold and perfume. A large four-poster bed stands against the far wall, flanked by suits of armor. On the bed rests the remains of a man in



full plate armor with a helmet and a crown. King Algarod of Alderland in his eternal rest. On his chest, the king's gloved hands clutch a large, beautifully crafted sword.

The tower is furnished for the former lord of the stronghold, and holds a large combined bed chamber and observatory at the top of the tower. Here rests King Algarod. His three bodyguards can be found in an adjoining chamber.

If an adventurer touches the sword, the king and his guards will awake from their sleep (see Events). The adventurer will be able to grab the sword if she is quick, but will not escape the wrath of the undead king.

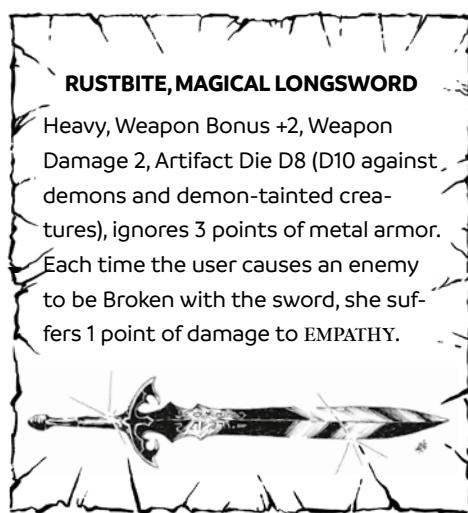
In the bedchamber, there are several old portraits and, above the bed, a newer charcoal drawing of Algarod. The drawing reflects the king's mood and changes with it. If the drawing is destroyed, Therania's hold over the king is broken. If the adventurers take the drawing, they can command the king.

WHEN THE UNDEAD AWAKE

At the moment you touch the cold steel of the old sword, you hear a crackling noise. First, a gloved finger moves, then another. Horrified, you see before you the corpse of King Algarod being filled with unholy life. At the same time, you hear a scraping sound at the door.

King Algarod is not pleased with anyone laying hands on his sword and will immediately attack (treat this as a monster attack, page 73). The following round he will be joined by three undead bodyguards that will also attack.

- ❖ **CREATURES:** King Algarod and three undead guards.
- ❖ **TREASURE:** Algarod's sword Rustbite. A masterfully crafted longsword enchanted by a court magician in Alderland four hundred years ago.



RUSTBITE, MAGICAL LONGSWORD

Heavy, Weapon Bonus +2, Weapon Damage 2, Artifact Die D8 (D10 against demons and demon-tainted creatures), ignores 3 points of metal armor. Each time the user causes an enemy to be Broken with the sword, she suffers 1 point of damage to EMPATHY.

The crown is a simple one made of silver and worth 3D6 silver coins (double that for a person with a historical interest).

10. CRANE

The drop from the rock down to the moat is dizzyingly high. A thick copper chain, green with



verdigris, swings back and forth, chiming in the wind, where it hangs from its weather-beaten windlass.

Since the tower is so high, there is a crane by which you can hoist things up directly from the outside. The crane could be a last escape route, and as such, the adventurers could use it, if for example, the alarm has been sounded and the place is crawling with angry undead. The chain and the windlass are worn and old, and might have to be smeared with lamp oil before they even move.



MONSTERS AND NPCS

The monsters and NPCs that the adventurers can meet at Weatherstone are described below.

DALB, THE BARD

A man in his fifties with greying, unkempt hair, wearing a green tunic, gray hose and knitted finger gloves to protect against the cold. Constantly with a pipe in the corner of his mouth, Dalb is a person who can enchant any audience with so simple a means as his green eyes and husky voice. The bard (who is not what he seems to be, see the boxed text “Who is Dalb?” in the section where the adventurers encounter him) has struck camp outside Weatherstone to lure adventurers to their doom within. This night, he is very lucky as no less than two groups arrive shortly after one another.

STRENGTH 3, AGILITY 4, WITS 6, EMPATHY 6

SKILLS: Performance 5

GEAR: Pipe, lute

THE ALDERLANDER TREASURE HUNTERS

A motley crew of treasure hunters, led by Esgar Farthing, arrives shortly before the adventurers. They are looking for the war chest and King Algarod’s sword. It will soon be evident that the treasure hunters have different agendas. This group, or just some of its members, can be used as antagonists or potential allies in Weatherstone. They keep their agendas solely to themselves, but they are prepared to cooperate to survive.

ESGAR FARTHING

A muscular and loud man who presents himself as a travelling merchant specializing in “rare goods.” Esgar is really a simple mercenary who has heard about the treasure in Weatherstone and intends to find it, at any price. He lacks empathy and is planning to double-cross his companions at the first and best opportunity.



STRENGTH 5, AGILITY 3, WITS 2, EMPATHY 2

SKILLS: Melee 3, Might 3, Manipulation 2, Move 1

GEAR: Longsword, large shield, chainmail, D6 silver





KORDOMAR SULAM OF ALDERLAND

Kordomar is an elderly, but still strong, hunter from northern Alderland. Despite his greying hair and chiseled face, he is skilled with bow and arrow. Kordomar is

a proud Alderlander and has accompanied Esgar to retrieve the sword of King Algarod for the fatherland. He does not trust Esgar for a moment, but lets the greedy mercenary lead the group for now.



STRENGTH 3,AGILITY 3,WITS 3,EMPATHY 2

SKILLS: Marksmanship 4, Scouting 2, Survival 2

GEAR: Longbow, dagger, leather armor, D6 copper

BROTHER FEREBALD

A gnarly and brooding Rust Brother and historian who can tell many tales of Alderland and the history of the Rust Brothers. Ferebald knows about Algarod's wretched past, a past that Kordomar denies, and believes the king's undead existence is a disgrace. Ferebald has secretly joined Esgar and his compatriots to try to kill Algarod as an act of mercy.

STRENGTH 2,AGILITY 2,WITS 4,EMPATHY 2

SKILLS: Lore 3, Insight 2, Melee 1

GEAR: Knife, parchment and pen, D8 copper

DYNDRIA THE BARD

Dyndria plays the fiddle and seems to be a jovial woman with a taste for food and drink. She

claims to be here because she has been paid to play, and whispers that she really doesn't care about Alderland.

Dyndria is, in fact, a thief and assassin hired by Algarod's enemies in Alderland. The new royal line wants to remove any traces of Algarod's line since political rebels have pointed out that the old king still roams Ravenland. If Dyndria manages to take Algarod's head and scepter to the Iron Lock, she will be richly rewarded and awarded citizenship in Alderland. However, her employers will of course try to kill her. Dyndria dreams of present day Alderland, but knows nothing about it. She has hinted to Esgar that she is a thief and would like to be part of any secret raid against the stronghold, but she has not divulged her true plan.



STRENGTH 3,AGILITY 4,WITS 2,EMPATHY 3

SKILLS: Stealth 3, Marksmanship 2, Move 2, Melee 1, Manipulation 2, Performance 2

GEAR: Sling, dagger, leather armor, fiddle, D6 copper

KING ALGAROD

The once mighty King Algarod wears chainmail and carries the sword Rustbite (until the adventurers steal it). He is tall and regal, with scars from crudely sewn wounds across his face. His is a melancholy existence, dictated by Therania's commands. If his portrait above the bed in the top room of the tower is destroyed, Ther-



ania loses her power over him. He will fly into a rage and may attempt to take back his royal power, negotiate with his liberators, or even destroy himself forever – for example, by leaping from the ramparts or asking the adventurers to find an urn with his embalmed heart which is hidden in the laboratory. In the latter case, they will be rewarded with his war chest which he believes is still in the wagons in the ravine.

STRENGTH 8, AGILITY 3, WITS 3, EMPATHY 2

King Algarod is a Death Knight, a powerful undead being. Death Knights are described in detail on page 86.

GEAR: Chainmail, bascinet

TWO ATTACKS: King Algarod is a mighty Death Knight and as such gets to act twice every round. Draw two initiative cards at the beginning of combat.

UNDEAD SOLDIERS

Around the keep are the remnants of a few hundred Alderlander soldiers, dead for centuries. As soon as the adventurers (or indeed the treasure hunters) touch the sword, they arise from their sleep.

SOLDIERS

STRENGTH 3, AGILITY 2

SKILLS: Melee 3

GEAR: Broadsword, studded leather

BONY: Skeletons never take more than 1 point of Damage from STABS and arrows.

BODYGUARDS

STRENGTH 6, AGILITY 2

SKILLS: Melee 3, Might 2

GEAR: Chainmail, large shield, longsword

BONY: Skeletons never take more than 1 point of Damage from STABS and arrows.

THE SCORPION BEAST

A foul demon creature spawned in the laboratory of Weatherstone. Half-scorpion, half-lion, this is a creature that was never meant to live. The beast is totally driven by instinct and see all living creatures as potential food. The Scorpion Beast is a monster (see page 73).

STRENGTH 14, AGILITY 8

ARMOR: 5 (carapace)

D6 MONSTER ATTACKS

- WHIPPING TAIL!** A lightning quick attack with the beast's tail hits one adventurer. Perform an attack with ten Base Dice and Weapon Damage 2 (slash wound). If it hits, the victim is thrown to the ground.
- HORRIBLE BITE!** With a roar, the beast throws itself upon an adventurer and lets its giant jaws shut tight like a trap. Perform an attack with eight Base Dice and Weapon Damage 2 (slash wound). If it hits, the beast locks its jaws and shakes the adventurer violently. The adventurer must make an opposed roll with Strength against the beast's Strength (not counted as an action). If the roll fails, the adventurer is thrown to NEAR distance and falls to the ground.
- CHILLING ROAR!** The Scorpion Beast lets out an otherworldly scream that makes the adventurers blood freeze. Everyone within NEAR range is exposed to a fear attack rolled with six Base Dice.





4. **DEATHLY EMBRACE!** With a powerful leap, the beast jumps upon an adventurer and embraces her with its demonic claws. Roll for the attack with eight Base Dice and Weapon Damage 1 (blunt force). If the attack hits, the victim is GRAPPLED.
5. **POISON FANG!** The Scorpion Beast's tail rattles like a cobra before it thrusts against an adventurer, stinging her with its poison. Roll for the attack using seven Base Dice and Weapon Damage 1 (stab wound). This attack is too fast to DODGE. If the victim is hit and suffers 1 point of Damage or more, they are injected with a paralyzing poison with Potency of 9.
6. **WHIRLWIND ATTACK!** The beast lets its tail sweep against all adventurers within ARM'S LENGTH. Roll to hit on each with eight Base Dice and Weapon Damage 2 (slash wound). All adventurers who are hit are also struck to the ground.

HARPIES

A pack of harpies led by the oldest creature, Little Mother, has taken over the Theater Tower and hidden the Alderlander war chests. The harpies attack as a flock (page 105) and flee when the flock's Strength is reduced to half its starting value (6 in this case).

STRENGTH 12, WITS 4, EMPATHY 3

EVENTS

Many dangerous and exciting events can occur at Weatherstone. Here are some suggestions:

DALB'S TALE

When the adventurers encounter the bard Dalb in the ruined tower, he invites them to dinner around the fire and tells them the legend of the cursed King Algarod and Weatherstone. For ease of use, this text is placed under the location of the tower ruin above.

THE MOAT

In the muddy and filthy moat around the keep a demonic creature from one of Zytera's horrible experiments has found a new home. The tentacled demonic octopus lives off rats and wild animals. If the adventurers try to cross the moat, the creature attempts to perform a sneak attack against one of them with a tentacle. The tentacle has Strength 4, Agility 4, SNEAK 3 and MELEE 3. An adventurer who is hit is automatically GRAPPLED and pulled underwater. For the effects of drowning, see page 113 in the *Player's Handbook*. If Broken, the victim dies in D6 minutes unless saved. The other adventurers can attack the tentacle from the bridge.

THE TREASURE HUNTERS

The treasure hunters led by Esgar Farthing enter Weatherstone at the same time as, or just before, the adventurers. The four companions go from room to room with lit torches and drawn weapons, looking for the resting place of King Algarod and his sword. How you use the treasure hunters is up to you. They can surprise the adventurers as a group or pop up one at a time. If the adventurers don't find Algarod's tower, the treasure hunters will and quickly proceed to steal



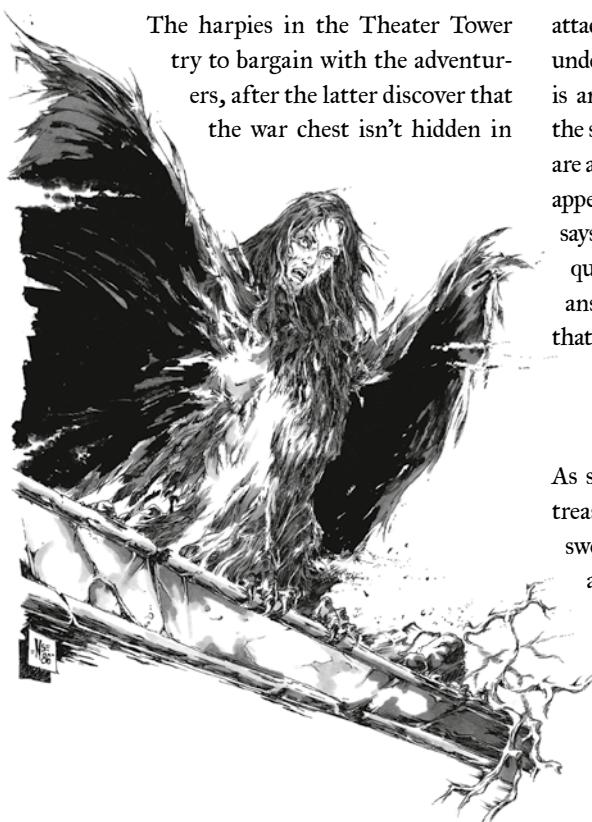
the sword (thus waking the undead). The treasure hunters are not loyal to each other and can easily turn on one another.

ATTACK OF THE HARPIES

The harpies nest is in the Theater Tower (see Locations) but they can strike anywhere and at any time – especially if the adventurers wear shiny looking objects. Consider using the harpies for a quick demoralizing attack, where they succeed in snatching a piece of equipment from an adventurer before retreating. To get it back, the adventurers need to find their nest.

THE HARPIES NEGOTIATE

The harpies in the Theater Tower try to bargain with the adventurers, after the latter discover that the war chest isn't hidden in



the ravine. The harpies can give them money, but in return they want Algarod's sword or a living infant to raise as their own. After all, they were once mothers, and only want love. They can also accept a particularly delicious piece of an adventurer. If threatened, the harpies will in turn threaten to let the catapult in the Theater Tower spread the treasure among the debris below the tower, so that no one will ever find it.

THE FALSE QUEEN

In the moment that Algarod awakes, his former lover Therania, in her ethereal form, is summoned to the castle of Weatherstone. Her appearance is that of a beautiful woman. She can neither attack, nor be attacked, but she can command the undead and even king Algarod as she pleases. She is annoyed that the adventurers have disturbed the sleeping king, and wants to find out who they are and what they want. For this purpose, she can appear benign. She hides her true identity and says that she is the ghost of king Algarod's dead queen. If she is satisfied with the adventurers' answer, she tells them her real name and insists that their paths will cross again.

THE DEAD RISE!

As soon as an adventurer (or one of the NPC treasure hunters) touches Rustbite, the king's sword, the old curse is activated once again, and the undead king and his soldiers wake to life in an instant. As if one, the two hundred corpses of Weatherstone arise and continue their duty as if nothing ever happened. Most are peaceful if not dis-



turbed and will ignore cautious adventurers, but if the alarm bell is sounded, they will consider all intruders hostile and attack. The keep of Weatherstone now becomes a death trap! It's up to you as a GM to decide if you want to wait until the adventurers reach the King's tower or let the treasure hunters beat them to it.

THE BARD'S SONG

This event is best used late in the adventure to ramp up pressure on the adventurers. Regardless of whether the undead have woken up or not, the adventurers will suddenly hear a strange sound from outside the keep. If they find a window and look out, they will see the bard Dalb standing on the other side of the moat, singing a song in an archaic language while raising his arms to the sky. Once he stops singing everything is silent for a moment. Then an unearthly scream is heard from everywhere inside Weatherstone. If the undead have not awakened, they do so now (and are immediately hostile). If they already have, they start roaming the keep in packs looking for intruders to slay.

What has really happened is that Dalb/

Merigall has decided to make things a little more interesting with a spell. He sees this as an amusing experiment more than anything else.

FIRE!

One of the undead soldiers somehow touches one of the adventurer's (or treasure hunter's) torches, which instantly ignites. Soon the fire spreads to an old tapestry, and from there it spreads quickly throughout the keep. The undead will perish in the fire, but will not care until they fall to the ground in ashes and will continue to hunt for intruders as long as they can. Regardless of how the fire develops, it can be used as an incentive so as to allow the adventurers to try to escape.

KING ALGAROD'S MARCH

If Algarod is not destroyed once and for all, he will sooner or later leave Weatherstone for a final crusade. If the adventurers stole his sword, Rustbite, the king will come looking for it with his entourage of undead soldiers. King Algarod can be an interesting antagonist, or perhaps even an unexpected ally, later in the game.





CRITICAL INJURIES – SLASH WOUNDS

D66	INJURY	LETHAL	TIME LIMIT	EFFECTS DURING HEALING	HEALING TIME
11–12	Bleeding forehead	No	–	None.	–
13–14	Severed nose	No	–	–1 to MANIPULATE.	D6
15–16	Severed finger	No	–	Two-handed weapons cannot be used.	D6
21–22	Severed toe	No	–	To RUN becomes a slow action.	2D6
23–24	Bleeding thigh	No	–	To RUN becomes a slow action.	D6
25–26	Slashed mouth	No	–	–2 to MANIPULATE.	D6
31–32	Severed tendon	No	–	To RUN becomes a slow action.	2D6
33–34	Wounded shoulder	No	–	Two-handed weapons cannot be used.	2D6
35–36	Severed ear	No	–	–1 to SCOUTING.	D6
41–42	Slashed eye	No	–	–2 to MARKSMANSHIP and SCOUTING.	2D6
43–44	Punctured lung	Yes	D6 days	–2 to ENDURANCE and MOVE	D6
45–46	Severed foot	Yes	D6 days	To RUN becomes a slow action.	Permanent
51–52	Bleeding gut	Yes	D6 hours	1 point of damage at each roll for MIGHT, MOVE and MELEE.	D6
53–54	Ruptured intestines	Yes	D6 hours	Disease with Virulence 6.	2D6
55–56	Severed arm	Yes, –1	D6 hours	Two-handed weapons cannot be used.	Permanent
61–62	Severed leg	Yes, –1	D6 hours	To RUN becomes a slow action.	Permanent
63–64	Slit throat	Yes, –1	D6 turns	–2 to ENDURANCE.	D6
65	Cleft skull	Yes	–	You die immediately.	–
66	Decapitation	Yes	–	Your head leaves your body.	–



CRITICAL INJURIES – BLUNT FORCE

D66	INJURY	LETHAL	TIME LIMIT	EFFECTS DURING HEALING	HEALING TIME
11–12	Stunned	No	–	None	–
13–14	Breathless	No	–	None	–
15–16	Concussion	No	–	–2 to SCOUTING.	D6
21–22	Broken nose	No	–	–1 to MANIPULATE.	D6
23–24	Broken fingers	No	–	Two-handed weapons can't be used.	D6
25–26	Broken toes	No	–	To RUN becomes a slow action.	D6
31–33	Knocked out teeth	No	–	–1 to MANIPULATE.	D6
34–36	Groin hit	No	–	1 point of damage suffered at every MOVE or MELEE roll.	D6
41–43	Broken ribs	No	–	–2 to MOVE and MELEE.	2D6
44–45	Broken arm	No	–	Two-handed weapons can't be used.	2D6
46–51	Broken leg	No	–	To RUN becomes a slow action.	2D6
52–53	Gouged eye	No	–	–2 to MARKSMANSHIP and SCOUTING.	2D6
54–55	Crushed foot	Yes	D6 days	To RUN becomes a slow action.	3D6
56–61	Crushed elbow	Yes	D6 days	Two-handed weapons can't be used.	Permanent
62–63	Crushed knee	Yes	D6 days	To RUN becomes a slow action.	Permanent
64	Broken neck	No	–	Paralyzed from the neck down. If not HEALED in time, the effect is permanent.	3D6
65–66	Crushed skull	Yes	–	Your adventure and your life end here.	–





CRITICAL INJURIES – STAB WOUNDS

D66	INJURY	LETHAL	TIME LIMIT	EFFECTS DURING HEALING	HEALING TIME
11–13	Pierced ear	No	–	None	–
14–16	Skewered foot			To RUN becomes a slow action.	D6
21–23	Hand run through	No	–	Two-handed weapons cannot be used.	D6
24–26	Pierced cheek	No	–	–1 to MANIPULATE.	D6
31–33	Impaled thigh	No	–	To RUN becomes a slow action.	2D6
34	Severed tendon	No	–	To RUN becomes a slow action.	3D6
35–41	Impaled shoulder	No	–	Two-handed weapons cannot be used.	2D6
42–43	Pierced eye	No	–	–2 to MARKSMANSHIP, and SCOUTING	2D6
44–45	Skewered groin	No	–	1 point of damage suffered at every MOVE or MELEE roll.	2D6
46–51	Punctured lung	Yes	D6 days	–2 to ENDURANCE and MOVE.	D6
52–54	Bleeding gut	Yes	D6 hours	1 point of damage at each roll for MIGHT, MOVE and MELEE.	D6
55–56	Ruptured intestines	Yes	D6 hours	Disease with Virulence 6.	2D6
61	Severed arm artery	Yes, –1	D6 minutes	Two-handed weapons cannot be used.	D6
62	Severed leg artery	Yes, –1	D6 minutes	To RUN becomes a slow action.	D6
63	Impaled neck	Yes, –1	D6 turns	–2 to ENDURANCE	2D6
64	Skewered skull	Yes	–	You die at once.	–
65–66	Pierced heart	Yes	–	Your heart beats for the last time.	–





CRITICAL INJURIES – OTHERS

D66	INJURY	LETHAL	TIME LIMIT	EFFECTS DURING HEALING	HEALING TIME
-	Non-typical Damage	Yes	D6 days	You remain unconscious until you die or are HEALED.	-
-	Pushed Damage	No	-	None.	-

CRITICAL INJURIES – HORROR

D66	TRAUMA	EFFECT DURING HEALING	HEALING TIME
11–16	Trembling	Penalty -1 to all rolls for Agility.	D6
21	White hair	None.	Permanent
22–24	Anxious	Penalty -1 to all rolls for Wits.	D6
25–31	Sullen	Penalty -1 to all rolls for Empathy.	D6
32–35	Nightmares	Make an INSIGHT roll every Quarter Day spent SLEEPING. Failure means that the SLEEP doesn't count.	D6
36–41	Nocturnal	You can only SLEEP during the light part of the day.	2D6
42–43	Phobic	You are terrified by something related to what Broke you. The GM decides what it is. You suffer 1 point of damage to Wits each round within NEAR range of the object of your phobia.	2D6
44–45	Drunkard	You must drink wine or mead every day, or suffer 1 point of damage to Agility.	3D6
46–51	Claustrophobic	Every turn (15 minutes) in a confined environment, you suffer 1 point of damage to Wits.	2D6
52	Mythomania	You cannot stop yourself from lying. About everything. The effect should be roleplayed.	2D6
53–54	Paranoia	You are certain that someone is out to get you. The effect should be roleplayed.	2D6





CRITICAL INJURIES – HORROR

D66	TRAUMA	EFFECT DURING HEALING	HEALING TIME
55	Delusion	You are totally convinced of something that is totally untrue, for example that a certain kin doesn't exist.	3D6
56	Hallucinations	Make an INSIGHT roll every Quarter Day. If you fail, you suffer a powerful hallucination. The GM determines the details.	3D6
61–62	Altered personality	Your personality is altered in a fundamental way. Determine how together with the GM. The effect should be roleplayed.	Permanent
63	Amnesia	You lose all memory, and cannot recollect who you or the other adventurers are. The effect should be roleplayed.	D6
64–65	Catatonic	You stare blankly into oblivion, and do not respond to any stimuli.	D6
66	Heart attack	Your heart stops, and you die of pure fright.	–





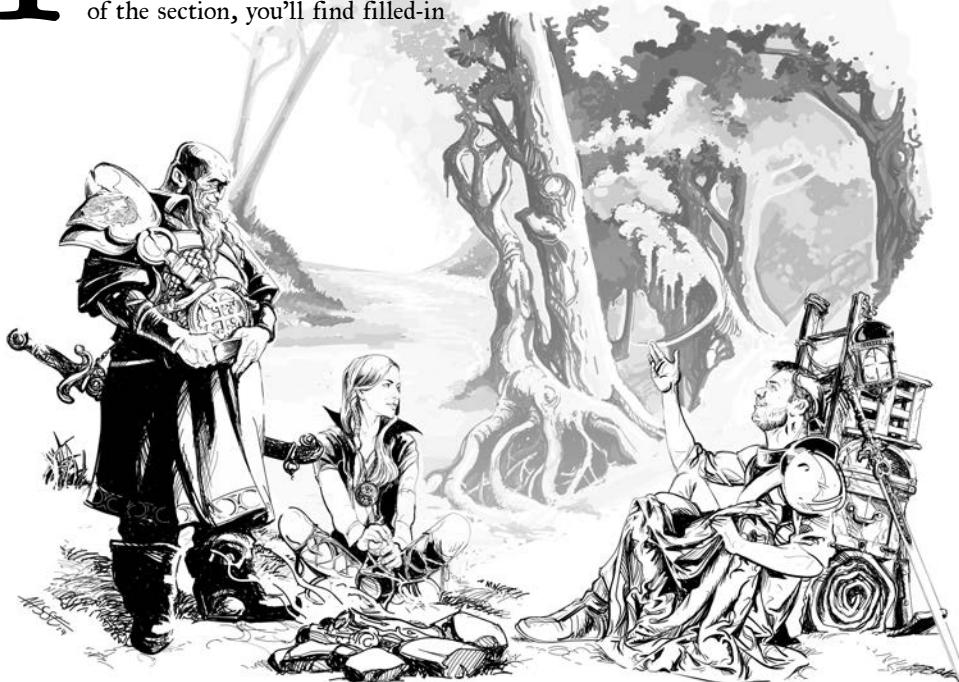
PLAYER CHARACTERS

A disparate group of adventurers have banded together to brave the dangers of Ravenland and seek out its secrets and lost treasures. In their differences, they find strength, but they must learn each other's weaknesses in order to truly become the stuff of legends in the Forbidden Lands.



The following pages contain four pre-generated characters for you to use in this quickstart. At the end of the section, you'll find filled-in

character sheets for each of them. Consumables and Gold are not filled in however, as they will change during the course of the game.





NIGHTKIN



You belong to the nightkin of the northern Fangwoods. As exiled cousins of the jovial halflings, you protect their ignorant hides from the horrors of the night, and the beasts of the forest. You have delved deeply into the mystical arts of forest magic to protect the beings around you, but as the Blood Mist dispersed, you found that your lust for new forests and discoveries was greater than the need to protect your distant relatives. With your old companion, a scarred and dark-bristled boar that goes by the name Drokk, you have travelled Ravenland with a new tribe of untamed, and, for the most part, naive adventurers.

- ❖ FIRST NAME: Gormar / Hilga
- ❖ KIN: Goblin
- ❖ PROFESSION: Druid
- ❖ AGE: Old (62)

PRIDE

You sense unnatural phenomena before anyone else.

DARK SECRET

Your meddling with sorcery has attracted dark beasts and demons over the years, and people close to you tend to suffer for it.

ATTRIBUTES

Strength:	2
Agility:	3
Wits:	5
Empathy:	3

SKILLS

Stealth (AGILITY)	1
Marksmanship (AGILITY)	1
Scouting (WITS)	1
Survival (WITS)	3
Insight (WITS)	3
Healing (EMPATHY)	3





TALENTS

- ❖ SNEAKY: (Kin talent) After rolling for STEALTH, you can spend Willpower Points which are turned into extra ✕.
- ❖ PATH OF HEALING [2]: You are one with untamed nature, giving tribute to The Nightwalker, the first god. From the dark earth you can call forth powers to mend the broken and banish unnatural beings. You can use Willpower Points to cast the spells below. The number of Willpower Points used is called the Power Level. Magic is fully explained in the *Forbidden Lands* core set.
 - ❖ CLEANSE SPIRIT: By touching another being, you immediately heal a number of Wits or Empathy points equal to the Power Level. You cannot heal yourself.
 - ❖ HEALING HANDS: By touching another being, you heal a number of points of Strength or Agility equal to the Power Level. You cannot heal yourself.
 - ❖ NATURE'S CURE: By touching someone, you immediately heal a sickness or cure the effects of poison in another being or yourself. The Power Level of your spell must be equal to or higher than the Virulence or Potency divided by 3.
 - ❖ BANISH DEMON: At NEAR range, you can call upon your god to banish demons from this world. The spell inflicts damage equal to the Power Level.
 - ❖ MEND WOUNDS: By touching someone, you heal a critical injury. A lethal injury requires Power Level 2.
 - ❖ PURGE UNDEAD: When you are NEAR an undead, you can inflict damage to Strength equal to the Power Level.
- ❖ HORSEBACK FIGHTER [2]: You have grown up with Drokks, a dark-bristled woodland

boar, with tusks carved with intricate patterns of The Nightwalker. From his back you can easily slash someone with a one-handed weapon and fire your sling. Attacks from Drokks's back give you a +1 bonus.

- ❖ NAME: Drokks the Boar
- ❖ STRENGTH: 4
- ❖ AGILITY: 2
- ❖ SKILLS: Melee 3, Scout 3
- ❖ MOVEMENT: 1
- ❖ ARMOR: 1 (bristles and scarred hide)
- ❖ WEAPON: Tusks, Damage 2 (blunt)

GEAR

- ❖ A long-bladed knife (1H, Bonus +1, Damage 1, LIGHT & POINTED)
- ❖ A sling (1H, Bonus +1, Damage 1, SHORT range, LIGHT item)
- ❖ Paralyzing poison (1 dose, TINY item)
- ❖ Old spyglass (+2 Gear Bonus to SCOUTING)
- ❖ 1 Silver

RESOURCES

- ❖ Food D8
- ❖ Water D8
- ❖ An everlasting supply of rocks for the sling

RELATIONSHIPS

- ❖ ALDERSTONE: A trustworthy and sturdy dwarf, albeit a bit stupid, but with their heart in the right place.
- ❖ RAVEN CLAW: This youngling has a troubled past and an unruly mind. Needs to be taught the virtue of acceptance.
- ❖ TURF-WALKER: The human side is strong and mature, but I fear the elven blood makes our pathfinder unpredictable.





ALDERSTONE



You were born at the very heart of Ravenland, in the mountains west of the Shroud. Caught in the middle between the Alderlanders' aggressive expansion, the Ailanders' stubborn claims on the Moldena lowlands, and the ravaging hordes of the orcs, your tribe has been the sturdy rock and cool-headed diplomats of the land during the age of the Blood Mist. Now, with it gone, your elders have decided to disregard the plight of others and instead focus on creations in honor of the great builder, your god and protector, Huge. You don't agree with this change of approach. The surface-dwellers are still too hot-tempered and there is need for a guardian of peace and order in Ravenland. That guardian is you.

- ❖ NAME: Harman / Skondi
- ❖ KIN: Dwarf
- ❖ PROFESSION: Fighter
- ❖ AGE: Old (87)

PRIDE

You never betray your companions.

DARK SECRET

Once you sold a Raven Sister to the Rust Brothers, and you are cursed by the sisterhood because of it.

ATTRIBUTES

Strength:	6
Agility:	3
Wits:	2
Empathy:	2

SKILLS

Might (STRENGTH)	1
Endurance (STRENGTH)	1
Melee (STRENGTH)	3
Crafting (STRENGTH)	2
Move (AGILITY)	3
Lore (WITS)	1
Survival (WITS)	1



TALENTS

- ❖ TRUE GRIT: (Kin talent) You are stubborn beyond mere will. Forged by the ancient god Huge, your kin was made to expand the Earth until reaching the hearth of the heavens – the sun. You can push a dice roll multiple times by spending one Willpower Point for each reroll.
- ❖ PATH OF THE SHIELD [1]: You are the mountain that stands between your friends and your foes. Immovable and with great determination you will defend with the full might of Huge. When a friend within NEAR range is attacked, you can spend a Willpower Point to PARRY the attack. This counts as one of your actions.
- ❖ DEFENDER [2]: Your shield is a natural part of you and through it you gain the strength to hold fast against any foe. When attacked you get a free PARRY every round of combat. All your parries also gain a +1 bonus.
- ❖ CHEF [1]: You take care of others, and after a day of hardship it is the wonderful smell and delicious taste of your cooking that brings the group together by the campfire. If you have a fire, you can turn up to D6 units of VEGETABLES, MEAT, or FISH into the resource FOOD in a Quarter Day. When using your field kitchen you can make 2D6 units instead. One unit of food increases the FOOD resource dice one step (D6, D8, D10, D12).

GEAR

- ❖ A battleaxe (1H, Bonus +2, Damage 2, HEAVY weapon, EDGED & HOOK – used for SLASH attacks and can SHOVE an opponent to the ground)
- ❖ A large wooden shield (1H, Gear Bonus +2, PARRYING – can be used to shove an opponent to the ground)
- ❖ Studded leather armor (Armor Rating 3)
- ❖ Field kitchen (HEAVY item, can be used for cooking)
- ❖ A small copper amulet of the god Huge (TINY item)
- ❖ 1 Silver, 6 Copper

RESOURCES

- ❖ Food D8
- ❖ Water D6

RELATIONSHIPS

- ❖ NIGHTKIN: Old age has washed away the fickle and mischievous nature of this nightkin. I'm worried though that dark powers are at work because of this meddlesome goblin.
- ❖ RAVEN CLAW: I am worried about this Ailander. The human has a lust for blood that cannot be quenched by the mere deaths of our enemies.
- ❖ TURF-WALKER: Our trusted hunter is one with the land and has a serenity and jovial appearance that I find comfort in, regardless of the sins of this half-elf's disillusioned parents.





RAVEN CLAW



You grew up in Fernbrook, a small village near the fork of the great river Moldena. A prosperous community of Ailanders, cared for by a coven of Raven Sisters. In your youth, your prayers to save your mother from the Blood Mist were heard, and the great Raven bestowed happiness and health upon your family. You farmed the land, blessed by the Sisters, and lived off the abundance of fish from the river. Until they came. When the Blood Mist lifted, the Rust Brothers came for us. All it took was one shrouded night and the river turned red from the blood of our Raven Sisters. Now, all I have of their memory is my feathers, and a burning desire to soak the earth with the blood of the followers of Rust.

- ❖ NAME: Vorvald / Nindia
- ❖ KIN: Human
- ❖ PROFESSION: Rogue
- ❖ AGE: Adult (29)

PRIDE

No one can catch you.

DARK SECRET

You were clumsy in your first attempt to kill a Rust Brother. Now they know you are coming for them and you might endanger everyone.

ATTRIBUTES

Strength:	3
Agility:	4
Wits:	3
Empathy:	4

SKILLS

Melee (STRENGTH)	3
Stealth (AGILITY)	3
Move (AGILITY)	1
Manipulation (EMPATHY)	2
Healing (EMPATHY)	1



TALENTS

- ❖ **ADAPTIVE:** (Kin talent) As a human, you are crafty and adapt well to new conditions, one of the reasons your kin spread so quickly over Ravenland. By spending a Willpower Point you can use a different skill than the one required, as long as you can explain how it is used to perform the action.
- ❖ **PATH OF THE KILLER [1]:** You have grown up under the wings of the Raven. Alas, your god was not enough to keep the Raven Sisters of your village safe, and in their blood you saw your true calling. There's no time for heroics, only results. If you succeed with a SNEAK ATTACK, you can spend Willpower Points to increase the damage, one point of damage per WP.
- ❖ **AMBIDEXTROUS [1]:** To be efficient you have mastered the art of striking with both of your hands as one. With sharp blades you become the Raven's claws, striking your foes when they least expect it. You can use a single DRAW WEAPON action to equip one weapon in each hand. Using a LIGHT weapon in your off-hand, you may use it as a fast action to make one extra attack per round.
- ❖ **LIGHTNING FAST [1]:** You have the insight of the Raven and intuitively feel the ebb and flow of a conflict. Draw two initiative cards instead of one at the start of combat. Choose the one you want and shuffle the other into the deck before the others draw.

GEAR

- ❖ A scimitar with an ornamented blade (1H, Bonus +1, Damage 2, EDGED, POINTED, HOOK & PARRYING – allows for STAB, SLASH and SHOVE attacks, as well as PARRIES)
- ❖ A long-bladed dagger (1H, Bonus +1, Damage 1, LIGHT, EDGED & POINTED – allows for both STAB and SLASH attacks)
- ❖ A cloak made from black feathers
- ❖ 6 Silver and 3 Copper

RESOURCES

- ❖ Food D6
- ❖ Water D6
- ❖ Torches D8

RELATIONSHIPS

- ❖ **NIGHTKIN:** I do not trust the dark folk, but this goblin is handy to have in a fight.
- ❖ **ALDERSTONE:** Caring and good-hearted on the surface, this old dwarf must have darker secrets that have gone untold. I must find out.
- ❖ **TURF-WALKER:** If it weren't for this half-elf's Alderlander blood and disdain for The Raven, our pathfinder would be a good friend. If only I can wash away those flaws.



PLAYER CHARACTERS



TURF-WALKER



- ❖ FIRST NAME: Galame / Konerva
- ❖ KIN: Half-Elf
- ❖ PROFESSION: Hunter
- ❖ AGE: Young (29)

PRIDE

You can survive in the wilds for weeks.

DARK SECRET

You are tainted by the Blood Mist. A growing birthmark on your chest brings ill tidings. You are unsure of how much time you have left.

ATTRIBUTES

Strength:	3
Agility:	5
Wits:	4
Empathy:	3

My father left the conflict of the Moldena plains in his youth and braved the Blood Mist. I have heard tales of his adventures from my mother, and songs of how they met during his flight from the Canide Dwarves of the northern mountains. She cared for him in the sanctuary of the Dankwood forest, but even before I was old enough to remember, he passed away after suffering from a strange illness. I never understood until the Blood Mist lifted, and my own travels began, how much my mother had sacrificed for him, and me. Despite being exiles and outcasts, I now strive to bring great renown to our family name and please the air goddess with my deeds.

SKILLS

Move (AGILITY)	1
Marksmanship (AGILITY)	3
Scouting (WITS)	3
Survival (WITS)	1



TALENTS

- ❖ PSYCHIC POWER: (Kin talent) Your elf blood makes you suited to channel forces beyond your human heritage. You can feel the air goddess Wail caress your skin as you become one with the breath of the earth. Every time you spend Willpower Points to activate a talent, the first point counts as two.
- ❖ PATH OF THE ARROW [1]: Your will is connected to the air goddess and her power will guide your arrows to their true target. When you hit with a ranged attack, spending a Willpower Point will make the victim's armor offer no protection.
- ❖ FAST SHOOTER [1]: Years of honing your skill with the bow, hunting birds in flight and cautious game, has made you lightning fast. As you SHOOT with a ranged weapon, you do not have to spend a short action to PREPARE. This does not apply to a crossbow.

GEAR:

- ❖ A longbow (2H, Bonus +2, Damage 1, LONG range)
- ❖ Flint & steel (TINY, Gear Bonus +1 when MAKING CAMP)
- ❖ Quiver (arrows do not encumber the wearer)

- ❖ A holy symbol of the air goddess Wail
- ❖ Large tent (HEAVY, room for six people and gives a +2 Gear Bonus to MAKING CAMP)

RESOURCES

- ❖ Food D8
- ❖ Water D8
- ❖ Iron head arrows D10

RELATIONSHIPS

- ❖ NIGHTKIN: A muddy demeanor does not mean a stained soul. We shall become great friends, once this nightkin's suspicions toward me have been washed away.
- ❖ ALDERSTONE: I sense internal turmoil in our old dwarf, but I have never doubted our guardian's heartfelt care, especially considering the wonderful meals we have together.
- ❖ RAVEN CLAW: The Ailander has a troubled past, but I can feel the plight of just revenge, and shall help fulfil this human's need for justice. In another life, we could be siblings.



FORBIDDEN LANDS

GOBLIN KIN

PROFESSION DRUID

ATTRIBUTES

Strength	2	
Agility	3	
Wits	5	
Empathy	3	

CONDITIONS



Sleepless Thirsty Hungry Cold
Critical Injuries:

SKILLS

	LEVEL
Might (STRENGTH)	
Endurance (STRENGTH)	
Melee (STRENGTH)	
Crafting (STRENGTH)	
Stealth (AGILITY)	1
Sleight of Hand (AGILITY)	
Move (AGILITY)	
Marksmanship (AGILITY)	1
Scouting (WITS)	
Lore (WITS)	
Survival (WITS)	3
Insight (WITS)	3
Manipulation (EMPATHY)	
Performance (EMPATHY)	
Healing (EMPATHY)	3
Animal Handling (EMPATHY)	

NAME

NIGHTKIN

Pride: I SENSE UNNATURAL

PHENOMENA BEFORE ANYONE ELSE.

Dark Secret: MY SORCERY HAS

ATTRACTED DEMONS AND PEOPLE CLOSE
TO ME TEND TO SUPPER FOR IT.

Age: OLD (62) Reputation:

APPEARANCE

Face:

Body:

Clothing:

TALENTS

RANK

SNEAKY (KIN TALENT)

PATH OF HEALING

3

HORSEBACK FIGHTER

1

HELMET



SHIELD



ARMOR



WEAPONS

LONG-BLADED KNIFE (1H)

BONUS

DAMAGE

RANGE

COMMENT

SLING

+1

1

-

LIGHT, POINTED

+1

1

SHORT

WILLPOWER

EXPERIENCE



RELATIONSHIPS

PC 1: ALDERSTONE: TRUSTWORTHY AND STURDY DWARF, A BIT STUPID, BUT HEART IN THE RIGHT PLACE.

PC 2: RAVEN CLAW: YOUNGLING WITH A TROUBLED PAST AND AN UNRULY MIND. NEEDS TO BE TAUGHT ACCEPTANCE.

PC 3: TURF-WALKER: HUMAN SIDE IS STRONG, BUT THE ELVEN BLOOD MAKES OUR PATHFINDER UNPREDICTABLE.

PC 4:

GEAR	GEAR BONUS
1. SPYGLASS	+2
2. LONG-BLADED KNIFE	+1
3. SLING	+1
4.	
5.	
6.	
7.	
8.	
9.	
10.	
Carrying Capacity	4

Mount	Name	Strength	Agility
	DROKK THE BOAR	4	2
1.		11.	
2.		12.	
3.		13.	
4.		14.	
5.		15.	
6.		16.	
7.		17.	
8.		18.	
9.		19.	
10.		20.	

CONSUMABLES



TINY ITEMS:

PARALYZING POISON (1 DOSE)

NOTES



FORBIDDEN LANDS

DWARF KIN

PROFESSION
FIGHTER

ATTRIBUTES

Strength	6	
Agility	3	
Wits	2	
Empathy	2	

CONDITIONS



Sleepless Thirsty Hungry Cold
Critical Injuries:

SKILLS

	LEVEL
Might (STRENGTH)	1
Endurance (STRENGTH)	1
Melee (STRENGTH)	3
Crafting (STRENGTH)	2
Stealth (AGILITY)	
Sleight of Hand (AGILITY)	
Move (AGILITY)	3
Marksmanship (AGILITY)	
Scouting (WITS)	
Lore (WITS)	1
Survival (WITS)	
Insight (WITS)	1
Manipulation (EMPATHY)	
Performance (EMPATHY)	
Healing (EMPATHY)	
Animal Handling (EMPATHY)	

HELMET



SHIELD



BONUS
+2
LARGE
WOODEN

ARMOR



RATING
3
STUDED
LEATHER

WEAPONS

BATTLEAXE (1H)

BONUS	DAMAGE	RANGE	COMMENT
+2	2	-	HEAVY

WILLPOWER

Face:

Body:

Clothing:

TALENTS

TRUE GUT (KIN TALENT)

PATH OF THE SHIELD

RANK

1

DEFENDER

2

CHEP

1

EXPERIENCE

RELATIONSHIPS

- PC 1: NIGHTKIN: AGE HAS WASHED AWAY THE MISCHIEVOUS NATURE OF THE GOBLIN, BUT WORRIED THAT DARK POWERS ARE AT WORK.
- PC 2: RAVEN CLAW: WORRIED ABOUT THIS AILANDER HAS A LUST FOR BLOOD THAT CANNOT BE QUENCHED BY THE DEATHS OF OUR ENEMIES.
- PC 3: TURF-WALKER: IS ONE WITH THE LAND AND HAS A SERENITY THAT I FIND COMPORT IN, REGARDLESS OF THE SINS OF THE PARENTS.
- PC 4:

GEAR	GEAR BONUS	MOUNT	Name	Strength	Agility
1. FIELD KITCHEN (HEAVY)	-	1.		11.	
2. —/—	-	2.		12.	
3. LARGE, WOODEN SHIELD	+2	3.		13.	
4. —/—	-	4.		14.	
5. BATTLEAXE	+2	5.		15.	
6. —/—	-	6.		16.	
7. STUDED LEATHER ARMOR		7.		17.	
8.		8.		18.	
9.		9.		19.	
10.		10.		20.	
Carrying Capacity	12				

CONSUMABLES



TINY ITEMS!

A SMALL COPPER AMULET OF THE GOD HUGE

NOTES



FORBIDDEN LANDS

HUMAN KIN

PROFESSION ROGUE

ATTRIBUTES

Strength	3	
Agility	4	
Wits	3	
Empathy	4	

CONDITIONS



Sleepless Thirsty Hungry Cold

Critical Injuries:

SKILLS

	LEVEL
Might (STRENGTH)	
Endurance (STRENGTH)	
Melee (STRENGTH)	3
Crafting (STRENGTH)	
Stealth (AGILITY)	3
Sleight of Hand (AGILITY)	
Move (AGILITY)	1
Marksmanship (AGILITY)	
Scouting (WITS)	
Lore (WITS)	
Survival (WITS)	
Insight (WITS)	
Manipulation (EMPATHY)	2
Performance (EMPATHY)	
Healing (EMPATHY)	1
Animal Handling (EMPATHY)	

NAME

RAVEN CLAW

Pride: NO ONE CAN CATCH ME.

Dark Secret: I PAID IN MY ATTEMPT TO KILL A RUST BROTHER. THIS ACTION MIGHT ENDANGER EVERYONE.

Age: ADULT (29) Reputation:

HELMET



SHIELD



ARMOR



WEAPONS

	BONUS	DAMAGE	RANGE	COMMENT
SCIMITAR (1H)	+1	2	-	EDGED, POINTED
LONG-BLADED DAGGER	+1	1	SHORT	

WILLPOWER

APPEARANCE

Face:

Body:

Clothing: A CLOAK MADE FROM BLACK FEATHERS

TALENTS

RANK

ADAPTIVE (KIN TALENT)

PATH OF THE KILLER 1

AMBIDEXTROUS 1

LIGHTNING FAST 1

EXPERIENCE

RELATIONSHIPS

PC 1: NIGHTKIN: I DO NOT TRUST THE DARK FOLK, BUT THIS GOBLIN IS HANDY TO HAVE IN A FIGHT.

PC 2: ALDERSTONE: CARING AND GOOD-HEARTED ON THE SURFACE, MUST HAVE DARKER SECRETS THAT HAVE GONE UNTOLD. I MUST FIND OUT.

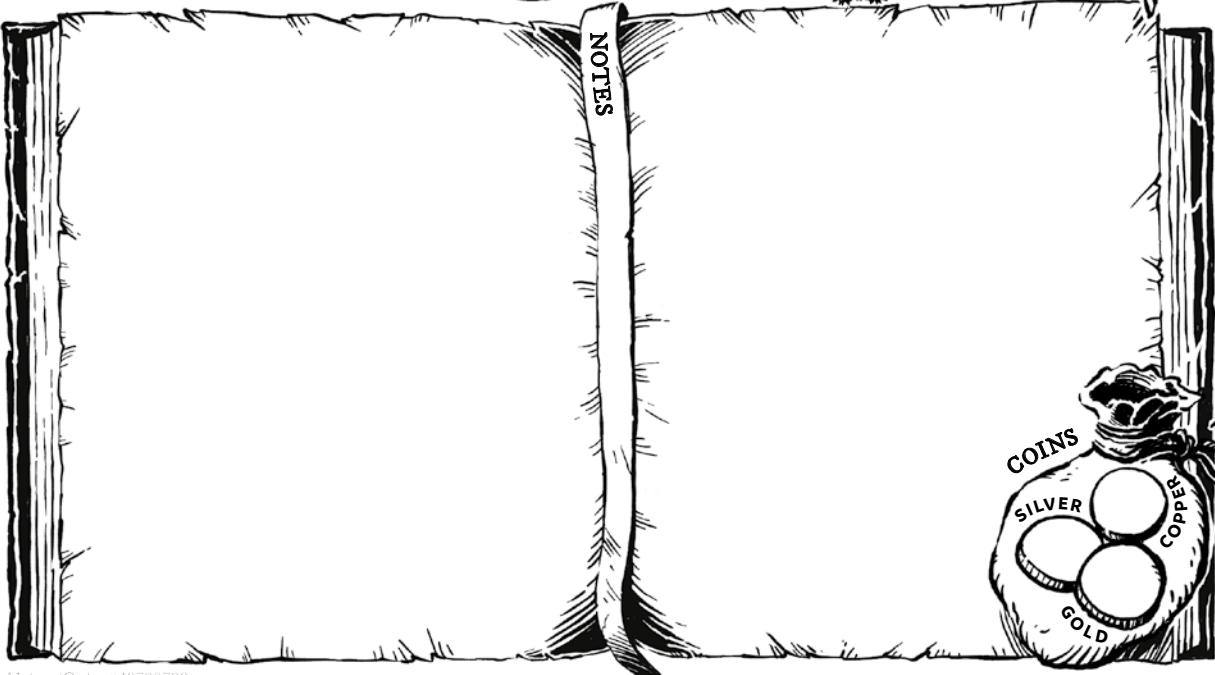
PC 3: TURF-WALKER: WOULD BE A GOOD FRIEND IF IT WEREN'T FOR THE ALDERLANDER BLOOD AND DISDAIN FOR THE RAVEN. NEED TO WASH AWAY THOSE PLANS.

PC 4:

GEAR	GEAR BONUS
1. SCIMITAR	+1
2. LONG-BLADED DAGGER	+1
3.	
4.	
5.	
6.	
7.	
8.	
9.	
10.	
Carrying Capacity	6

MOUNT	Name	Strength	Agility
1.		11.	
2.		12.	
3.		13.	
4.		14.	
5.		15.	
6.		16.	
7.		17.	
8.		18.	
9.		19.	
10.		20.	

CONSUMABLES



FORBIDDEN LANDS

HALF-ELF KIN

PROFESSION HUNTER

ATTRIBUTES

Strength	3	
Agility	5	
Wits	4	
Empathy	3	

CONDITIONS



Sleepless
Thirsty
Hungry
Cold

Critical Injuries:

SKILLS

	LEVEL
Might (STRENGTH)	
Endurance (STRENGTH)	
Melee (STRENGTH)	
Crafting (STRENGTH)	
Stealth (AGILITY)	
Sleight of Hand (AGILITY)	
Move (AGILITY)	1
Marksmanship (AGILITY)	3
Scouting (WITS)	3
Lore (WITS)	
Survival (WITS)	1
Insight (WITS)	
Manipulation (EMPATHY)	
Performance (EMPATHY)	
Healing (EMPATHY)	
Animal Handling (EMPATHY)	

NAME

TURF-WALKER
NAME
Pride: I CAN SURVIVE IN THE WILDS
FOR WEEKS.

Dark Secret: A BIRTHMARK ON MY
CHEST BRINGS ILL TIDINGS. UNSURE OF
HOW MUCH TIME I HAVE LEFT.
Age: YOUNG (29) Reputation:

HELMET



SHIELD



ARMOR



WEAPONS

LONGBOW (2H)

BONUS

DAMAGE

RANGE

COMMENT

+2

1

LONG

WILLPOWER

APPEARANCE

Face:

Body:

Clothing:

TALENTS

RANK

PSYCHIC POWER (KIN TALENT)

PATH OF THE ARROW

1

FAST SHOOTER

1

EXPERIENCE



RELATIONSHIPS

PC 1: NIGHTKIN: WE SHALL BECOME GREAT FRIENDS, ONCE THIS NIGHTKIN'S SUSPICIONS TOWARD ME HAVE BEEN WASHED AWAY.

PC 2: ALDERSTONE: SENSE INTERNAL TURMOIL IN OUR DWARP. NEVER DOUBTED OUR GUARDIAN'S HEARTPELT CARE.

PC 3: RAVEN CLAW: CAN FEEL THE AILANDERS PLIGHT OR JUST REVENGE. SHALL HELP THIS HUMAN'S NEED FOR JUSTICE.

PC 4:

GEAR	GEAR BONUS
1. LONGBOW	+2
2. LARGE TENT	+2
3. —/—	-
4. QUIVER	-
5.	
6.	
7.	
8.	
9.	
10.	
Carrying Capacity	6

MOUNT	Name	Strength	Agility
1.		11.	
2.		12.	
3.		13.	
4.		14.	
5.		15.	
6.		16.	
7.		17.	
8.		18.	
9.		19.	
10.		20.	

CONSUMABLES

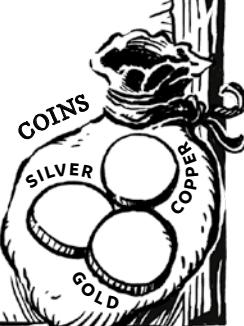


TINY ITEMS:

FLINT & STEEL (TINY, +1 GEAR BONUS WHEN MAKING CAMP)

A HOLY SYMBOL OF THE AIR GODDESS WAIL

NOTES





WEATHERSTONE

Ten generations before our time, the cruel king Algarod declared that Alderland had become overcrowded. He sought to expand his kingdom by leading an army across the mountains to Ravenland, where he fell in battle against the demonic hordes of the sorcerer Zygofer. As he was lost, so too was the sceptre Nekbaka, rumored to be the source of his power. However, the will of the king burned so fiercely that he refused to die and for ages stood watch in the stronghold of Weatherstone. Legend has it that Algarod will march again one day, to retrieve the spire of Nekbaka and complete his conquest of Ravenland. But the curse was suddenly broken and the undead king and his men finally went to their final rest. There are whispers that Algarod's war chest remains in Weatherstone, forever guarded by evil spirits and the beasts of the sorcerer.



B C D E F G H I J K



THE FORBIDDEN LANDS

TERRAIN

Plains	Mountains
Forest	High Mountains
Dark Forest	Lake
Hills	Marshland

ADVENTURE SITE

Quagmire	Village
Ruins	Dungeon
	Castle

10 kilometers

