

FREE LEAGUE

FORBIDDEN LANDS



GAMEMASTER'S GUIDE

THE FORBIDDEN LANDS



This is a detailed black and white map of a fantasy region titled 'THE FORBIDDEN LANDS'. The map is oriented with North at the top. On the left side, a massive, jagged mountain range dominates the landscape, with a small pass labeled 'Shadowgate Pass' near the bottom. A river flows from the top right, through a valley, and then turns south, eventually emptying into a large body of water labeled 'Lake Varda' on the right. The central valley is labeled 'Feulenmark' and contains a winding river. To the west of this valley is a region labeled 'Harmsmoor'. To the east is 'Dankwood'. Further south, a large forested area is labeled 'Arina Forest'. Below this, a region labeled 'Harga' is shown. At the bottom center, a small settlement or fortification is labeled 'The Iron Lock'. To the southeast of this is a region labeled 'Begrاند'. On the far right, a hilly area is labeled 'Groveland'. The map is intricately detailed with hachures for mountains, wavy lines for rivers, and stippling for forests and marshes.

Shadowgate Pass

Harmsmoor

Feulenmark

Dankwood

Dankwood

Lake Varda

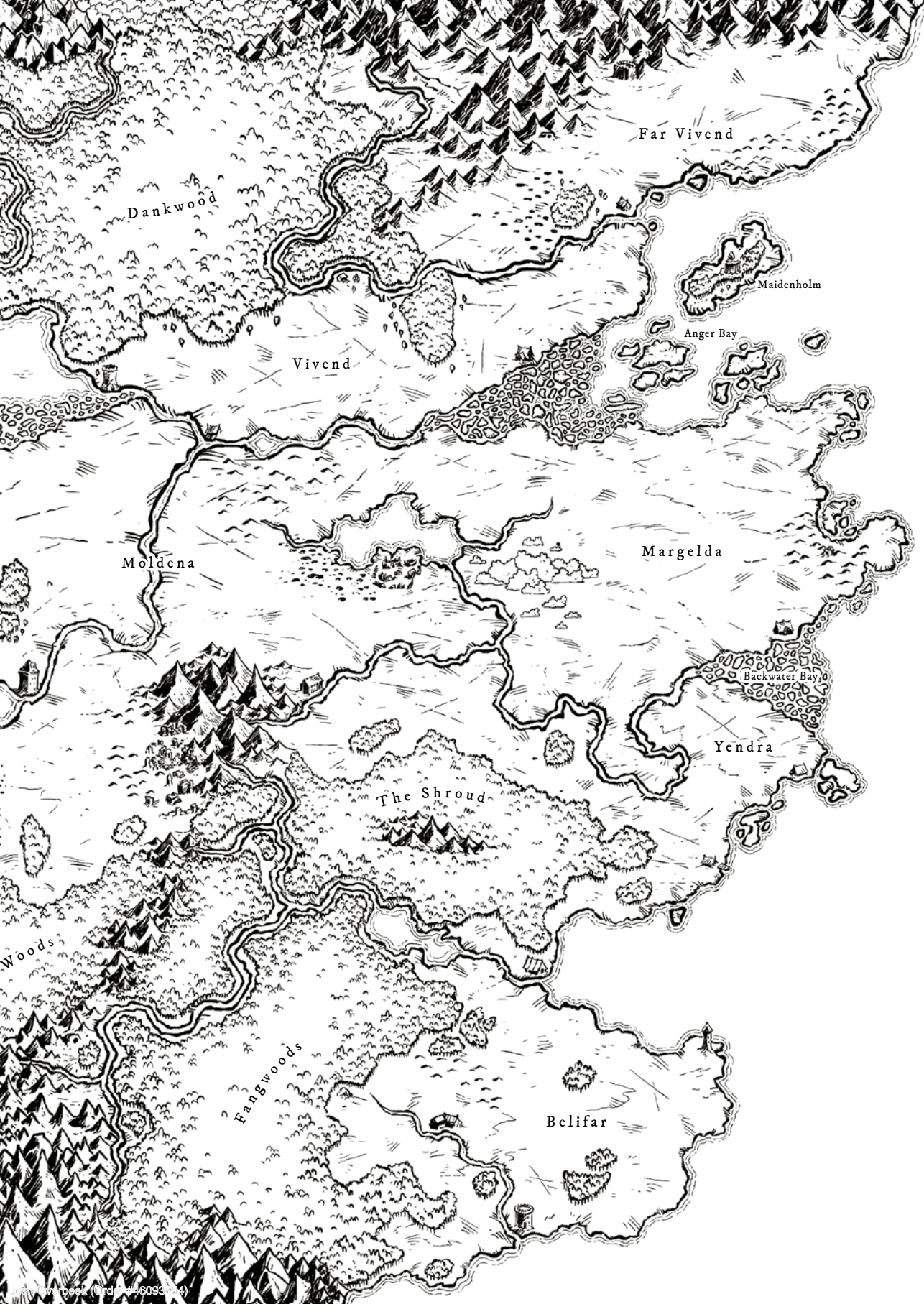
Arina Forest

Harga

The Iron Lock

Begrاند

Groveland



Dankwood

Far Vivend

Maidenholm

Anger Bay

Vivend

Moldena

Margelda

Backwater Bay

Yendra

The Shroud

Woods

Fangwoods

Belifar

This is the fifth printing of this book. The changes from previous printings are listed below:

- ❖ Page 72: Goblins no longer suffer damage from daylight.
- ❖ Page 215: Several edits have been made to the Weatherstone adventure site.

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CONTENTS

THE GAMEMASTER	4	Orcs	62
Principles of the Game	6	Wolfkin	67
The First Session	8	Saurians	68
Preparing Sessions	9	Whiners	69
Non Player Characters	9	Halflings and Goblins	70
Opposition	11		
Consumables	11	BESTIARY	73
Failure	11	Monsters in Combat	73
Events at the Stronghold	12	Abyss Worm	76
		Bloodling	78
HISTORY	16	Demon	80
Detailed History	18	Death Knight	86
The Calendar	35	Dragon	88
		Drakewyrm	90
GODS	36	Ent	92
The Protector God	36	Ghost	94
Wyrm	36	Giant	96
Raven	37	Giant Squid	98
Rust And Heme	38	Gray Bear	100
Huge	40	Gryphon	102
Clay	41	Harpies	104
Wail	41	Hydra	106
Flow	42	Insectoids	108
The Nightwalker	42	Manticore	110
Horn	42	Minotaur	112
		Nightwargs	114
KIN	43	Sea Serpent	116
Humans	43	Strangling Vine	118
Elves	52	Troll	120
Dwarves	56	Undead	122
Ogres	60	Wyvern	124



ARTIFACTS	128	Creatures and NPCs	183
Arrows of the Fire Wyrn	128	Treasures and Finds	186
Asina	130		
Barkhyde	131	THE HOLLOWES	194
Carskenfoot's Boots	132	Background	194
Clay's Rosary	132	Getting Here	195
Feroxa's Claws	134	Legend	195
Ivelde	135	Locations	196
Menkaura's Tooth	136	Monsters and NPCs	207
Phantomdaggers	137	Events	210
Queen Agatha's			
Twin Tablets	137	WEATHERSTONE	215
Scarnesbane	138	Background	215
The Nightwalker's		Getting Here	216
Hourglass	139	Legend	216
The Tezaur	140	Locations	217
Tvedra's Twin Rings	142	Monsters and NPCs	225
Voller's Helmet	142	Events	228
Wail's Horn	143		
Well of Tears	144	VALE OF THE DEAD	231
Wyrn's Key	145	Background	231
		Getting Here	232
ENCOUNTERS	146	Legend	233
		Locations	233
ADVENTURE SITES	167	Monsters and NPCs	240
Village	168	Events	243
Creating an Adventure Site	168		
Dungeon	172		
Castle	178		



The dice danced happily over crumbs and spilt ale towards the orc across the table, tusks sticking out of his grin.

"Six! I win!" shouted Haymond.

"Oh, no – a three!" his opponent roared, as he unsheathed his sword and cleft the die in two.

Soon all the blades were out.

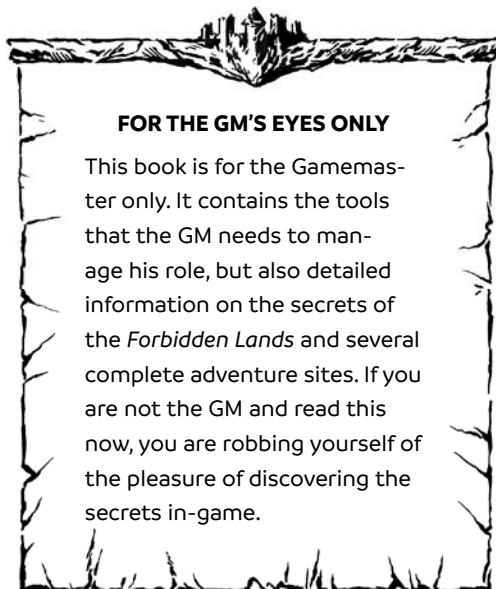


You are the Gamemaster. Your role is to depict the Forbidden Lands for the players. You are the adventurers' friends and enemies, you are the monsters that lurk in the forests, you are the treasures waiting to be discovered in the ruins. It's a tough job, but very rewarding. This chapter provides you with advice on how to manage your task, and the rest of the book contains all the tools you need.

Forbidden Lands doesn't demand much preparation from you. There is no pre-determined plot, instead you and your players create your shared story together with the help of the tools of the game and your own imagination, during the course of the game.

This chapter begins with a description of the seven principles of the game, the linchpins for playing in the Forbidden Lands, and then explains the tools that you as GM have at your disposal. The end of the chapter also

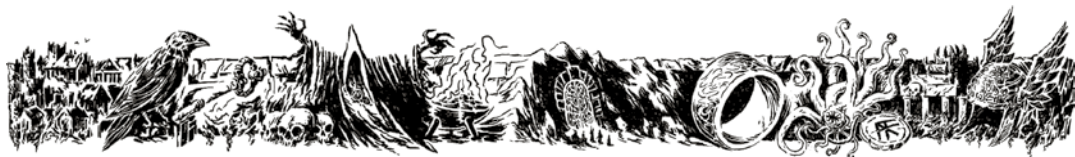
offers advice on how to start your first game session of *Forbidden Lands*, suggestions on



FOR THE GM'S EYES ONLY

This book is for the Gamemaster only. It contains the tools that the GM needs to manage his role, but also detailed information on the secrets of the *Forbidden Lands* and several complete adventure sites. If you are not the GM and read this now, you are robbing yourself of the pleasure of discovering the secrets in-game.





THE GAMEMASTER



how to create and manage your NPCs, and advice on what to do when the adventurers fail their actions.

PRINCIPLES OF THE GAME

The purpose of the seven principles in *Forbidden Lands* is to help you create the right feeling in the game and to guide you when you are unsure on how to handle situations that come up.

I. THE WORLD LIES BEFORE YOU

The Blood Mist has lifted, and the adventurers are finally free to journey wherever they please in the Forbidden Lands. The players around the table should feel that same sense of freedom. Place the large map in the middle of the table and allow the players to ponder and discuss where they want to go. Don't steer them; instead, answer questions and inspire them.

On the adventurers' journeys, it is your task to place exciting challenges in their way. To aid you, you have random encounters (Chapter 7), adventure sites (Chapter 8) and, if you want to use them, the over-arching intrigues and conflicts described in the campaign module *Raven's Purge* and future expansions.

2. THE LAND IS FULL OF LEGENDS

The Forbidden Lands may be unfamiliar ground to the adventurers, who have lived isolated in villages and other settlements, but it is

CREATE YOUR OWN ADVENTURES

Forbidden Lands contains a lot of pre-made material for you to play, but the game is also designed for you to be able to create and incorporate your own material into the campaign with ease. Feel free to create your own random encounters and adventure sites, and feel free to share them with other groups of players on the Free League forum!

a land with a long and rich history. Through the centuries, the land has experienced conquests, wars, great feats and nefarious deeds. There are layers of history that the adventurers can discover over the course of the game (see Chapter 2).

To convey the history and myths of the Forbidden Lands to the players in-game, you use *legends*. Every monster, every artifact, every adventure site and every character of importance in campaign modules like *Raven's Purge* have their own legend. All of these are available to download as player material that you can present to the players when they get to hear or read the legends in their travels. In this way, the players build their own knowledge of the Forbidden Lands and its denizens.





3. THE ADVENTURERS MAKE THEIR OWN FATE

Perhaps the most important principle of them all. In *Forbidden Lands*, the game doesn't tell the players what they should think or feel, what missions to accept, or where they should go. The adventurers make their own decisions, and get to live with the consequences. Pure good or evil is rare in the Forbidden Lands – instead the players themselves must decide what they believe is right, and whose side they want to be on.

As GM this means that you have to listen to the players and build on the story of the game based on their choices and actions. Ask the players questions about their characters. How they feel, what they think, what they are planning. Ask follow-up questions. Use the answers when you create new challenges for the adventurers.

4. NOTHING IS FOR FREE

The fact that the players are free to make their own decisions and go wherever they please doesn't mean that they should get whatever they want. The more they want something, the more they should be ready to fight for it. It is your job to challenge them along the road – and let their actions have exciting consequences.

Life is hard in the Forbidden Lands. The adventurers will have to struggle for the bare necessities like food, water and a roof over their heads. Hold back on the treasures and rewards. Never allow the adventurers to feel content for more than a second.

5. THEM THAT'S GOT SHALL LOSE

In the unlikely event that the adventurers get hold of great treasures and riches, or if they find some powerful artifact, it doesn't mean that they are set for life. They will most likely attract greedy stares from other inhabitants in the Forbidden Lands, who may try to trick them or rob them of their possessions. Let the player characters fight to keep what they have.

This principle is especially important if the adventurers construct a stronghold. The stronghold will attract wanderers and fortune-hunters from near and far, and the adventurers will eventually have to fight to defend their stronghold from their enemies.

6. DEATH IS PART OF THE STORY

The life of an adventurer in the Forbidden Lands is hard, and often short. The rules are written so that it's relatively easy to become Broken, but rather difficult for a player character to die. As GM, you should basically never kill a defenseless player character – there are always more interesting ways to use the situation. Yet, sooner or later, player characters will still die. Allow it to happen – the players need to be reminded now and then that their adventurers aren't immortal.

This doesn't mean that the players shouldn't care for their player characters and just treat them like expendables. On the contrary, the players should get involved in their player characters' lives, rejoice in their successes and mourn them when they die. That a player character dies is not a failure, it is a part of your shared story. Mark her tombstone on the map, write down her fate in your chronicles, and journey on.





7. THE END IS NEVER SET

Never decide how the story should end ahead of time. As a rule, larger campaign modules like *Raven's Purge* have a suggested finale, but even these have no given conclusion that the adventurers are expected to follow. The final showdown may contain battles and great feats, but the most epic moment is not the battle, but the decisive choices that the adventurers make.



THE FIRST SESSION

Your first session as GM for *Forbidden Lands* can feel daunting. You have no written script to follow, no finished story to guide the players through. Don't worry! The game gives you plenty of material for the players to sink their teeth into. Here are some concrete suggestions:

- ❖ Use the creation of the player characters. Be attentive when the players create their adventurers, when they establish their attributes and relationships to one another. When you get ideas for challenges that would fit the characters, write them down.
- ❖ Don't plan too much. Don't devise a grand intrigue for the first session. It will emerge later. Keep an open mind.
- ❖ Pick an adventure site from this book that matches a symbol close to the adventurers' starting location, and note down which hex it is in. Figure out how the player characters can hear the legend about it. Handouts of all legends can be downloaded from the Free League website.

- ❖ Prepare a random encounter if you want.
- ❖ Let it be tentative. During the first session, the players feel out their characters. Let it take its time. Listen more than you talk. Use random encounters to advance the story, but don't rush. Ask questions. Make notes. See the first session as a prologue, before the real story begins.
- ❖ Use the information. When the first session is over, things have already happened. You now have a lot to take inspiration from for session number two. Conflicts have been established, relationships have been tested. Going forward you now have several threads to weave into large tapestries. You have an idea of where the story is headed.

THE HOLLOWS – AN ADVENTURE HUB

We recommend that you start your campaign out in the wilds, but it can be a good idea to introduce the village of The Hollows (see page 194) early on. The village is an exciting adventure site in its own right, and it can also function as a hub for the adventures of the player characters. You can place The Hollows in any hexagon with a VILLAGE symbol by a river.



PREPARING SESSIONS

Before session two and later sessions you can, if you want to, prepare a little more. Build on what you've established earlier and spend a moment before the session to ponder what might happen. You can:

- ❖ Prepare an event that builds directly on the events of the previous session.
- ❖ If the adventurers are heading for the adventure site you chose for the first session, read up on it. If not, pick one or two more adventure sites matching symbols nearby, and have the adventurers hear legends about them. Give them choices.
- ❖ Choose or let the dice decide on a random encounter, if you don't want to do it while running the game.
- ❖ Plan one or a couple of events that are directed at a single player character.

Avoid preparing too much – the risk is that your plans may become difficult to adapt to the players' actions. 15–30 minutes of preparation is plenty most of the time. Trust the players and the game itself to create action and drama!



NON PLAYER CHARACTERS

You command everything between dragons and demons, but your best tool to create drama is often your NPCs. Stats for several typ-

ical NPCs can be found in Chapter 4 on Kin and in Chapter 8 about adventure sites, and a large number of specific NPCs are described in the complete adventure sites in Chapters 9, 10 and 11.

HANDLING NPCs

Technically, the NPCs function like player characters. They need food and water, perform actions and sustain damage in the same way. But in practice, you should disregard all rule-crunching for an NPC if it doesn't directly affect a player character. Don't keep track of food for every NPC that travels with the adventurers – instead, have their food run out at the dramatically appropriate time. You don't need to roll the dice for actions performed by an NPC unless they are attacking or healing a player character. You can roll for the NPCs in other situations if it enhances the drama, but most of the time you can skip it.

NPCS IN GROUPS: When you are managing many NPCs simultaneously, you can let them perform actions as a group instead of as individuals, by letting one NPC perform the action while the others help him. See page 48 in the *Player's Handbook*.

LET THEM LIVE

If you can, try to avoid important non-player characters dying early on. An NPC that survives and can come back is much more fun than a dead NPC.

When an inconsequential NPC becomes Broken, you can simply decide that he is dead,





but for important NPCs, you should roll for critical injuries just like you would for a player character. Most likely they will survive and most of the time there is someone around

who can save them even if they've suffered a fatal injury.

Also avoid the PCs being able to get to an important enemy too easily. Feel free to





block their path with underlings that the PCs will have to deal with first. If the adventurers still kill an important NPC – let there be consequences. Allies of the NPC may be out for revenge, maybe their underlings now turn to the adventurers and view them as their new leaders?



OPPOSITION

As GM, your task is to make battles exciting by making sure that the adventurers meet suitably challenging opposition. Use the number of opponents, talents and weapons as controls to adjust the opposition. Also keep in mind that the one who wins the initiative has a significant advantage.

As a rule of thumb, a group of adventurers in adequate shape will usually be able to handle a group of humanoid opponents of similar size as long as they have some Willpower to activate their kin and profession talents. The opponents' Strength is also an important factor.

As GM you can also adjust the opposition during an ongoing battle by choosing to use your NPCs' kin and profession talents, or not to do so.

The Forbidden Lands are a dangerous place, and at times the adventurers will face overpowering opposition. Remind the players that they can flee from combat and don't necessarily need to fight to the last drop of blood. Also keep in mind that NPCs can heal Broken player characters.

CONSUMABLES

Food, water, arrows and torches are often scarce in the Forbidden Lands. It is an important part of your job as GM to make these consumables suitably difficult for the player characters to obtain. It demands a delicate touch – the adventurers should have to struggle for the resources, but not so hard that the effort isn't worth the reward. Some skills make it possible to gather food and other items through the mechanics of the game.

A recommendation is to let the availability fluctuate. Allow the player characters to sometimes get hold of food easily, when the focus lies elsewhere. At other times, they may need to fight for their lives to get a single mouthful. The players will then realize that they can't take resources for granted, but they don't need to spend all of their in-game time on gathering them, either.



FAILURE

When the player characters succeed in their rolls, it is up to the players to describe how. When they fail, it is up to you to decide what happens. The basic rule is that a failure should have a consequence that drives the game forward. Avoid letting a failure grind the action to a halt, instead allow it to push the story in a new direction or place the adventurers in even more dire straits. This principle is called to "fail forward."

COMBAT: In combat it is a sufficient consequence of a failure to let the turn pass to the opponent.





But you may also subject the player character to further complications. Let the situation decide.



EVENTS AT THE STRONGHOLD

The *Player's Handbook* describes how the adventurers can build their own stronghold in the Forbidden Lands. About once a week, or when you deem it appropriate, you roll for events at the stronghold or choose an appropriate event.

The GM first rolls a number of D6s equal to the highest Reputation score in the group, but at least one die should be rolled. The highest die becomes the tens digit in a D66 roll on the table below. Roll a separate D6 for the ones digit.

Only roll when the stronghold is guarded, by the adventurers themselves or their militia.

ONCE AGAIN?

If you once again roll the same event at the stronghold, there are three alternatives:

- ❖ Let the event be a continuance of the last session.
- ❖ Modify the event so that it becomes different.
- ❖ Re-roll or choose another.

There is a table for unguarded strongholds on page 164 in the *Player's Handbook*. Certain functions in the stronghold, like GALLOWS, can affect the event roll, as well as some results from the table for non-payment of salaries (page 162 in the *Player's Handbook*).

EVENTS AT THE STRONGHOLD

D66 EVENT

11–26 **NOTHING.** Everything is calm and quiet at the stronghold.

31–32 **REFUGEES.** A miserable group of hungry and frozen refugees knock on the gates of the stronghold and ask to stay the night. There are some twenty humans, of all ages, all of them HUNGRY and COLD. They have stats like typical villagers (see page 184) and have fled from Rust Brothers, some local lord, or a raging monster (the GM decides the details).

If the adventurers allow the refugees to come inside and give them FOOD they will be very grateful and tell them one or several legends. They will remain as long as they are allowed to, and may even take up work as servants. If the adventurers refuse to let them in, they will stand outside the gates for D6 days before giving up.





D66 EVENT

- 33–34 **THIEVES IN THE NIGHT.** D6 thieves (see page 183 for stats) break into the stronghold at night. The adventurers or a **GUARD** can discover them. If the thieves get away, they will steal all valuables that they can find. The GM decides exactly what is stolen.
- 35–36 **SHABBY ADVENTURERS.** A party of shabby and poor adventurers (stats like typical bandits, see page 183) arrive and ask to stay the night in the stronghold. They tell one or several legends by the fire, but also sneak greedy glances at the player characters' treasures...
- 41–42 **ORCS ATTACK.** 2D6 roving orcs (see page 64 for stats) attack the stronghold. They kill as many as they can and steal what they can get their hands on. If half of them are Broken, the rest will flee.
- 43 **PARTYING OGRES.** D6 ogres (see page 61 for stats) arrive at the stronghold. They are drunk and want to come inside and have a party. If they are allowed inside they will be happy, but eat 2D6 units of **FOOD** and destroy a random function in the fortress out of pure carelessness. If the ogres are denied entry they will camp outside the gates for the night and throw rocks and crude insults at the inhabitants of the stronghold.
- 44 **STONE SINGERS.** A group of dwarves from the Belderan clan (2D6 in number), under the leadership of the stone singer Berwyld, knock on the gates and inform the player characters that a dwarven construction is to be built at the site of the stronghold, and that the stronghold must therefore be evacuated. If the adventurers refuse, the dwarves will become very irritated and emphatically explain how important their task is (read more on page 58, stats can also be found there). The whole thing may end in a scuffle.
- 45 **THE RIDERS.** 2D6 Aslenes (see page 49 for stats) come riding up to the stronghold. They are nomad Galdanes and claim that the adventurers' stronghold lies on their land. They demand that the adventurers leave and threaten to return in greater numbers if they refuse.
- 46 **MONSTER ATTACKS.** A roving monster suddenly attacks the stronghold. Pick a monster from Chapter 5 or use the random table on page 74. The monster flees if it loses half its Strength, but may return later on.
- 51 **PEDDLER.** A traveling peddler arrives at the stronghold. She can offer most of everything from the equipment lists in Chapter 9 of the *Player's Handbook*, with the caveat of the normal rules for availability. If the adventurers have something to sell she is also interested in buying or trading.



D66 EVENT

- 52 **RAVEN SISTER.** A company of Raven Sisters, D6 in number, knock on the gates of the stronghold and ask for housing for the night. They can pay for the hospitality and may tell one or several legends if they are allowed to come inside.

A couple of hours later, a band of Rust Brothers, 2D6 in number under the leadership of an Iron Guard, on the hunt for the Raven Sisters arrive. They demand to be allowed inside to search. If they find the Raven Sisters, they will shackle them and take them away with them. If the adventurers refuse to cooperate, the Rust Brothers will become violent, but retreat if half of their number become Broken. They may return in greater numbers later. Stats for Raven Sisters and Rust Brothers can be found in Chapter 3.

- 53 **REDRUNNERS.** D6 Redrunners (see page 56) are searching for a lost elven ruby, and arrive at the stronghold seeking shelter. They are very arrogant and treat the adventurers like lesser beings. If the adventurers can stand them, however, the Redrunners may impart several legends, perhaps even one about one of the four artifacts mentioned in the campaign book, *Raven's Purge*.

- 54 **SPY.** A lone wanderer knocks on the gates of the stronghold. She says that she is going to a nearby village (the GM decides which one) and asks for shelter. She can pay for herself and can share legends, but she also asks increasingly in-depth questions about the adventurers, their stronghold and their treasures. The woman is a spy sent by the Rust Brothers or some local lord, tasked with finding out everything she can about the adventurers. She may even try to steal something valuable.

- 55 **DESERTERS.** A patrol of D6+2 disheveled and tired soldiers (see page 183 for stats) arrive at the stronghold. They have deserted from a local lord in the area. The GM decides the details. The soldiers are HUNGRY and seek food and shelter. If the adventurers let them in, they may try to seize the stronghold through force. It is also possible that the lord sends soldiers to the stronghold to find the deserters.

- 56 **ORACLE.** The Elvenspring Nuala, druid and oracle, arrives at the stronghold late at night, asking for shelter. If the adventurers let her in, she can share several legends (see page 6 in the *Player's Handbook*). She is skilled in the magical discipline of Awareness and can, in exchange for food and shelter, offer the use of her powers to the adventurers. She may also ask the adventurers for help.



D66 EVENT

- 61 **SLAVE TRADER.** A slave trader arrives at the stronghold. If it fits the campaign, it's Misela Ferrumar from the village of Grindbone (see the *Raven's Purge* campaign book). As an entourage, the slaver has D6 guards (stats as per typical bandits, see page 183) and 2D6 pitiful slaves in chains. The latter are offered to the adventurers at a low rate. During the visit, a couple of the slaves attempt to escape and seek shelter in the stronghold. The slave trader demands her "merchandise" be returned and is prepared to get violent.
- 62 **LOOKING FOR HELP.** A group of people from a nearby village (the GM decides which one) arrive at the stronghold and ask the adventurers to help them deal with a monster, a band of robbers, Rust Brothers, or some other threat against their village. The GM decides the details. The visitors are 2D6 in number and have stats as per typical villagers (see page 184).
- 63 **MINSTRELS.** A traveling theatre company arrives and wants to spend the night in the stronghold. If they are allowed inside, and are given free food and lodging, they will be very grateful and entertain the inhabitants of the stronghold with a performance – all player characters receive one Willpower Point. The minstrels may also share a legend or two. If they are turned away, they will instead spread rumors about the unkind adventurers – their Reputation score counts as two steps higher in next week's roll for events at the stronghold.
- 64 **RUST BROTHERS.** A band of D6 Rust Brothers (see page 40 for stats) knocks on the gates and wants to inspect the stronghold. They demand D6 gold in tribute to the god Rust and that a **SHRINE** be built in honor of the god. If the adventurers throw the Rust Brothers out, they will return in greater numbers later on.
- 65 **THE LORD'S TRIBUTE.** A local lord (the GM decides who) deems that the stronghold lies on his land. A patrol of 2D6 men-at-arms (stats as per typical soldiers, see page 183) pound on the gates and demand that the adventurers pay 2D6 gold in tax and swear fealty to the lord. If they refuse, the lord will attack the stronghold at some later time in a large assault. The GM decides the details.
- 66 **THE ORC CHIEFTAIN.** An orc chieftain in the area (the GM decides who) deems that the stronghold lies on his land. He leads a force of approximately 50 orc warriors to the stronghold and demands that the adventurers pay 4D6 gold in tax and swear fealty to him. If they refuse, the orcs will lay siege to the stronghold and attack when the time is right.



HISTORY

Round the beggar from Varassa all sat in a ring, and by the campfire they sat and heard his song. And about walkers and wolfskin and every terrible thing, and of his fear he sang to them all night long:

“There is something beyond the mountains, beyond the howls beyond the mist, there is something within veils, behind a heart of cold black stone. Hearken, something walks and whispers, walks and lures you in and whimpers: Come to us, for this earth shall ever remain ours and ours alone!”



Twelve hundred years ago, humankind fled across the seas to a land where elves and dwarves already dwelled. The god Wyrn, who had guided humankind across the seas, divided the land with a mountain range to avoid the looming war between the kin. Elves and dwarves were given Ravenland to the north while humankind settled in Alderland, south of The Divide. This separation is called The Shift and is the point in time the humans use as year zero in their chronology. As compensation for this division of land, the elves and the dwarves were given the orcs to serve them. To maintain peace between the kin, hostages were given to each kin, and the mixed breeds descend from them.

After five hundred good years, harsh times struck Alderland and a religious war erupted. A group of humans fled north over The Divide to Ravenland, and elves and dwarves grudgingly allowed them to stay, provided they submitted to the Law of the Land, that stated how their human guests should behave. Soon more humans arrived, among them the Riders from Aslene in the west. After another three centuries, Alderland felt crowded to the humans, as they had continued to multiply. They tried to conquer Ravenland under religious pretenses. The consensus was that they had been denied their right to the land during The Shift. Since the elves and dwarves were few in number, they chose to arm the orcs and send them into



battle. When the war did not go their way, the orcs were abandoned by their masters.

The sorcerer Zygofer was placed in power as governor in Ravenland while the king of Alderland was occupied with the war against Aslene. The sorcerer discovered a demon gate in a mountain pass and experimented with awakening the dead to aid him, since the king could not spare enough troops to support the sorcerer's ambitions. Once the wars were over, the king

was appalled at Zygofer's heretical rule and sent an army across the mountains to depose him. Zygofer opened the demon gate wide so

horrible creatures poured through and destroyed the king's army. To distract the demons while the gate was closed again, they were sent to ravage the neighboring country of Aslene. The inhabitants of Alderland built





The Iron Lock, a wall without gates to Ravenland, and forbade any further contact with that cursed country – from that day on known as the Forbidden Lands.

Zygofer was old and decrepit by this time, and so melded with his sorcerous daughter Therania to gain enough power to live on. This odd spider-legged creature was called Zytera, and has continued Zygofer's demonological and necromantic studies. Its ultimate goal is to drive away the dwarves and elves from the Forbidden Lands and then conquer Alderland. Zytera is supported by half-demons and the fanatical cult of the Rust Brothers. Perhaps war would have erupted earlier if the Blood Mist had not enshrouded the Forbidden Lands, a ravenous haze that made travel impossible for three centuries before it disappeared inexplicably.

Today, only fragments of human civilization remain in the Forbidden Lands, attempting to survive in the fortified villages in the wild. Elves and dwarves have withdrawn to their core homelands. Orcs also remain, full of hate towards humankind and scorn for their former masters. The Forbidden Lands are once again open for exploration and conquest.

DETAILED HISTORY

The text above explains the Forbidden Lands's history in broad strokes, enough for you as GM to run the game and understand the connection between the places and people of the Forbidden Lands. The rest of this chapter delves deeper into its history.

THE MYTHICAL ORIGIN OF HUMANKIND

Legend has it that the First Temple of the god Wyrms on the eastern rim of the world fell apart when its twelve thousand pillars had all been tunneled through by rock worms. Parasites had already devoured the very foundation of the land so that only infertile remnants were left. Humankind begged Wyrms for help and were given a promise of new lands beyond the seas. They built ships and filled them with animals and grains, and the goddess Wail blew the ships west for many years to the land her brother Clay had created. Wyrms flew ahead of the ships in the shape of a huge raven clutching a snake in its claws.

THE SHIFT – YEAR ZERO

Humankind made landfall at the rocky shores of Solehaven and were struck with wonder, for few of them had seen land during their lifetime. Now they beheld a fertile land that reached far and wide to the north and to the south, waiting for them. The land was inhabited since olden times by elves and dwarves living in peace. Weapons were drawn, but the god Wyrms interceded and declared that there was plenty of land for all.

The god shifted the land and the humans were given everything to the south, called Alderland, and the elves and dwarves were given the lands to the north, called Ravenland. The dwarves would still hold domain over the roots of the land while the elves would rule all that grew on the surface. Since the dwarves and the elves were few in number, the god Wyrms ordered the god Clay to pull the orcs from the mud. After the kin had sworn to honor the





lands as they had been promised and given, they exchanged hostages. The gods raised the mountain range known as The Divide to separate the land of the humans from the land of the elves and dwarves. Solehaven, where the humans had landed, was raised and became the cliff Solecrest that still borders the ocean where the land ends in the east.

Humans and dwarves mark The Shift as year zero in their chronology, so the years thereafter are known as AS (After the Shift).

0-500 AS

THE DIVIDED YEARS

Humankind built cities, laid down roads and farmed the soil of Alderland. There was plenty of untouched land for anyone willing to grow calluses on their hands and till the soil. The dwarves and elves kept to their ancient tasks: the dwarves kept building the World Sphere and the elves kept honing their art and their harmony with nature.

During the years 220 – 260, the dwarven chieftain Gordor oversaw the construction of the first of Ravenland's roads. Stone singers raised slabs of stone from the earth, joining them together to create roads. The roads often crack since the ground grows restless when it slumbers in the winter. The dwarves kept the roads in good order for a long time, but they have decayed since the Man Flood of 835 AS. The roads are still used in some places, with loose gravel to fill in the cracks, after the rains turn the surrounding ground to mud.

The elves who had followed the humans to Alderland were curious about procreation, and begat children with their hosts. This mixed

breed is called Frailers due to their beautiful and slender bodies, and were drawn to music and magic. The Frailers were darker of mind than their elven ancestors, perhaps because they were mortal and impatient to realize their dreams while there was still time to do so. Those among them who were wise in the ways of magic did not always cast the spells they had mastered in balance with nature. Instead, they had a burning need to shape things, creatures and forces according to their own desires, for the rewards of power and material wealth were quite powerful lures to them. When their elven fathers and teachers uncovered how their progeny had been drawn down a wicked and despicable path, they were filled with self-loathing. They left Alderland in secret and found their way back to their own people in Ravenland along unknown paths. There they warned against continued association with the lesser peoples beyond the mountains. Very few of these masters felt any joy in remaining in the world, so most of them withdrew to the Stillmist.

The human hostages among the elves in Ravenland also spawned progeny with their hosts, children who were cherished among the elves since they seldom procreate. These Elvenspring were taught art and the mysteries of magic according to the customs of the elves. They wanted for nothing and forgot much of their origins among humankind. Like the Frailers on the other side of the Divide, they were impatient and ambitious, but at the same time they were dutiful. Soon the elves gave them more responsibility for the wellbeing of the land. Many older elves were relieved and withdrew from their duties, assuming the form of ents to wander through the woods, or stayed



in the Stillmist to contemplate and play music. Frailers and Elvenspring are identical, and usually live three times as long as humans. Whether they are Frailer or Elvenspring only states if their origin is among humans or elves.

The only dwarves that followed humankind to Alderland after the Shift were those who could stand the light of day. They fit in well and left behind descendants who were skilled craftsmen. Such humans with dwarven blood came to be called Valondians and were highly regarded in the forges and workshops. A few of the dwarven progeny were instead born as ogres, unruly giants who often ended up in prison but sometimes made an honest living as unskilled laborers, since they were far stronger than others.

The human hostages among the dwarves in Ravenland also procreated with their hosts, but here, at least every other child born was a huge and headstrong ogre. The ogres had little interest in the traditional ways of the dwarves. Their size also made them unfit for cramped subterranean homes, so they wandered to the surface, formed their own tribes and were soon considered a kin of their own.

510–540 AS

THE EXODUS OF THE AILANDERS

Around the year 500, plagues and religious wars ravaged Alderland, where the Congregation of the Serpent had grown stronger. A persecuted sect called the Ailanders made their way north across the mountains to Ravenland, violating the dictates of The Shift. Dwarves and elves immediately sent an army to drive them back, but the commander of the Ailanders, the priestess Jamharda of the Raven Sisters, threw herself at

the feet of the ancient kin and said they might as well cut her people down right then and there, since they would be condemned and killed as heretics by the Psychopomp of the Congregation of Serpents if they returned to Alderland.

The Ailanders worshipped the ancient god Wyrn, but they called him Raven. Where the Congregation held the snake in the raven's claws sacred, the Raven Sisters believed that the raven was divine and the snake merely its servant. Since the land north of the mountains was called Ravenland, Raven had flown there on secret paths ahead of them so they could seek sanctuary. They asked to stay to farm the land peacefully and trade with their hosts.

When the elven leaders saw that these newcomers carried no weapons but were emaciated, devout farmers who had great respect for nature, their hearts were moved and they convinced the dwarves to let them stay, since there was a great deal of empty land in southern Ravenland. After some hesitation, the dwarves agreed, but demanded that the Law of the Land should be created – rules to govern the behavior of the newcomers in Ravenland. These laws stated, among other things, that the humans had to stay south of the rivers Seyster and Elya.

The Raven Sisters possessed a magical understanding with animals, which interested both elves and Elvenspring, and the relationship between the groups was quite good.

550 AS

MOUNT BILICA RISES

New groups of Ailanders flooded over the mountains from the south over the coming years, but in 550 AS, the dwarves had enough



and called Mount Bilica up from the earth, closing the passage between Ravenland and Alderland. Contact between the two lands was once again broken, for a long time.

610 AS

THE ARRIVAL OF THE ASLENES

The lands west of Ravenland and Alderland were once called Aslene. Today, it's a devastated wasteland called the Ashen Vale. The fortunes of the land are decided by the god volcano Horn. Its rare eruptions spread death and destruction, but also provides fertile ashes which nurture the

earth and gives birth to golden eras. When the Ailanders couldn't reach Alderland any longer, they sought trade with Aslene through Shadowgate Pass. After gold was discovered in the river Wash, the Quard Clan from Aslene was drawn to Ravenland on their magnificent horses, beasts that were said to have galloped from the volcano Horn with manes aflame at the dawn of time. The Quards sought to escape centuries of clan wars in the homeland and were welcomed by the Ailanders who really had little choice in the matter. The horses the Aslene brought with them became highly valued both as workhorses and for riding.

The Aslene were of a different mindset than the Ailanders. They were hot-tempered and resourceful, and they had not sworn to obey the Law of the Land. They brought with them song, theater and many good habits to Ravenland, but also insolence and belligerence. Soon they started building simple strongholds and ventured deeper into the less hospitable parts of Ravenland. When the elves and dwarves protested, the Raven Sisters interceded and claimed that the Law of the Land gave the humans the right to fortify their homes against wild beasts and other dangers.

620 AS

THE VOND WALL IS RAISED

By this point, the dwarves had definitely had enough of the human incursions and built The Vond Wall with the fortress Vond in Shadowgate Pass to stop any further migrations of humans from Aslene. Remains of the wall still stand, along with the crumbling fortress of Vond.





615–650 AS

ONWARD TO THE SEA

The Aslene soon mixed their blood with that of the Ailanders. Settlers made their way east to the plains of Moldena and Margelda, which are suitable for horses and livestock. There they founded the wooden city Falender, which now lies in burnt ruins. There were already a few fishing villages around Anger Bay, populated by people moved into the area from the north, but the meeting between the two peoples was peaceful since both sides could benefit from and use the other's skills and knowledge.

690–695 AS

THE GOLD MINES AT GLETHRA

Aslene mountain men have searched for gold ever since they came to Ravenland. In 690 AS, they found rich veins at Glethra in the Thynde Range and they immediately started mining them. The dwarves protested, since Glethra was considered part of the area forbidden to humankind. A force of stalwart dwarves from Stonegarden gathered and the humans in turn built a fortified wall. Smaller skirmishes were fought several times, without deciding the ownership of Glethra. After the dwarves blocked all trade with Aslene through Shadowgate Pass, a new deal was struck in which the Aslene kept the mines in return for submitting to the Law of the Lands. Trade through Shadowgate Pass was heavily regulated by the dwarves, who also exacted massive tariffs on all goods that passed through the Pass. The humans could not use all the gold that the mines yielded, and therefore there are plenty of gold treasures hidden in Ravenland. The gold has little value to the people in the villages and is con-

sidered unlucky by them. Today, no one knows where the Glethra mines were.

800 AS

THE IRON LEAGUE INVADES

In Alderland, an area beyond the mountains that no one in Ravenland really thought about any more, some twenty-five sweet years of good harvests and plenty of children were followed by ten cold and lean years. The humans in the south soon found themselves with less and less space, and food was running out. Religious revivals of rites including mortification of the flesh and practices of penance flourished. When king Algamar rose to the throne in 798 AS, he remembered the stories from his childhood about the rich lands to the north beyond the mountains, where elves and dwarves were said to live plentiful lives. Algamar sent scouts north and after much hardship, they found a formerly unknown mountain pass, which is blocked by the Iron Lock today.

Once the spies had brought back reports of fair and spacious lands beyond the Divide, Algamar wanted to gather an army to expand the territory of the humans to the north. However, Alderland was tired of war after years of fighting their western neighbors in Aslene, a threat that still remained. The nobility was reluctant to send troops on such a fleeting mission, at the same time leaving the homeland undefended.

At this time, Alderlanders worshipped the god Rust, whom the Rust Church claimed was the true manifestation of the creator god Wyrn. The Ferrale Teramalda presented the king with a vision the god had shown her, how she would conquer the lands beyond the moun-



tains with the god's help and convert those that lived there to the true faith. She claimed the god Rust and his wife Heme had brought humankind to this land in ancient times, but that the Ailanders, allied with treacherous elves and dwarves, had tricked them and so stolen half of the land that had been promised. After she had been given Algamar's blessing, she began courting the rich and powerful of the kingdom to gather support for her crusade. Many priests in the Congregation of the Serpent urged caution and spoke of an ancient compact of peace between the kin, but Teramalda had them thrown in prison and killed as heretics and traitors. When the king allowed this to go unpunished, the Rust Church grew in numbers.

In 800 AS, Teramalda led three thousand men north across the mountains. They carried with them enormous effigies of the god Rust and his wife Heme.

800–810 AS

THE CLEANSING OF HARGA

The villages of the Ailanders on the plains of Harga soon felt the religious fervor of the new arrivals. In the name of the gods Rust and Heme, any Raven Sisters that were found were burned at the stake or run through with rusty iron blades and wooden spears, their blood spilled across the effigies of the gods. The people of the villages were forced to take oaths to honor the new gods and had to pay an annual tribute, or see their villages burn. Anyone who hesitated was killed. The Rust Church took up permanent residence on the northwestern edge of the plains and founded the city of Alderstone. Teramalda spent a few years fortifying

the plains of Harga and brought additional forces and goods over the mountains before she was ready to expand her territory.

810–820 AS

IRON MIGHT

The dwarves of Wailer's Hold, members of the Meromannians clan, had seen the Alderlanders coming, but left them alone in the hope that the different human factions would end up killing each other without the interference of dwarves. Instead, Ailander farmers fled further into the land to escape their oppressors and new villages and settlements were built in the forests. Aslene lords courted the dwarves insistently, asking for help to push back the Alderlanders over the mountains. The dwarves gave them clan forged blades and advice, but both they and the elves hesitated to get directly involved while they discussed how the situation with the troublesome humans could best be handled. Meanwhile, the Rust Church grew in strength and conquered or built strongholds in ever widening circles. Teramalda named the woods south of Wailer's Hold the Groveland Woods, so named after the sacred groves dedicated to the worship of Heme, and built army camps and cult sites all the way to Clay's Eye.

820–821 AS

THE FIRST ALDER WAR

When the Alderlanders learned of the rich iron mines of the dwarves at Lumra with its blood red streams, Teramalda demanded they be given the land in the name of the gods. She marched on Lumra at the head of her Iron



Guard, wearing a suit of ceremonial armor of iron from a plundered dwarven caravan.

The dwarves had already mobilized and marched to meet the humans. War between the kin was a fact. Ailanders and Aslene fought side by side with the dwarves, but no elves took part, since they make decisions slowly, and had yet to see many humans close to their dwellings further to the north.

After a few skirmishes, the dwarves were victorious, and a violent celebration began. Teramalda had been taken prisoner, but her armor could not be opened. The hot-headed dwarven lord Garmar Four-Beard, drunk on power and alcohol, had the priestess thrown on a bed of hot coals during the victory banquet at Lumra, to bake her like a shellfish. He swore to eat her heart himself after it had been tenderized into submission. Perhaps the god Rust chose to heed Teramalda's prayers for martyrdom, because the armor with her scorched body suddenly tore free from its shackles, rose from the fiery coals, and killed Garmar and his bodyguards. Since that day, this creature, a rusty suit of armor, roams through Ravenland hunting for enemies to slay. When the wind is right, you may be able to smell Teramalda's seared flesh, and then it's time to run. Some say the god Rust himself has manifested inside the armor.

825 AS

THE MAN FLOOD

King Algamar fell in battle against Aslene in Alderland. His son, Alvagard, sat on the throne after a shameful peace had been signed with Aslene. Once the members of the Rust

Church came slinking back after their failed invasion of Ravenland, Alvagard's interest was roused. Alderland had been forced to cede a mining district to Aslene as payment for a holy city that had been razed to the ground. The tales of Lumra's iron mines and the gold mines of Glethra beyond the mountain drew the king like a bee to honey.

This time, the nobility was eager to fill their empty coffers with plunder, and happily sent troops. In 825 AS, Alvagard led a well-equipped army of seven thousand men and an equal number of support troops across the mountains. The sorcerers' guild sent a group of war sorcerers to support the army, among them the young and excessively power hungry Zygofer the Whisperer, who claimed he could hear voices from beyond the world and the night. Since these Frailer sorcerers were descended from the elves of Ravenland, they believed they were entitled to the land beyond the mountains. They assumed the betrayal of the Raven Sisters had robbed them of their heritage.

The army was met with little resistance, and what little there was, was destroyed swiftly. In 825 AS, Alvagard's army secured the Harg Plains beyond the pass in three days, and conquered the dwarves fortress of Vond. They made camp at Teramalda's abandoned campsite at Alderstone, where the king's banner, stitched with the images of crossed swords and branches of alder wood, was raised.

826–833 AS

THE SECOND ALDER WAR

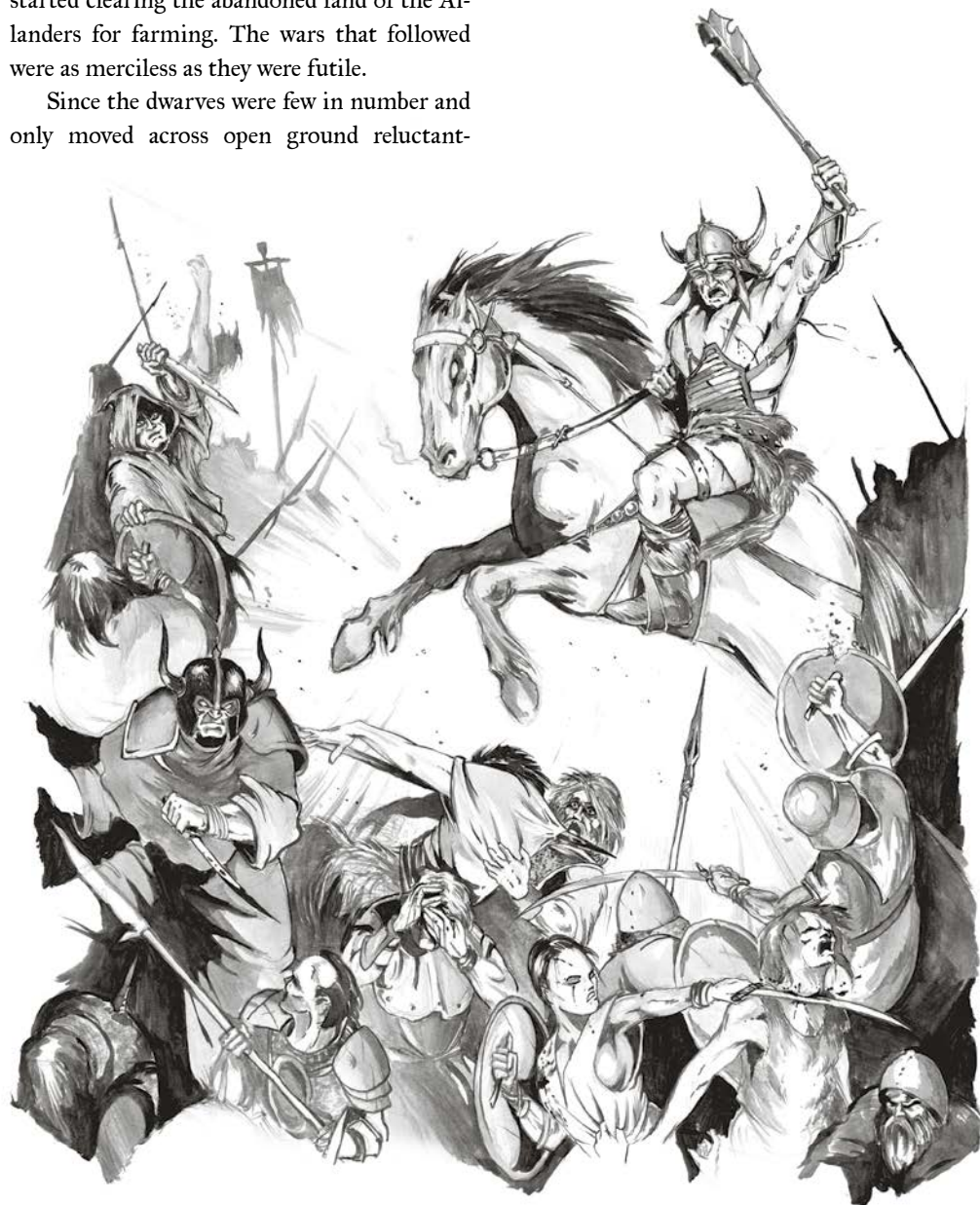
The new human incursion with more soldiers once again mobilized the dwarves of Wailer's



Hold and Lumra. Messages were sent north, requesting aid from other dwarven holds. Soon, an army was sent to Harga, where newly arrived farmers from Alderland had already started clearing the abandoned land of the Ailanders for farming. The wars that followed were as merciless as they were futile.

Since the dwarves were few in number and only moved across open ground reluctant-

ly, they armed their servants, the orcs, and let them go to war. The chosen orcs were the biggest, meanest and strongest, and they were given their freedom in exchange for going to





war, which made them fight in a vicious rage. The dwarves also sought to enlist the powerful ogres, but these half-dwarves simply laughed and stayed in Feulenmark. The human king, Alvagard, was soon forced to call for more troops from Alderland, to be able to hold Hargga. The humans soon came to view the orcs as their main adversaries, since there were more orcs than other enemies and they were far more dangerous than others.

833 AS

PEACE AND BETRAYAL

The elves of Ravenland had stayed out of the war, but during an armistice in 833 AS, they sent a delegation of Elvenspring to accompany the dwarven diplomats who were traveling to Alderstone to attempt to talk some sense into the intruders, and remind them of the ancient compact between humans and elves and dwarves.

Among the elven delegates was a woman called Martea, who was wise in the ways of magic. She could communicate with animals as well as with the dead. When the Frailers from Alderland met the spellbinders of Ravenland in council, Zygofer and Martea were struck by a sudden love for each other. In all other respects the Elvenspring regarded their distant relatives with distaste, since they had defiled the magic of the world and were driven by the greed for power rather than duty towards gods, land and life.

While Zygofer and Martea were busy with each other, Alvagard's diplomats hid weapons and talismans in the luggage of their guests. The delegation was then accused of conspiracy

to assassinate their counterparts, thrown in prison and interrogated and tortured to give up information about their country's defenses. Most of them were then executed. Zygofer secured mercy for Martea and she was so blinded by love that she believed the accusations were true and decided to stay with her love in Alderstone. They married and honeymooned together in the hidden valley of the dead, where Martea taught her husband the art of necromancy – to speak with the dead. In 834 AS Martea gave birth to a son, who was named Zertorme – “the chosen one.”





833–845 AS

THE THIRD ALDER WAR

The betrayal of the peace delegation reignited the war again but now the elves and Elvenspring also joined on the dwarves' side. Just like the dwarves, the elves mobilized armies of their servant orcs onto battlefields that soon ran with blood from the veins of all kin.

In 841 AS, Martea gave birth to twin daughters who were named Marga and Thermania. During the Third Alder Wars, Zygofer rose within the ranks as he gave the Alderlanders great advantages in the war by interrogating the souls of dead soldiers. Throughout the war, the spellbinder made several journeys to the valley of the dead where the souls of deceased spellbinders told him of a slumbering demon gate in Shadowgate Pass. However, Zygofer had insulted the guardian of the pass, the giant Scrome, and had been forced to leave.

845–857 AS

THE QUELLING

The purpose of the magic of the elves and the Elvenspring was to serve life. Because of this, they hesitated to use it in war; however, the human spellbinders dug ever deeper in murky puddles of magic, paid tribute to ravenous gods whose names should never have been spoken and scratched at gates to demonic worlds to summon unholy allies to their side of the war. Faced with the armed might and esoteric magic of the humans, the dwarves, elves and orcs were pushed back from Harga and Alderstone. The dwarves, however, held the heavily fortified city of Wailer's Hold. The humans still pushed into Arina Forest beyond the lake called

Clay's Eye. A flood of settlers from Alderland came to claim the newly conquered lands while fortresses were raised to defend them. Troops were also sent to the plains of Moldena and Margelda, all the way out to the eastern seas. For a time, Aslene and the Ailanders were forced to submit, albeit grudgingly, to the rule of the Alderlanders. Many who had previously resisted were executed in public.

850 AS

MERIGALL AND THE DEMONS

In 850 AS, Zygofer was named royal governor of Harga with his own stronghold being built in the mountains. At the same time, war broke out between Aslene and Alderland in the south. The nobles marched their armies home quickly, so Zygofer was able to rule Ravenland with practically absolute power. During his sorcerous research, he had found a nexus – the passage between worlds that dead spellbinders had whispered about – off the misty and abandoned caravan trail through Shadowgate Pass. He spent a long time in the mountains, assisted by the bard Merigall, who was well-versed in magic and was of uncertain origins. This exceptionally beautiful entity attracted both men and women without anyone knowing its sex, despite many claiming to have spent glorious nights in its company. Merigall was said to be able to enthrall humans as well as animals and plants with her song. The creature was said to possess powers capable of shaping stone itself.

Soon oddly twisted beings, completely or partly from other worlds, moved throughout Harga.



852 AS

MARTEA'S FLIGHT AND LUMRA'S FALL

Obsessed with his work with the demon gate in Shadowgate Pass, Zygofer spent more and more time experimenting with living creatures in his mountainous stronghold. Many demons must be fused with worldly flesh to be able to hold physical form in the world. His wife Martea's love for him faltered when she saw his true nature. She longed for the forests where she had grown up and strongly disliked how Zygofer was using the arts she had taught him to create twisted life. She also feared for her children, whom Zygofer sought to initiate into the arts of demonology since he nurtured a dream of a dynasty of sorcerous emperors in Ravenland. Martea tried to warn him that the king in Alderland would turn against him once peace had been made with Aslene, but the spellbinder wouldn't listen to her.

One night, Martea chose to flee from Alderstone with her son, Zertorme, who was already schooled in the art of magic, and her daughter, Marga. The third child, Therania, was with her father and remained, perhaps of her own will. Once it was discovered they had escaped, the furious Zygofer sent soldiers to hunt down his family. The trail led towards Wailer's Hold, where Martea planned on seeking refuge among the dwarves, but the escapees were intercepted and had to take another route. In desperation, they fled to the dwarven garrison at Lumra Mines after the soldiers found them.

Zygofer's troops laid siege to the mine, but they were too few in number to take it. As soon as the spellbinder learned of this state of affairs, his mind arrived at the conclusion that there was a treacherous conspiracy of dwarves,

elves and humans, and he gathered an army to march towards Lumra. When it arrived a week later, there was no sign of any inhabitants, but strange child-like song rose from the depths of the mines. Scouts were sent forward and were pulled into the shafts by tentacles as soon as they peeked inside. It turned out the whole mining area had been invaded by a shapeless demonic creature that devoured anything that came close, but could not withstand sunlight.

Through communication with beings beyond the nexus, Merigall could ascertain that the girl, Marga, had been possessed by a powerful demon back in Alderstone and that the creature had manifested itself to combat the looming threat in Lumra, where it had grown to devour both dwarves and Zygofer's soldiers. What happened to the spellbinder's wife Martea and their son Zertorme was unknown.

865–867 AS

WAILER'S HOLD IS ABANDONED

Tired of ceaseless war with the Alderlanders, the dwarf clan Meromannian abandoned the city of Wailer's Hold to go north toward Belderand in the mountains. A strong garrison of orcs was left behind to defend the city, but without the dwarves' leadership they failed to hold out against the humans. In 867 AS, the city was taken by Zygofer's troops and settlers soon made their way to the area.

868–871 AS

THE GREAT PURGE

Zygofer said, after his family had fled, that peace would only last in Ravenland when elves,



dwarves and orcs had been exterminated or driven into the sea. Armies were assembled to attack the villages and strongholds that could be found further north. Malformed creatures that no one had seen before marched with them, feared by friend and foe alike.

869 AS

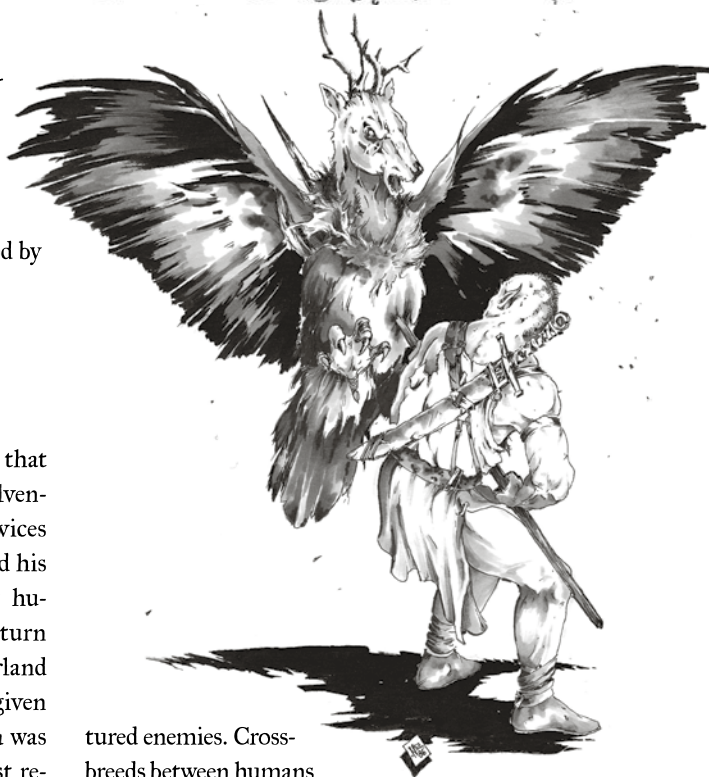
FALENDER IS BURNED

After being gone for ten years, it was said that Zygofer's son, Zertorme, turned to the Elvenspring in Vivend and offered them his services as well as information about his father and his secrets. Once this rumor spread, many humans from Harga joined Zertorme. In return for participating in the purge of the Alderland warlords ravaging the plains, they were given land on the plains of Margelda. Margelda was liberated, but many soldiers from the west remained as bandits in the area, and they burned the wooden city of Falender to the ground before they dispersed.

869–874 AS

THE MISGROWN GATHER

Zygofer's request for more troops and weapons to cleanse Ravenland of elves and dwarves was rejected by the king, since the resources were needed to rebuild the war-torn western parts of the country. Lacking troops, Zygofer intensified his demonic research with the help of his remaining daughter, Therania, who was now an accomplished sorceress, and the bard, Merigall. They called on creatures not of this world to aid them and experimented on criminals and cap-



tured enemies. Cross-breeds between humans and animals with demonic features appeared, such as minotaurs, harpies and manticores. They were sent into battle, but many were unruly and fled into the wilderness where they hunted any prey they could find, regardless of whether they were friend or foe. Zygofer's dedicated supporters moved to Alderstone and allowed him to infuse them with demonic powers, while others, filled with disgust and despair, made their way further from the city to find healthier places to live in the wild or return to Alderland. At the same time, Therania made progress in the art of raising the dead and soon they were sent into battle. It was said that Merigall had sent her teachers from the realm of death itself.

Dwarves and elves pulled back in horror from these ungodly battles and left their servants, the



orcs, to defend the land against the humans and their horrible creations. Zygofer's troops conquered and devastated the elven city of Varassa in Arina Forest in a terrifying bloodbath.

870 AS

ALGAROD IS CROWNED KING

King Alvagard, who had led the Man Flood thirty-six years earlier, finally passed away of old age, and his grandson, Algarod, ascended to the throne. During the previous twenty years, Alderland had been forced to go to war against the riders of Aslene to ensure that Zygofer held undisputed power in Ravenland. Now Algarod made peace with Aslene, since both sides were tired of war.

870 AS

THE EMISSARY OF THE PSYCHOPOMP

In 869 AS, the Psychopomp, the high priest of the Congregation of Serpents in Alderland, sent an emissary north to investigate the situation in Ravenland after refugees had given worrying testimonies of Zygofer's ungodly rule. The emissary returned the next year, deeply shocked by what was going on. After the Psychopomp had received his report, he convinced king Algarod to send a message to Zygofer to inform him that he had been removed as governor and should immediately appear before the king and the church with his remaining daughter Therania. The messenger returned with a living pig head attached to his shoulders. Zygofer informed the king through the sniveling snout of the messenger that he was the rightful ruler of

Ravenland since he, through his Frailer blood, was descended from the elves. He demanded the Alderlanders stay on their side of the mountains unless they came to trade peacefully. He did not even bother to mention the Congregation of Serpents.

872 AS

FOURTH ALDER WARS

Two years later, Algarod gathered a mighty host with the blessing of the Psychopomp and led it across the mountains. The goal was to capture Zygofer, Merigall and Therania, and to destroy the unholy forces of the rebels. The war raged for two years. Fire and magic inimical to all life devastated the Harga Plains for the foreseeable future.

874 AS

THE DEMON FLOOD

Pushed back to Alderstone, Zygofer desperately opened the nexus to hordes of demons, even though he could not control most of them. Using sorcerous barriers, he directed them past Alderstone and towards Algarod's army, which was destroyed to the last man by the ravenous and bloodthirsty creatures. A few soldiers from Algarod's personal guard managed to take the king to Alderstone, where they were all captured.

Zygofer's daughter, Therania, had taken to the young king and offered him to be her husband and slave in return for his life. When he turned her down, she had him killed, brought him back to life with her necrokinetics, and took his dead body for a lover.





875 AS

THE WESTERN GAMBIT

The threat from Alderland was averted, but the flood of demons now turned against Zygofer and his subjects in their hunt for fresh blood. A few powerful demon lords, among these the terrible Krasylla, had been drawn through the nexus by the reek of so much spilt blood, but Merigall negotiated with them and made them turn west through Shadowgate Pass. Beyond, they were promised more appetizing sustenance on the rich plains of Aslene beyond the mountains, with far less resistance. So the war in Harga came to a halt.

876 AS

THE GALDANE ARRIVE FROM ASLENE

Forced to fight desperate battles with the demons in Aslene, the Galdane rider clan pushed into Ravenland through Shadowgate Pass. Since most of the demons were occupied with ravaging the homeland of the Galdane and Zygofer's troops were licking their wounds, the riders were able to fight their way through even though they suffered significant losses. The plains closest to Alderstone were riddled with enemies and twisted half-demons, but the Galdane continued east all the way to Margelda, where they presented themselves to Zertorme and swore to serve him in exchange for being allowed to stay.

877 AS

THE NEXUS IS SEALED

With the demonic horde occupied in the west,



Zygofer and Merigall sealed the nexus and strangled the flow of ether through the passage, a flow that kept the demons alive. The beasts weakened and many perished, but Aslene was already a ruined wasteland and has since this time been called the Ashen Vale. When the demon lord Krasylla realized the danger it was too late; he returned with his remaining servants to try to seize the nexus, but was faced with the defenders' amassed troops and sorcery. The road was closed for all intents and purposes and a contract was drawn up in blood



and phlegm. Krasylla was to remain in Ravenland, allied with the new rulers of the land, to possess and watch the old dwarven stronghold of Vond. In return, Krasylla would receive a number of human sacrifices to enslave or feed upon every year.

Therania had grown tired of the cold embrace of the dead king Algarod and suggested that the reanimated corpse should be sent to command the fortress at Weatherstone, and so he was.

878 AS

THE CONSTRUCTION OF THE IRON LOCK

Scattered survivors from king Algarod's army had managed to make their way to Alderland. After learning of Zygofer's abominations, the Psychopomp formally cursed Ravenland. It was decided that a wall should be constructed across the mountain pass and that no one should be allowed to go through from the cursed land, which from this day forth came to be known as the Forbidden Lands.

A religious order of knights called The Silent were given the responsibility to guard the wall, which was named The Iron Lock. Criminals or delusional missionaries are sometimes winched down in a basket beyond the wall, but nothing and no one is ever lifted back up.

880 AS

ZYTERA IS CREATED

Zygofer was old and decrepit. His corrupting research and his struggle with the demons had taken a toll on his body and soul. His rapid aging worried Merigall, whose life was bound to the

spellbinder. The bard spoke to Zygofer's daughter, Therania, and pointed out that control of the nexus would be lost if Zygofer passed away and demons would be able to freely enter the world. Merigall knew how much Therania hungered for knowledge and power, so he also mentioned how Zygofer's considerable knowledge would be lost without him.

After much hesitation, Therania agreed to Merigall's suggestion to be united with her father in body and soul, to preserve him as a part of her body. At the same time, all of Zygofer's secrets would be laid bare to her. During an unspeakable ritual, in which Merigall was assisted by his demonic allies, father and daughter were fused back to back, neck to neck, brain to brain. The creature that was the result of this unholy union called itself Zytera.

Almost immediately, it turned out that the two had a very hard time acting as one single creature and coordinating movement with their four legs. However, in the depths of the Shadowgate Pass roamed a half-living but headless carcass of a giant, spider-like creature from the demonic horde. Merigall had it captured and fused the creature's body to the combined bodies of Zygofer and Therania. When Zytera stepped in front of Alderstone's Misgown and half-demons for the first time, it was hailed as a horrible god.

Zytera and Merigall could keep working on their experiments in peace. The threat from Alderland had been averted, while Aslene beyond Shadowgate Pass had been laid waste by Krasylla's demonic horde. The pass itself had been distorted by its proximity to the nexus to the point where nothing living could pass through it. At the same time, the elves and dwarves had



been pushed back to their older settlements in the north. The orcs had freed themselves from their former masters and even though they were still numerous, they were fighting internally and did not present a major threat to Alderstone. The humans of various origins that had remained in the Forbidden Lands while The Iron Lock was built were gathered in fortified villages and busy simply surviving. Further to the east, however, were Zygofer's son, Zertorme, and some scattered humans but they were few in number. Rumor had it that Zertorme himself suffered bouts of melancholy and had withdrawn to a life as a hermit by the ocean.

The only remaining threat was the unstable nexus of Shadowgate Pass, from which bloodthirsty demons sprang forth regularly. However, the demon lord Krasylla butchered most of these intruders and enjoyed his bloody existence in the human world.

883 AS

THE FOUNDING OF THE ORDER OF THE RUST BROTHERS

The Congregation of Serpents had a scattered presence throughout the human villages after the influx of Alderlanders, but Zytera held it responsible for the war against Alderland. So the worship of the god Rust was resurrected and the Order of the Rust Brothers was founded. The members of the order believe Zytera is the living prophet of the god Rust. The effigies that the Ferrale Teramalda had carried across the mountains eighty years previously remained standing and were once again the focus for worship and sacrifice. Zytera taught the priesthood of the Rust Brothers a few simple spells. Members of

the order visited neighboring villages to demand obedience and tribute in the name of the gods and the sorcerer prophet. In return, the villagers were offered protection from the orcs and other predatory beasts that had escaped from the sorcerer's laboratories. Despite this, human settlements were often ravaged by beasts of unclear origin.

Sometimes confused villagers joined the Brotherhood, who had been given control of the city Alderstone with its ruins, undead and half-demons. Their leader was called the Rust Prince. The Rust Brothers preached that the humans of the Forbidden Lands should be grateful that the powerful Zytera protected their land from the incursions of the demonic hordes, and that this difficult task demanded submission and sacrifice by them.

900–1200 AS

ERA OF THE BLOOD MIST

The nexus in Shadowgate Pass had not been fully closed, so demonic creatures made their way through regularly into the Forbidden Lands from places beyond. Among all these strange beings, no one had noticed the large red dust cloud that had leaked from the nexus during the final phase of the war, a cloud that soon scattered on the winds. The dust was actually spores from gaseous demons called bloodlings. Now a blood red mist rose from the ground during the night across all of the Forbidden Lands. The mist grew thicker and covered more ground as the bloodlings spread. Almost everyone entering the mist at night disappeared.

Once enough people had found the bloody remnants of lost friends, the truth became





clear: predatory creatures lived in the mist and butchered anyone who ventured into it. Oddly enough, the residents of any given area were never attacked at home, while a stranger could be killed if in even the smallest trace of mist. No one dared venture further from home than half a day's travel, so they could be back and close their windows and doors well before darkness fell. Travel in the Forbidden Lands was practically non-existent for a very long time. Zytera, armies and lands beyond walls faded from memory and became dark legends and stories.

950–1160 AS

REIGN OF THE RUST BROTHERS

In 950 AS, the Rust Prince Pyronax claimed that the goddess Heme had spoken to him in a dream, and told him that the Blood Mist was her gangrenous breath, smothering the land because dwarves, elves, heresy and other foulness was still allowed to corrupt creation. Pyronax claimed that all true believers could venture into the Mist without fear and that it was their duty to begin cleansing the land. Strong in faith, he walked alone in the Blood Mist one night, singing and swinging a rusty censer. To the surprise of all, he survived. Many followed and many of them were slain, but some remained unharmed. So the Mist became the initiation rite for the Rust Brothers for the next two centuries.

The Rust Brothers soon learned that the Mist was not of uniform thickness. It could be dissolved and also take the dense form of vague physical shapes. In 1038 AS, the Ferrale Mag-nudo was able to summon what appeared to be a skinned human by offering a human sacrifice to the Mist. After that, the Order sacrificed

regularly to the creatures in the Mist, without really understanding what they were. Still, only Rust Brothers could venture into the Mist without losing their lives, but they also came to realize that elves and simple animals and children were immune. It became clear that the Mist did not smother the elven lands or reach below ground.

1160 AS

THE MIST LIFTS

The beautiful demon Merigall feeds off feelings and spectacle, and soon tired of the wet blanket the Blood Mist left over the Forbidden Lands. Merigall soon learned that the Mist consisted of demons that were usually gaseous but that solidified and took shape when they intended to eat their prey. Merigall slowly learned how to speak with the creatures and learned they were called bloodlings and that they read emotions. In their own world, the bloodlings attack and remove sick creatures or those who are unhappy in life. In the Forbidden Lands, the bloodlings interpreted humans' fear and unease due to being in a foreign place as a deathwish. Humans who were happy in their homes were left alone. Merigall understood that the Rust Brothers could walk in the Mist because they believed it was the breath of the goddess Heme, and so believed it was their own domain.

Once Merigall won the trust of the bloodlings, the bard began praising their homeworld with song and stories, full of sympathy for the loss of their homeland. With beautiful words infused with magic, the demon managed to plant a seed of homesickness in the bloodlings, so they began devouring each other. Such was their kill-





er instinct that they could not refrain from cannibalism. The mist slowly disappeared over the next few years as Merigall's songs spread through the land. As the mist disappeared, so did the influence of the Rust Brothers in the villages. Today, there are only a few stubborn bloodlings left in the Forbidden Lands, with no intention of ever going home, as well as a few fearful gas demons hiding from their stronger brethren.

1165 AS

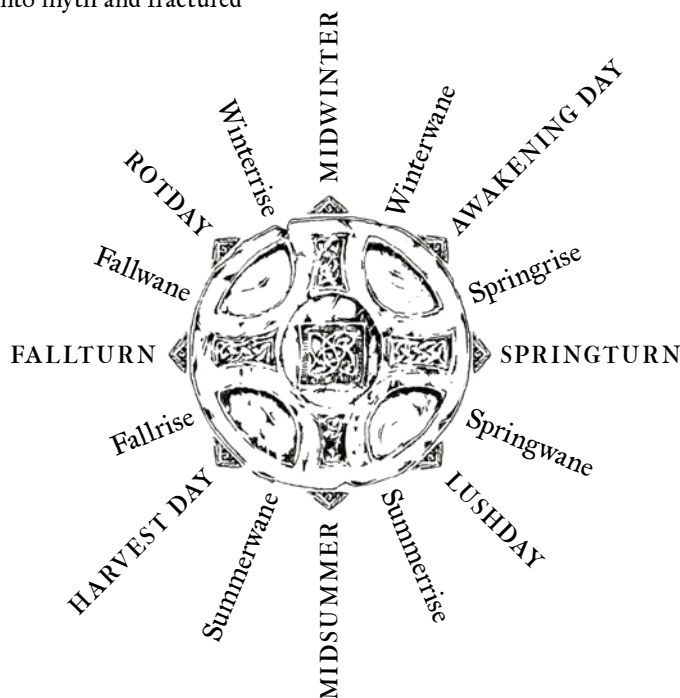
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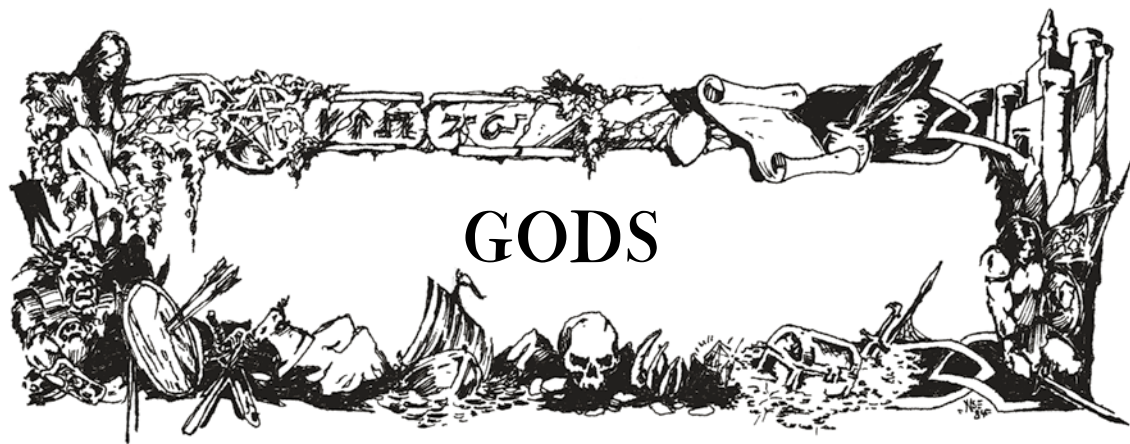
In the aftermath of war, demonic invasions and the curse of the Blood Mist, humans, dwarves, orcs and elves can finally once again roam free in the Forbidden Lands. Most of what was once known of Ravenland, however, has faded into myth and fractured memories.

THE CALENDAR

In the calendar used by the humans of the Forbidden Lands, the year is divided into eight phases, split up by eight festivals. The calendar does not follow the moon, but phases with two full moons are considered stronger and have a more significant impact on events of the year.

Every phase is 45 or 46 days long. During the Midwinter celebration, the most prominent servants of the gods decree when the different festivals will be celebrated during the year. Since the Forbidden Lands have several religions and the commandments about the festivals do not reach every part of the land, they are often celebrated on different days in different places.





GODS

The Rust Lord Kartorda strides nude among the hundreds of iron chains hanging from the ceiling of the pavillion. The links rattle as they dance and caress the high priest's pale flesh, staining him rust brown in preparation for the coming human sacrifice.



Religion is paramount to the humans of the Forbidden Lands, above all when it comes to separating friend from foe. Most of the Forbidden Lands' humans worship either the raven god or the snake god who according to myth, brought them to the land, but they name their god differently and are deeply hostile towards one another. Next to their supreme god, they also venerate lesser gods of the land, connected to nature and everyday life. Elves and dwarves believe themselves to be the chosen world builders of their gods, while religion matters little to other kin.

THE PROTECTOR GOD

Most humans agree that a god they know as the Protector led their ancestors to Ravenland

across the seas from their native, ruined homeland. According to legend, he flew before the ships in the form of a raven with a snake in his claws. But the consensus ends there. Adherents of at least three different viewpoints have squabbled since the Shift, when they haven't been persecuting and killing each other for heresy.



WYRM

According to the Congregation of the Serpent, the god allowed a raven to carry him during his journey. The raven is considered to be a holy, but not divine, bird while the snake was the god. They name him Wyrms and his





symbol is a twisted ouroboros – a snake biting its own tail. (You can see this symbol on the cover of this book.) The leader of the Congregation of the Serpent is called the Psychopomp. The Psychopomp in Alderland is called Vipera, and is an old man at this point in time. Since he is not available to those sworn to the Congregation of the Serpent in the Forbidden Lands, they have chosen their own leader, the Psychopomp Aspis. The church's leader has been based in the village of Farhaven since the city of Falender was burned to the ground during the wars. Aspis nurtures a dream of rebuilding Falender and the serpent temple there. The Congregation of the Serpent is very important culturally, because they keep a large library in Farhaven.



RAVEN

According to the Raven Church, it was, of course, the raven that was divine. The fertility snake he carried is the mother of snakes as well as the worms that prepared the ground for human presence. They call their god Raven, and have the bird itself as their holy symbol (as shown on the cover of the rulebook). The Congregation of the Serpent in Alderland believe those that worship Raven are heretics who should be pursued and killed, a viewpoint the Rust Brothers of Alderstone have inherited and sharpened even further. The Congregation of

the Serpent in the Forbidden Lands does not like the Raven worshippers either, but accept them as one of few constructive forces. However, the Raven church is respected by elves and Elvenspring, even if they do not share their moralizing view of the world. Raven worshippers are renowned healers and shapeshifters who can travel in animal form. They fight the Rust Brothers. The Raven church also honors the water goddess, Flow, since she is of great significance to life.

THE RAVEN SISTERS

The Ailanders brought the Raven Church to Ravenland seven hundred years ago, when the priestess Jamharda led them from Alderland to escape persecution. Jamharda was the leader of the Raven Sisters, a group of life-affirming witches who remain the core of the church in the Forbidden Lands. Since the Raven Sisters help with everything from harvesting and hunting to ailments, love and childbirth with their spells, rituals and potions, they are very popular in the villages. They roam the land, always on their guard, since there are informants everywhere, and the Rust Brothers pay anyone who captures a sister for them well.

TYPICAL RAVEN SISTER

STRENGTH 3, AGILITY 3, WITS 3, EMPATHY 3

SKILLS: Melee 2, Move 1, Marksmanship 2, Lore 3, Survival 1, Insight 2, Manipulation 1, Healing 2

TALENTS: Path of Healing 2, Path of Shifting Shapes 2, or Path of Sight 2

GEAR: Staff, dagger, D6 copper



GODS



REAPENTERS – “BLACKWINGS”

The Reapenters are a doomsday cult sprung from the Raven Church during the fourth Alder Wars, three hundred years ago. They worship the raven as a carrion eater, and call him Corax. The Reapenters believe the wrath of the god was awakened when the humans defied the ancient Shift and entered Ravenland. Corax will only be appeased once Ravenland is again free of humans. Since the Iron Lock seals the way to Alderland and people are unwilling to simply leave, the Reapenters believe they have a sacred duty to kill all humans, after which the last Reapenters will take their own lives.

These killers, dressed in black and adorned with feathers, have slaughtered whole villages under the command of their leader, Badalar the Butcher, but since their goal is an all-encompassing purge, they can insert themselves into groups of people to kill more tomorrow rather than just a few today. The Reapenters dismember their victims if possible, and enact rituals in which they hang the body parts in trees or on rocks where they can be eaten by the god’s carrion birds. War is the most holy act they know. They surround themselves with half-tame ravens and answer “Nevermore!” when their priests list all the sins and horrors committed by humans today. Some human-hating elves sympathize with the Reapenters, among them the notorious Father Geno, who has been preaching during their rituals since the beginning. Some claim Geno was present at the Shift and predicted the land would fall due to the humans; betrayal even then.

TYPICAL BLACKWING

STRENGTH 4, AGILITY 5, WITS 4, EMPATHY 3

SKILLS: Melee 4, Move 3, Stealth 4, Marksmanship 4, Lore 1, Survival 2, Insight 3, Manipulation 2

TALENTS: Path of the Killer 2, Executioner 2, Fast Footwork

GEAR: Broadsword or scimitar, dagger, light crossbow, vial of poison, studded leather armor, VALUABLE find



RUST AND HEME

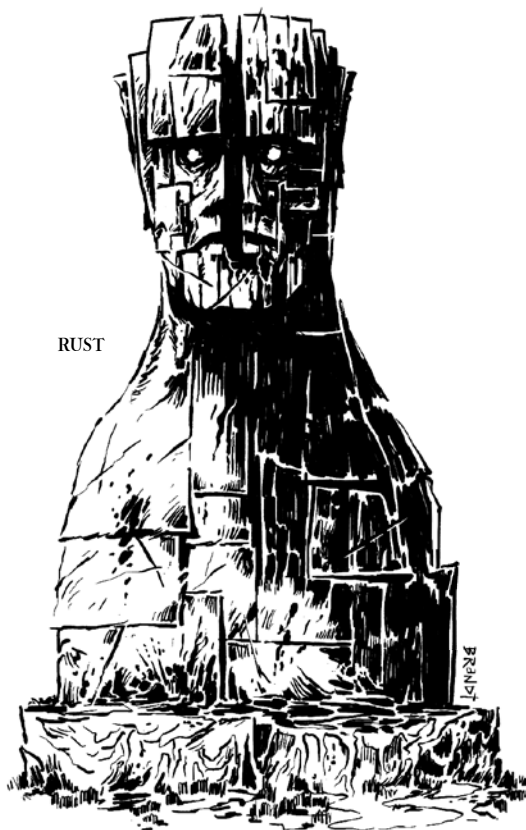
According to the Rust Brothers, the raven that led humankind to Ravenland was made of iron and the snake of wood – gifts to humankind so they could make tools and weapons and thus dominate their world. It is the materials, rather than the animals, that are divine. Humankind must, like iron, be worked and purified and tempered in order to reach their conviction, while the uninitiated are pieces of raw iron ore and the heretics the slag that must be removed. Iron is power and might, while wood is life and disease.

The Rust Brothers call the Protector god Rust and his wife Heme. They worship rusty idols and crude wooden figurines that represent the gods. The figurines are roughly hewn and cannot be too detailed because that would be an insult to the perfect form of the gods. The Brothers spread their word

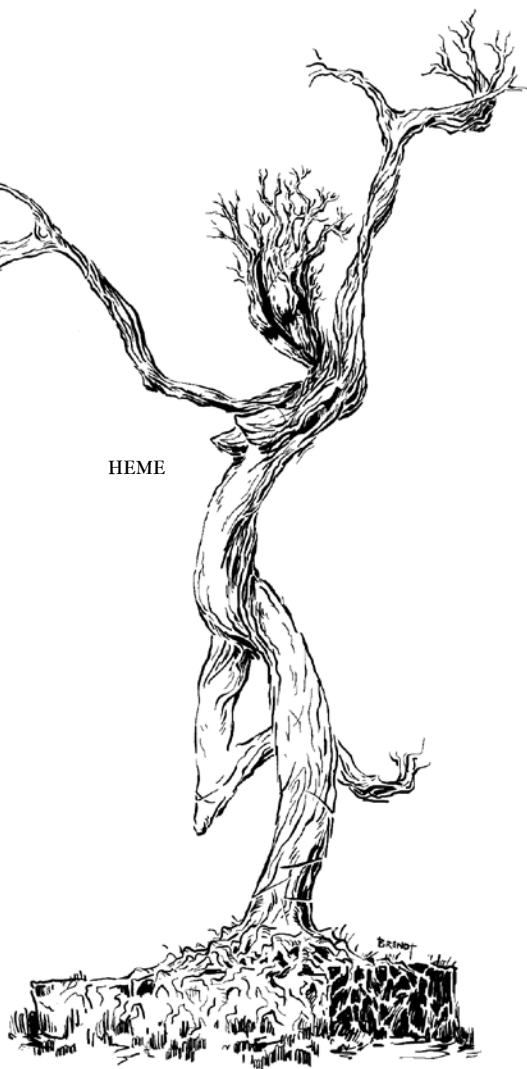




throughout the villages and help the faithful, while those who doubt are converted by force. The church leads the restless dead away from the villages to shape them into servants or soldiers. If the gods are to protect mankind, they preach that the gods Rust and Heme must be appeased with tribute in the form of food, silver and human sacrifice. It is a known fact that villages which do not pay tribute to the church suffer misgrowth and other misfortunes.



HEME



The Rust Lord Kartorda is the current leader of the Rust Brothers. The high priests of the church are often Misgrown, twisted by Zytera's demonic magic. Sometimes they wear masks to conceal especially horrifying



attributes, but often these deformities are displayed openly. Many have additional body parts from some other entity since melding is part of their ordination: an extra eye, an extra limb, more fingers. They drape themselves in yellow, red and rust brown cloth that is adorned with rusty iron. Rusty iron is believed to be much more effective against troublesome demons. Often, the Rust Brothers swing rusty metal chains with balls filled with burning coals. They use them both as weapons and as tools in their rituals.

The knightly order known as the Iron Guard is the armed branch of the church, and they answer directly to the Rust Lord Kartorda. The knights often ride animals fused with demonic creatures. They fight against orcs and other enemies, but also perform punitive actions against villages that have displeased the Rust Brothers.

The Rust Brothers despise but tolerate the Congregation of the Serpent, while Raven worshippers are actively persecuted, tormented and executed.

The Sisters of Heme are the female counterpart of the Rust Brothers, but they are less visible at the temples since the church is patriarchal.

TYPICAL RUST BROTHER

STRENGTH 3, AGILITY 3, WITS 3, EMPATHY 3

SKILLS: Melee 2, Move 1, Marksmanship 2, Lore 3, Survival 1, Insight 2, Manipulation 1, Healing 2

TALENTS: Path of Blood 2 or Path of Death 2

GEAR: Staff, dagger, D6 copper

TYPICAL IRON GUARD

STRENGTH 5, AGILITY 4, WITS 3, EMPATHY 2

SKILLS: Might 2, Endurance 2, Melee 4, Move 2, Marksmanship 3

TALENTS: Path of the Blade 2 or Path of the Enemy 2, Threatening, Cold Blooded

GEAR: Longsword or flail, heavy crossbow, chainmail or plate armor, great helm, large shield, combat trained horse, one VALUABLE find

TYPICAL HEME SISTER

STRENGTH 3, AGILITY 3, WITS 3, EMPATHY 3

SKILLS: Lore 2, Insight 2, Healing 2

TALENTS: Path of Blood 2 or Path of Death 2

GEAR: Staff or dagger, one SIMPLE find



HUGE

Huge is the forge god of the dwarves. He has given them the task of expanding the world. The dwarves believe that the sun is the fire in Huge's forge. They call it Huge's Hearth, and their goal is to reach it by expanding the Earth until they do. All the clans want to reach it first so as to secure the best seats at Huge's table before the even greater task of reaching the Outer Forges (the stars) is set for them, about which he will tell them once they reach him.

The dwarves believe in reincarnation,





but the god can choose to reshape them for their next existence. They believe in a parallel spirit world where their souls rest and are trained by Huge for their next work shift in the world. Skill, knowledge and duty are the traits that impress the god rather than living a moral life.



CLAY

Clay is the god who shaped the world at the Protector's behest. Clay is a sexless deity, a powerful craftsperson, who holds dominion over crafts, life and the magic of creation. The druids among the Elvenspring worship Clay, as do many elves. They see the god more as a master teacher than their lord.

Clay and soil are divine substances to the followers of Clay and they often create objects of clay to use in rituals.

THE SHARDMAIDEN


The Shardmaiden was Clay's prophet, a female elf who lived during the Shift. According to legend, she fell in love with an Elvenspring called Morander. Together they created the Order of Maidens to stand watch over nature. When Morander died, the Shardmaiden chose to shatter the ruby in her chest so that each Maiden could carry a shard and through it gain knowledge and magic powers. The grand temple of the Order is on the island of Maid-

enholm and is visited by both elves and Elvenspring. Members of other kin are generally not allowed on the island.



WAIL

Wail is the air goddess that the Raven sisters believe is the wife of the Protector god, Ra-



THE MAHA LANGUAGE

The druids use the Maha language for their magic rituals. It is a written language consisting of pictograms without any spoken component. Maha is not used to communicate, but to formulate statements. These statements either say something about reality or create what they state through magic rituals. At the druid temples, Maha is used in more everyday contexts such as education. The signs are often carved into clay tablets that are fired and then combined to form magic statements.



ven. She carries the bird god and all other birds through the sky. Wail is also the goddess of weather and is honored in this capacity by all elves, Elvenspring and the humans in the villages.



FLOW

The water goddess, Flow, is worshipped by elves, Elvenspring, and villagers. During the ceremony known as “Flow’s Delight,” she is invoked in a well or bucket of water, which overflows with water once the invocation is successful. The water is allowed to flow out and is believed to cleanse the house or village from disease and vermin. People rinse themselves off with it and collect it in containers where it keeps its purifying and healing power for a few weeks.



THE NIGHTWALKER

The Nightwalker is considered the oldest of all the gods, the untameable force of nature that shatters harmony and the ordinary. Nor-

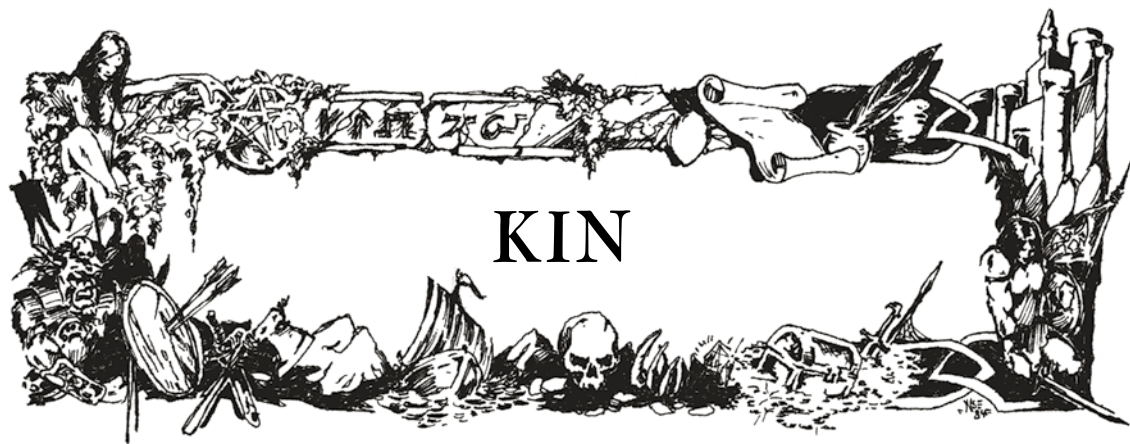
mal people do not worship him but may seek to appease him to avoid bad luck and disaster, sometimes by blood sacrifice. The Nightwalker is the protector of the night, mysteries, and untamed magic. He sees through any veil. The moon is his eye and wisps of smoke are his spies, as are the vague and ethereal fragments of fog that rise from the ground when the weather is cold and damp.



HORN

The Aslene that made their way to Ravenland worship Horn, the fire god of their homeland, embodied by the volcano of the same name in Aslene. The volcano Horn can spread his murderous rage with fire, but his falling ashes are so fertile that they awaken golden ages of good harvests once the storm has passed.

The riders of Aslene believe that the ancient horses of their ancestral plains sprung from the volcano, manes aflame, and that the mountain will make the land flourish again after the ravages of the demonic flood. They believe all fire comes from Horn and often light huge fires at festivals and celebrations so the god can be present. Lately, a nameless prophet has claimed that Zertorme at Amber’s Peak is the chosen saviour of Horn, which has made many Quards go on a pilgrimage there.



KIN

Emperor Hroka the First and the Greatest steps out from his night camp and turns his glowing eyes to his waiting subjects. Most of them moan, heads heavy from last night's drinking, suspecting the morning speech will be a long one.

"I've had a dream!" the emperor proclaims. "This is the Age of Orcs! The age where we show the world that our kind can also build a proud nation!"



According to myth, humankind arrived as intruders from across the ocean 1,200 years ago and immediately became rivals to the native elves, dwarves, and orcs. Soon, the land was divided through the Raven god's initiative, but tensions continued to mount. Since then, new conflicts have arisen but hardly any new friendships. Those that were born with blood from two kin have not done anything to improve the relations between kin but rather, have complicated matters further. Halflings, Saurians and other smaller groups have tried to stay out of these conflicts, which sometimes spill outside the boundaries of one kin against another. More or less hostile groups with different goals can be found amongst all kin. Some of them seek peaceful coexistence, while others want to eradicate everyone apart from their own kin.

HUMANS

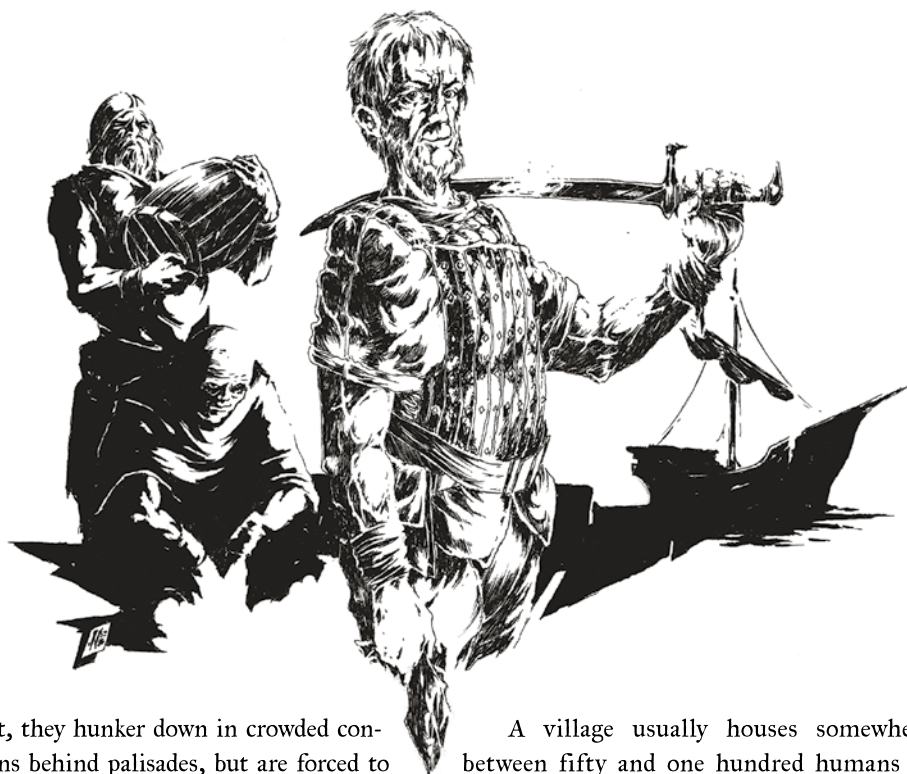
"You ask about our view of humans in Ravenland, my lady?"

"So hear my answer: your place is not here, everyone hates you and you do not even like each other."

ETARIK HAMMERHAND, ambassador from the Merromannians to Alderstone, 833 AS

The villagers of the Forbidden Lands are a motley mix of splinter communities: native Ailanders led by the Raven Sisters, riders from Aslene who came to Ravenland before Shadowgate Pass was blocked, Alderlanders who remain behind the wall, stern Rust Brothers, a few half-elves with limited knowledge of magic, and mixtures of these groups. During the





night, they hunker down in crowded conditions behind palisades, but are forced to go out during the day to scrounge for food and other necessities. Their life is a hard one, though not impossibly so, and there is often a strong sense of solidarity among neighboring villages. Most of these settlers are schooled in some sort of farming or craftsmanship, but also in the arts of combat, as there are plenty of threats. Villagers generally welcome newcomers, but always with some degree of suspicion. New blood and new knowledge is always welcome, as is news from distant lands – everyone is curious about the outside world now that the Blood Mist has lifted from the land. The older villagers are raised to work hard and live a simple life, but many younger ones nurture secret dreams of discovering the new world beyond the blueing crests of the hills.

A village usually houses somewhere between fifty and one hundred humans of able age, not counting children and the elderly. Providing for more is hard, but there are villages with several hundred inhabitants in more fertile locations. Killing people who can no longer contribute due to age or frailty is not uncommon. It is viewed as unavoidable but sad and is usually accepted by the victims as a better alternative than being forced to venture out from the village on their own.

VILLAGES: All villages are hemmed in by walls or palisades where they do not have water, a cliff, or a mountainside as natural protection. The eastern villages usually have a crystal from the Shardmaiden's temple as a talisman against evil, while the villages in the west instead put their faith in the Rust Brothers and



Zytera. Some settlements are secretly guarded by the remaining Raven Sisters. There is always some form of humble temple in the center of the village with someone ordained as a priest who also travails in another role. Apart from the Shardmaiden, Rust and Heme, the villagers also venerate the old gods from Alderland and Aslene, such as Wyrn, Wail, Flow and Clay. The traditional Congregation of the Serpent can be found everywhere, but often keeps its head down so as to not challenge the newer faiths.

The villages are surrounded by farmland, guarded by watchtowers with horns to sound the alarm. The settlement's burial ground is separate from the village itself and is usually encircled by a wall, since it is not unusual for the dead to stay behind without finding any sort of rest. These restless dead are rarely aggressive. Instead, they are confused and sorrowful. They try to piece their fragmented memories together and seek to understand what has happened to them. Humans from the village often go to the burial ground to soothe the restless dead with music and simple conversation, speaking to them as if to a child. It is considered wise to treat the dead with respect until they find peace, but it is also wise to keep your distance and firmly dissuade them if they want to come back to the village. The dead can become distraught or aggressive if you show them their mirror image, but at the same time, they are attracted to all things shiny. Dead that wander off on their own are called walkers, while the aggressive undead are called ghouls (see page 122).

The Rust Brothers often remove restless dead to turn them into servants or worse.

It is rumoured the Rust Brothers agitate humans on purpose and then kill them to create ghouls and other aggressive undead to use them as soldiers or sleepless guardians. The Rust Brothers are said to know ways to turn ghouls into Death Knights and other horrors so as to make them more dangerous.

ALDERLANDERS

Alderland is inaccessible, hidden behind the Iron Lock to the south. That's the origin of the Alderlanders, even though most of them have been born in the Forbidden Lands and have never seen Alderland. Newcomers from Alderland sometimes appear north of the wall: criminals, banished and, in a few cases, missionaries and other people who have left of their own free will. These newcomers are received with open arms since they often carry news from the homeland, and perhaps can sing some of the old sad songs. There is a melancholy among Alderlanders as they reminisce about what has been lost, or a defiance and will to forget what has been, so that they may build something new.

Alderlanders make up the majority of the villagers in the northern lands. Some remained after the Alder Wars, some deserted and some made their way east to Margelda. A few are Frailer sorcerers, half-elves seldom looked kindly upon by the Elvenspring, their blood relatives in the Forbidden Lands. Others have joined bands of marauders that ravaged Margelda during Zygofer's glory days and now eke out a living raiding or as militia for the villages.

The heraldry of Alderland takes the appearance of swords and branches from the





CANIDE DWARVES

ELVES

ELVES

ENTS

CANIDE DWARVES

MEROMANNIAN DWARVES

Feulenmark

Lake Varda

SAURIANS

URHUR ORCS

OGRES

Harmsmoor

URHUR ORCS

ROKA ORCS

Arina Forest

ISIR ORCS

ALDERLANDERS

ISIR ORCS

Groveland Wo

ALDERLANDERS

Harga

DEMONS

MISGROWN

WOLFKIN

Begrاند

The Iron Lock

Shadowgate Pass



STILLELVES

ELVES

Dankwood

CROMBE DWARVES

ELVENSPRING

Far Vivend

Maidenholm

Anger Bay

Vivend

SAURIANS

ELVENSPRING

AILANDERS

Moldena

Margelda

AILANDERS

QUARD ASLENES

Backwater Bay

MEROMANNIAN DWARVES

Yendra

ALDERLANDERS

GALDANE ASLENES

The Shroud

GOBLINS

GOBLINS

WOLFKIN

HALFLINGS

Belifar

Fangwoods



alder tree. Alderlanders honor the alder tree as sacred and decorate themselves with branches from the tree during celebrations and festivals.

AILANDERS: The Ailanders were the first group of humans who found their way north to Ravenland from Alderland. They fled religious persecution seven hundred years ago. The Ailanders worship the Protector under the name Raven and were led during their exodus by the priesthood of the Raven Sisters. Many Alderlanders believe Ailanders in general and Raven Sisters in particular are heretics and traitors since the Rust Brothers claim the raven worshippers, backed by the elves and dwarves, tried to take control of Ravenland using trickery. The Ailanders keep a low profile and often want to live simple lives in peace with others. They have the same appearance as Alderlanders, but deviate when it comes to equality, striving for peace and living in accordance with the will of the gods. Many of them have fled east to the coastal plains of the Forbidden Lands, but rumors speak of the hidden village of Koracia, supposedly housing a shrine honoring the Raven god.

There is a murderous sect of fanatics among the Ailanders called the Reapenters. The sect blames the misery of the world on the treachery of humankind. When the Alderlanders defied the Shift and pushed across the the Divide into Ravenland, they incurred the wrath of the Raven God. The Reapenters say the curse will end only when the last human, dead or alive, has left the Forbidden Lands. And that it is their duty to kill anyone who does not understand this.

TYPICAL AILANDER

STRENGTH 3,AGILITY 3,WITS 3,EMPATHY 3

SKILLS: Melee 2, Move 2, Marksmanship 2, Healing 1

TALENTS: —

GEAR: Shortsword, short bow

FRAILERS: Half-elves of Alderland heritage are called Frailers. They are the descendants of the elven hostages among the humans in Alderland after the Shift. Alderland spellbinders often have Frailer blood in their veins. They are long-lived, typically with a slender body and a tendency towards pointed ears. Unlike the Elvenspring, who are half-elves born of the hostages in Ravenland, they have no concept of duty or living according to the needs of nature. Both groups are driven by the same impatience and ambition, but among the Frailers it manifests as a greedy search for power and knowledge. Zygofer is of Frailer blood, as are many of his closest supporters.

TYPICAL FRAILER

STRENGTH 2,AGILITY 3,WITS 4,EMPATHY 4

SKILLS: Lore 2, Insight 2, Manipulation 2

TALENTS: —

GEAR: Dagger, quill and ink

THE SILENT: The guardians standing watch on the Iron Lock are called The Silent. They are believed to be deaf mutes, as they do not speak to anyone in the Forbidden Lands and do not seem to even listen when spoken to. If



someone comes too close to their walls, they give warning by banging on metal cylinders and then shoot. The open ground below the wall is littered with the skeletons of those who have heard the warnings of The Silent but ignored them.

TYPICAL SILENT GUARD

STRENGTH 4, AGILITY 3, WITS 3, EMPATHY 2

SKILLS: Might 2, Melee 3, Insight 4

TALENTS: —

GEAR: Short spear, large shield, chainmail, great helm, heavy crossbow

OTHER ALDERLANDERS: Humans descended from Alderlands who are neither Ailanders or Frailers are simply called Alderlanders. They are a varied group with different loyalties and temperaments.

TYPICAL ALDERLANDER

STRENGTH 3, AGILITY 3, WITS 3, EMPATHY 3

SKILLS: Melee 2, Move 1, Insight 2

TALENTS: —

GEAR: Shortsword, short bow

ASLENES

The Aslenes have a more colorful physical appearance than the Alderlanders. They have various skin tones, always with a healthy luster. Their hair is always vibrant, regardless of color. Usually Aslenes braid their hair, with both men and women having artful hair styles. Their clothes are equally colorful, consisting of earth tones decorated with fields and pat-

terns of various colors. They prefer gold and bronze jewelry to silver. The Aslenes are shorter but stouter than Alderlanders, who believe that the riders lack both beauty and culture.

TYPICAL ASLENE

STRENGTH 3, AGILITY 4, WITS 3, EMPATHY 2

SKILLS: Melee 2, Marksmanship 2, Move 2, Animal Handling 2

TALENTS: Horseback Fighter

GEAR: Short spear, short bow, leather armor, riding horse

QUARDS: The Quards are a rider clan from Aslene. They made contact with the Ailanders of Ravenland through Shadowgate Pass some six





hundred years ago and chose to emigrate from the harsh clan wars that threatened to wipe them out. The clans of Aslene are wise in the ways of war and more ambitious than the Ailanders, and adhere to strict hierarchies. They soon rose to positions of power, built fortresses and pushed further into Ravenland, against the will of the elves and dwarves. In time, they had mated and mixed their blood with that of the Ailanders, so that all sorts of variations existed among the two cultures. Like all Aslene, the Quards strongly believe in honor and loyalty among friends. They are no longer a nomadic people, but their former lifestyle has given them an air of mystery and long years of living in the wild is part of their upbringing since the Blood Mist lifted. Skill in the saddle and with a blade are held as the highest expressions of their cultural heritage. The Aslene worship the fire god, Horn, whose physical manifestation is a volcano in their homeland. Lately, many Quards have flocked to the banner of the sorcerer Zertorme, since a prophet has identified him as Horn's chosen savior.

GALDANES: The parts of Aslene that lie to the west of the Forbidden Lands were ravaged in 875 AS by demonic hordes sent by Zygofer. The Galdane clan fled this catastrophe and pushed into Ravenland where the few hundred that survived ended up in Margelda, where Zertome gave them land and let them stay in exchange for their promise to defend the land.

These newcomers find it hard to assimilate to their new surroundings. They are nomadic and despise farmers for using fences and walls to divide the land the Galdanes believe should belong to everyone. The Galdanes were the enemies of the Quards while

the clans were still in Aslene, and their enmity lives on in songs and stories even if they are forced to put their conflicts aside now.

The Galdanes also do not trust Alderlanders, who are their traditional blood enemies after many wars. Above all, they hate Zygofer and anything that looks demonic, including wolfkin. They dream of vengeance and about one day being able to return to the Ashen Vale to rebuild their homeland. They tend to drink too much and to go back and forth between wanting to fight for their honor and weeping and singing sad songs about their fate. Their appearance is more similar to that of the original Aslene than to the Quards, since the latter have mixed their blood with that of the Alderlanders for centuries.

ELVENSPRING

The Elvenspring are half-elves, descendants of the hostages the humans left with the elves in Ravenland during the Shift. They have learned the nature magic of the elves and, as initiated druids in the Golden Bough, they handle many of their traditional chores to help nurture nature. The Elvenspring are few in number, but live three times longer than humans. Many druids have taken it upon themselves to fight Zytera and the Rust Brothers in the name of the Shardmaiden. Elvenspring often feel contempt towards normal humans and find their smell unnerving, but at the same time, they feel a responsibility for their miserable half-relatives that have been trapped in the land since the wall went up. Their view is that nature must run its course, for good and bad, according to the will of the gods.





These half-elves are restless and ambitious, something the elves believe stems from their mortality. They are driven by a personal code of honor, are stoic in nature and want to show themselves as superior to the full-blooded humans they often view as primitive and embarrassing precursors to their own existence without greater purpose. Humans, on the other hand, often see the Elvenspring as arrogant. Elvenspring are taller and thinner than humans and retain their youthful appearance even into old age. They despise the Frailers of Alderland, believing them to be morally corrupt despite both kin being half-elves and similar in many ways. Elvenspring claim they can instantly identify a Frailer from their choice of words and posture.

The Elvenspring worship the creator god, Clay, and the Shardmaiden, who they believe

is the chosen prophet of the god and their original teacher. They also venerate the old gods of the land and the Raven god of the Raven Sisters. Earth and clay are holy substances to them. They often use clay figurines and clay tablets with Maha symbols (see page 41) for magic rituals and contemplation.

THE ORDER OF MAIDENS: The Order of Maidens is a group of druids sworn to fight the demonic evils of the Forbidden Lands. They carry an emerald shard from the Shardmaiden fused into their foreheads, which helps them focus power from their Mother. The Maidens tend to use more offensive spells than other druids, and are even more suspicious of Alderlanders.

TYPICAL MAIDEN DRUID

STRENGTH 2, AGILITY 3, WITS 4, EMPATHY 3

SKILLS: Melee 2, Marksmanship 2, Lore 2, Manipulation 2, Move 1

TALENTS: Path of Shifting Shapes 2

GEAR: Short bow, dagger, leather armor

MISGROWN

Misgrown are humans who have been seduced and twisted by Zytera, and thus assumed demonic attributes. They are feared and hated by the other inhabitants of the land. The Misgrown can be found in their greatest numbers around the city of Alderstone, but they can also raid or hunt, in which they are led by the Wardens of the Rust Lord. Many Rust Brothers are Misgrown.





ELVES

“What is the human to the elf? A laughing stock or a painful embarrassment?”

Perfection has a single form, while the laughable has many.”

– GENO THE HECKLER –

Elves live for a very long time, unlike the other inhabitants of the Forbidden Lands. Over time, many elves lose interest in the world unless they find some goal in life that pushes them on. Their society has no formal power structure. Age, skill and experience grants a level of status that is accepted by most elves. Other kin rarely understand the society of the elves, and so divide them into Stillelves and The Unruly, based on their behavior. The elves, in turn, have a hard time understanding the motivations and lives of the other kin, likening them to soft berries that rot when au-

tumn approaches, while the elves themselves are lasting stone fruit. Their flesh is renewed by the rubies in their chests, from which the individual can be recreated even if their bodies are completely destroyed.

Blood relation does not matter to the elves and they have no hierarchies beyond respect for age and knowledge. They are not religious and do not worship the gods, but they do not deny their existence, instead viewing them as honorable teachers.

ELVEN RUBIES: The dwarves claim that the first elven rubies were forged by the god Huge, but the elves themselves say the rubies fell like seeds from the wandering red star of the skies, to guide the confused life of the world towards a higher purpose. And so, the elves take responsibility for nature’s cause, even if they have turned over most of the practicalities to the Elvenspring of late.

The bodies of elves continuously renew themselves, purifying and removing scars and imperfections. Therefore, elves are always beautiful, young and healthy. Over time, they learn how to control their appearance. They can choose their shape and physical colors and completely change their appearance in a few months’ time. If their flesh is destroyed but the ruby remains, the elf can be recreated from this spore by the old masters in the Stillmist – the mysterious place beyond the world that no one can find on their own. If the rubies are cut from their flesh, the elves’ bodies shrivel up to husks within a few hours. If the ruby is shattered, the elf is lost for all time. Young elves start their lives with a shard of ruby that grows





like a pearl in an oyster, becoming more and more valuable.

Elven rubies are coveted for many reasons. Rich humans in the Forbidden Lands and other places find it extremely thrilling to carry a living being as a piece of jewelry. Zytera breaks elven rubies into shards to use them in his experimental creatures, which kills the elf and uses its life energy to power demonic abominations. The Rust Brothers sacrifice rubies to their gods by breaking them with hammers on their anvil-like altars.

STILLELVES

When elves have been alive for a long time and believe they have seen all the world has to offer, they might lose interest. Some of them claim that only the now exists, while others believe time is cyclical, when it comes to days, years, and even ages. Some become melancholic while others simply continue being. They may spend years lying under an oak tree to observe the changing seasons of the year or the slow withering of a rock, or they may develop eccentric obsessions, or spend their time on slow, esoteric art projects. Some choose to fuse their ruby with an oak or ash tree and grow into an ent, to walk the forests as a living shepherd of trees. Yet others completely leave their body and have their ruby mounted in temples where they spend their time exchanging ideas and thoughts with those who have made a similar choice. There are rumors of paths of wisdom through the Stillmist which younger elves seek for wisdom and counsel. It is not uncommon for the elf in a ruby to appear in the dreams of whoever wears it.



Elves live long lives, but this doesn't mean they remember everything, and they are rarely interested in any kind of cohesive description of history. Some of them might remember a smell or a song from two thousand years ago, but nothing else in particular. See this as a resource in the game, where elves can be used as memory banks to the extent the adventurers need them, but at the same time don't need to reveal too much.

The recreation of an elf's body supposedly takes place in the biggest temple in the Stillmist, Rosenstaad. The few ancient elves who



feel completely done with the world can choose to shatter their ruby ritually, allowing each shard to create a new elf while their own energy returns to the Red Wanderer in the sky, so they may tell him how they have spent their time in the physical world. It is believed that elves do not procreate pure-blood elves in any other way, even if they mix their blood out of curiosity with humans they have learned to love. Love for them is a long and natural process, a growing union of souls and bodies. They view the eager procreation without romantic courting of the other kin with disdain.

The wise female elf Blaudewedd of the First is said to have stayed in the world to guide less experienced elves from her dwelling in the Stillmist, even though she is done living.

Elves with the quiet disposition of the Stillelves did not resist when the humans invaded Ravenland. They are not interested in the passage of time. Why act at all, and risk your eternal existence, when everything but themselves and the land will still disappear in a few hundred years? They sent their orc servants to aid the dwarves and then withdrew from the world. The orcs have not forgiven this betrayal.

TYPICAL STILLELF

STRENGTH 3, AGILITY 3, WITS 5, EMPATHY 2

SKILLS: Melee 2, Crafting 4, Lore 5, Insight 4

TALENTS: Path of Shifting Shapes 2

GEAR: Wooden staff

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Ents are elves who have tired of the fast and fleeting life as a being of flesh. They have

merged their ruby with a slender oak or ash tree, which has then grown around the jewel, creating a new body for them. Ents are revered by the elves and Elvenspring. They are sought out for advice and gifts are left for them in the glades. The ents are the shepherds and protectors of the great forests. Ents that have become aggressive for some reason are very dangerous adversaries.

THE UNRULY

Less patient elves still want to leave an impression on the world. Hopefully, it is from this group the players create their characters. Some are good-humored and curious, others are filled with a lust for revenge, focusing on experiencing the world or defending the living. Even if the Unruly respect the elders of their kin and the Stillelves, they often carry hatred or even secret disdain for their torpid and inactive relatives. They furiously resist their kin's inclination towards lethargy, and want to fight, avenge, conquer and experience – they believe they have an obligation to commit great deeds during their long lives. This duality births a rage they gladly subject the rest of the world to. The Stillelves lovingly tolerate this rage, saying that all elves tend to go through a few centuries as Unruly while they are young. Wisdom comes with age.

TYPICAL UNRULY ELF

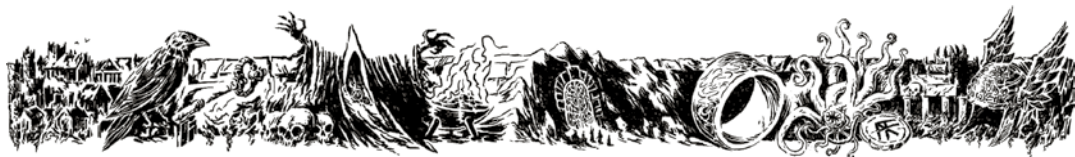
STRENGTH 3, AGILITY 4, WITS 3, EMPATHY 2

SKILLS: Melee 2, Endurance 2, Stealth 3, Marksmanship 2, Scouting 2, Survival 2

TALENTS: —

GEAR: Longbow, short spear, knife





THE GOLDEN BOUGH

Elves who feel like they still have a responsibility for nature and the circle of life lead the Golden Bough, the largest order of druids in the Forbidden Lands. Many older elves in the order are skilled spellbinders, focusing on magic and harnessing the forces of nature and life. However, most of the members of the order are Elvenspring – half-elves who have adopted elvish customs and culture. The domain of the Golden Bough is Dankwood and Vivend, where they live in hidden elven dwellings. They feel a special responsibility for the Stillelves that have become ents, and revere them with gifts and songs. They spend their days destroying things inimical to nature and helping life continue as it was intended. They do not coddle nature, accepting its cruel whims as well.

Dwarves like singing satirical songs about their allies, in which “the Golden Bough” means something completely different.

TYPICAL GOLDEN BOUGH DRUID

STRENGTH 3, AGILITY 3, WITS 4, EMPATHY 3

SKILLS: Melee 2, Scouting 2, Lore 3, Marksmanship 2, Survival 3, Animal Handling 3

TALENTS: Path of Healing 2

GEAR: Throwing spear, falcion, leather armor

ory, and experience the world as new over and over. Their name comes from their custom of adorning their bodies with organic patterns. These patterns are neither cut nor painted. Instead, they are created by the elf by rearranging the darker sap of their bodies into patterns on their skin. This artform was discovered by the legendary Veliman the Painter long before humans arrived in Ravenland. The ancient Melder is said to be roaming the land still.

Melders are very hard to discover, unless they choose to reveal themselves. This is partly because their skin patterns function as a sort of camouflage when the Melder is in areas with vegetation, but also because they often know magic that allow them to hide themselves. If you come across a Melder, they are usually kind, generous and curious about everything and everybody. They especially love talking in great detail about their special interests, which can get tiresome rather quickly. After all, they have no great rush in explaining things given they are immortal.

TYPICAL MELDER

STRENGTH 3, AGILITY 4, WITS 4, EMPATHY 3

SKILLS: Melee 2, Crafting 4, Stealth 5, Lore 4, Survival 3

TALENTS: Path of Sight 2

GEAR: Knife

MELDERS

Some active elves travel through the Forbidden Lands in the role of scientists and artists, perhaps to find the perfect pine cone, spread flowers to create landscapes of art, or to catalogue and memorize all species of beetle in the land. Some have been blessed with a bad mem-

WATCHERS: Among the Melders, there is a special group called the Watchers. Their name derives from the fact that they have taken it upon themselves to roam the world to gather impressions and curios that they carry back to the Stillelves in the Stillmist to amuse them and tell them about the world. The Watchers





are more interested in meeting other kin, and usually come across as travelling minstrels.

REDRUNNERS

Elven warriors who have chosen to stay in the Forbidden Lands and defend life with weapon in hand are called Redrunners. They are mobile, smaller groups of archers and swordsmen who hunt evil or stop incursions all across the Forbidden Lands. The Redrunner was originally the name the elves gave the red star that wanders across the sky, a star that according to legend gave birth to the elves. Redrunners often carry flowers, dried starfish, or jewelry in the shape of red stars.

Redrunners are usually angry and ashamed of having lost their land to humans, and as such are often short-tempered. They also seek vengeance on the orcs who betrayed the defense of the land. It is incomprehensible to the Redrunners that the orcs are angry for the same reason, since they see orcs as creatures made to serve and obey without a will of their own. Zytera's undead and demonic creatures are viewed with a particularly deep hatred, as are the Rust Brothers.

There is an arrogant disdain among the Redrunners for stoneless kin, who they see as not possessing the same substance as elves. Dwarves are accepted as allies since they have their part to play in creating the world, but they are seen more as intelligent animals ruled by their ambitions rather than equal in standing to the elves. Redrunners also respect Elvenspring and feel a deep melancholy about how these tragic yet loyal half-kin will soon die and leave them. Sometimes the Redrunners initiate romantic relationships and beget offspring simply to experience

the bittersweet feeling of watching loved ones fade away. They often write songs about this loss.

Militant elves see elven culture as superior to the half-measures of other kin – a position so self-explanatory they don't even feel the need to motivate or explain it. Songs that have taken less than two hundred years to compose are not worth listening to. This attitude is regarded as snobbish by other kin, which it is. Redrunners usually cultivate an air of aristocratic condescension towards other kin.

Redrunners hunt and retrieve elven rubies that have been lost. They work as an intelligence gathering organisation for the elves, with spies among other kin as well as animals, and take the most dangerous and difficult missions.

TYPICAL REDRUNNER

STRENGTH 4, AGILITY 5, WITS 3, EMPATHY 3

SKILLS: Endurance 3, Melee 4, Stealth 2, Move 3, Marksmanship 4, Insight 3, Survival 2

TALENTS: Path of the Enemy 2

GEAR: Longbow, broadsword, dagger, leather armor



DWARVES

The dwarves claim they were created by the god Huge to fill the void of space with matter. They claim that since the age of myth, they have built and expanded the bones of the world, a sphere so large you can barely see it curving at the horizon. The sun and stars are hearths in faraway forges the god has placed to entice the builders until they can use them when they have





built their way there. The dwarves believe in reincarnation as tools of Huge, if not in the same shape as they were before. Just like the dwarves themselves use the parts of broken tools to forge new ones, they believe the god grants his battered servants new life in a more able-bodied shape, in this or some higher world.

Dwarves can forge stone seemingly out of nothing in enormous underground workshops, stone that is carried to the surface to expand the world. There are massive ruins across the Forbidden Lands, seemingly useless constructions the dwarves claim are the foundation for the next layer of the world. In this worldview, the elves take care of the growing adornments on the surface. The dwarves view the world between the void of space and the sturdy bones of the ground as a zone of unchecked growth. Hence, the elves are not enemies but still strange, naive and lazy, yet they are essential to the god's plan. The dwarves believe themselves relatives of granite and malleable limestone, while the god Huge created the elves from the rubies from which their flesh has grown. That is why the elves are beautiful, vain and dreamers, but little use when it comes to hard labor or constructions on a larger or grander scale. Legends often tell of how their cunning forefathers tricked elves into performing useful feats such as raising trees from lesser herbs to support layers of earth with their roots or be shaped into pillars or scaffolding. The dwarves have the ability to shape old, dead but sturdy trees into stone pillars, an art which is not appreciated by the elves. Mining for rare minerals is considered paramount, and dwarves cultivate troll excrement to extract rare minerals.



Dwarves distrust open spaces and are rarely comfortable without a roof over their heads. They are often pale, and find sunlight hard on both eyes and skin. Some have been trained to move around in the Upperworld where planning and preparatory work are necessary. The Upperworld must also be supervised and often defended, especially from humans during the past few centuries. Dwarves sometimes view the humans as a test from the god Huge, sent to harden the dwarves just like iron is hardened under the hammer on the anvil.

THE DWARVEN CLANS

The clans of the dwarves constantly vie for position as the most able, sometimes with open conflict and coups as result. Their squabbling is



usually about how to perform their great work and where they will be seated at the god's table in the next world and the next. Dwarves are very practical, and enjoy the good things in life in the best possible world – the one they have built themselves. They are quarrelsome and strive to show off their abilities, since they live in a meritocracy where competence equals status.

BELDERRANIANS – THE CLAN OF THE SONS

Belderand is the first homeland of the dwarves, ruled by the Belder royal family. Only dwarves can gain access to the underground kingdom, though a few delegations from the elves have been allowed to enter the upper halls. King Turik of Belder is very careful and has managed to keep his realm at arm's length from the wars, but many think his lack of drive allowed humans and orcs to take control of the Forbidden Lands, and many dwarves look forward to a more active successor. The king is growing old and has four children with different dispositions and dreams: Rigalda Beak of Belder, the stone singer Berwyld, Gandeman Stone of Belder and the dreamer prince Trondeval.

The Belderranians are builders who honor the god Huge. Their land is the main temple for the stone singers, sorcerer priests who can affect both mountains and flat ground with their rune songs. Groups of stone singers are continuously on pilgrimage, roaming the Forbidden Lands to find ripe slabs of stone from which they sing formations and pillars to expand the world according to the wishes of the god. They can also draw rare minerals from ore and shape tools with their

song. Some stone singers follow the wandering trolls to collect valuable minerals from their excrement and their dead bodies.

TYPICAL BELDERRANIAN

STRENGTH 4, AGILITY 2, WITS 3, EMPATHY 3

SKILLS: Might 3, Melee 3, Crafting 2

TALENTS: —

GEAR: Battleaxe, large shield, chainmail, closed helmet

MEROMANNIANS – THE MINING CLAN

Wailer's Hold, the mining city of the Meromannians, fell three hundred years ago to demons and Alderlanders. Some hardy dwarves still live in the mountains north and south of the city, but most have left to live with their kind in Belderand and Stonegarden, where they have been well received as they are very wise in the ways of the mountains.

The Meromannians have been forced to fight against the humans ever since their escape. They are war-like and vengeful and are tormented by bitterness because they lost their homeland. They blame the orcs for this, believing them to be incompetent cowards. Meromannians are often openly racist toward humans and orcs. Abuse of alcohol and narcotic mushrooms is a common way of dampening their disappointment and the gnawing loathing they feel from being the banished, the homeless among the dwarves. They sometimes gather to drink, sing old songs from Wailer's Hold, and dream of taking back the city once more.



More ambitious Meromannians have been gathering an army since the Blood Mist lifted, so as to attack the villages of the orcs and humans and take back their land. The fiery Tormund Halfhand has proclaimed himself warlord and is attracting and gathering large numbers of dwarves with his heated speeches.

TYPICAL MEROMANNIAN

STRENGTH 4, AGILITY 3, WITS 3, EMPATHY 2

SKILLS: Might 2, Melee 2, Insight 2, Marksmanship 2

TALENTS: —

GEAR: Warhammer, crossbow, studded leather armor

CANIDES – THE IRON DOG CLANS

The Iron Hounds live on the surface of the world, and have taken responsibility for the dwarves' duties above ground. They are proud and believe themselves hardier and more adaptable than other dwarves, both physically and morally. Their skin and hair are generally darker because they have adapted to life in the sunlight. When the humans invaded, the Iron Hounds fought alongside the Meromannians, but were forced to retreat to their mountain Stonegarden, where no one can attack them, since the sides are sheer cliffs while the top of the mountain is riddled with caves. They still claim they are the guardians of the land, even though they are currently at a disadvantage. King Karonax and his queen, Sulma the "Iron Bitch," are both great warriors. In the field, the Iron Hounds wear black armor and

carry heavy axes. They also use armored war hounds (see page 126).

A group of nobles in Stonegarden does not have the same confidence in the clan's own abilities, and have secretly contacted the Urhur orc clan to forge an alliance against the humans.

TYPICAL CANIDE

STRENGTH 5, AGILITY 3, WITS 2, EMPATHY 2

SKILLS: Might 4, Endurance 2, Melee 3, Scouting 2, Survival 2

TALENTS: —

GEAR: Two-handed axe, plate armor, closed helmet

CROMBES – THE GUARDIAN CLAN

It is said that Scarne, the mother of dragons, ruled in Ravenland when the dwarves arrived in ancient times, and that her armor was impenetrable obsidian. According to dwarven legends, their commander Oramund prayed to the god Huge, who sent him a hammer that could break anything. Oramund used the hammer to slay the dragon. The peak where the battle took place was named Dragon's Tooth. The ribs of the mother dragon were clad with stone that the dwarves pulled from the rock, and these were used to raise the fortress Scarnehall. This ancient fortress is still said to be the home of the king of the Crombes, Tademir Stonefriend. Oramund named his godsent hammer Scarnesbane (see page 138), and it is said it was hung above his throne where it could crush all lies and deceit that were uttered before the king.

The entire legend is false. In fact, the hammer was never used against Scarne. Nor is the





dragon dead, but merely imprisoned far below the dwarven fortress of Stonegarden. You can read more about this in *Raven's Purge*.

The Crombes, who claim that they guard the Forbidden Lands, though it is unclear against what, still remain in Scarnehall on Dragon's Tooth. After the Alderlanders had conquered the Vond castle, they withdrew from the war against the humans. The arrival of humans didn't seem to bother them, since they refused to participate in the war against the Alderlanders. The Crombes believe themselves to stand above other dwarves and truer to their heritage. They prefer to keep to themselves. Relationships with other dwarves are strained, while the Crombes get along well with the elves. The other dwarf clans view them as arrogant, complacent and prone to meaningless chores such as art and singing. They also eat fish!

Several interesting constructions apart from the castle can be found at Dragon's Tooth, such as Totela's Head, a massive man's head carved from the slope of the mountain above Scarnehall. It is said that king Totela Goldbeard used the hammer Scarnesbane to chisel a giant portrait of himself from the cliff, so his beautiful face would be preserved for the ages. This angered the god Huge, so much so that he let beard rot destroy the king's face and cast the hammer out into the world where it still lies hidden.

TYPICAL CROMBE

STRENGTH 3, AGILITY 3, WITS 4, EMPATHY 3

SKILLS: Melee 2, Crafting 3, Lore 2, Performance 3, Healing 2

TALENTS: —

GEAR: Mace, leather armor

THE ELDERS – DWELVERS

Since the world has been built, layer upon layer for a long time, hidden and only partially filled cavities are said to remain deep underground – the deep structures. Strange, dwarven-like creatures are sometimes encountered close to deep cave openings. Pale as parasitic worms and uttering strange guttural sounds, they are almost unintelligible. Dwarves treat them with respect, considering them forefathers, and present them with various minerals. It is clear that their pale and somewhat moist skins don't agree with wind or sunlight and soon they retreat underground, seemingly satisfied, carrying a selected stone or two down crevices that are impassable to others. Among dwarves, they are called “The elder ones” or “dwellers.”



OGRES

“Rules and limbs are made to be broken!”

The ogres of the Forbidden Lands are offspring of dwarves and humans, descendants of the human hostages that remained with the dwarves after the Shift. The inscrutable humor of the gods made the ogres so big that they were soon forced to leave the caves of the dwarves and live in freedom on the rocky moors of Feulenmark. They formed their own society there, where they live in simple huts, caves and burrows. Ogres no longer feel any kinship with others.

Most ogres are prone to thunderous laughter, often at the expense of others, and





live for their own cravings and lusts. They have little desire to conquer land or achieve some level of respect amongst their own kind. Ogres love violent music, to which they howl and pound various objects, especially during thunderstorms. They adorn themselves with crude baubles over roughly cut clothes of untanned leather that they have blackened over fire. Large ears and a large nose are signs of status among them. They often push metal through their ears and nose to weigh them down and stretch them further, and scar their limbs using branding irons.

Ogres love their freedom and celebrate life and are as erratic as they are curious. They are also brutal beasts who take whatever they want using brute strength. For entertainment, they might rip the arms of a prisoner, let him go free, and then wager stolen kegs of beer on how far the unarmed prisoner can run before bleeding to death. It is just as likely that an ogre may “adopt” someone they have grown fond of but cut their tendons so they cannot escape. Ogres may join a group or enter someone’s service if it amuses them, but they really have no loyalties and follow no moral or written laws. They have powerful bodies and a resilience to magic that is so strong that neither Zytera’s followers nor other forces have been able to subdue them.

All offspring from the union of humans and dwarves are not ogres or unruly, and some stay with the dwarves as blacksmiths and craftsmen.

TYPICAL OGRE

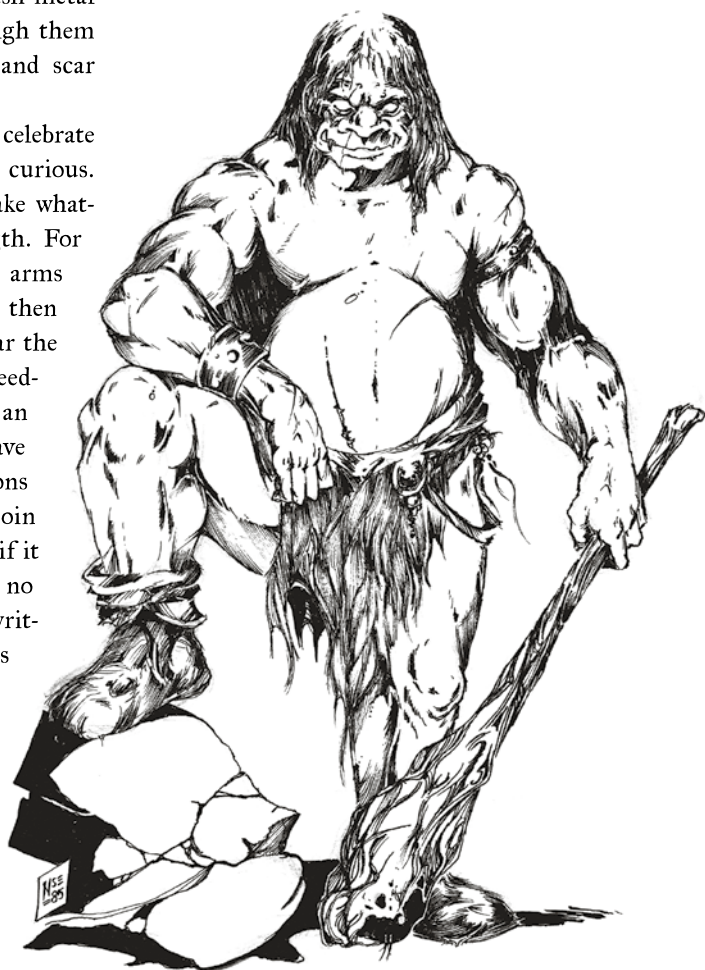
STRENGTH 6, AGILITY 2, WITS 1, EMPATHY 2

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.





ORCS

According to myth, the god Clay created the orcs to be servants and soldiers for the elves and dwarves, but many believe there was an original kin that was enslaved when the land was divided. Dwarves and elves say that the orcs are stunted, ugly and unintelligent because they were created to work and should stay in their given role without any ambitions of their own.

When the humans invaded Ravenland, the orcs were sent into battle against this new enemy. They fought in a rage and held their own for a long time, above all because they are strong and countless in number, but they lost their advantage when the humans used ever stronger magic and bound demons in their service.

ORC SOCIETY

Out of eight newborn orcs, one is female and seven are male, on average. Only half of the male orcs reach maturity since competition among them is fierce and they are all brought up to be aggressive. Since male orcs have very poor judgment because they regularly lose their tempers the clans are run by the females, who also choose their partners. This is completely natural and uncontroversial to the orcs, but it's nothing they advertise to the outside world.

Rank is paramount to all male orcs and they always demand satisfaction if they are insulted. They are raised to win or fight as long as they can, and scars are considered the most beautiful adornments one can wear. Losing a fight determines rank, but is not seen as dishonorable.

Any orc who shows fear or who surrenders in a duel or on the battlefield is immediate-

ly reduced to slave status, both in the eyes of himself and others, a status that an individual rarely rises from. A slave has no right to voice his own opinion, breed, or even control his own life, instead becoming a slave to whoever defeated him. Slaves can be given to another master, or the clan itself, to serve as a worker. It is not uncommon for slave orcs to geld themselves to make it easier to make peace with their new status – they no longer consider themselves worthy of a full life. Orc slaves, which make up half of all orc males, perform the lowest and dirtiest chores in the clan.

Duels in the clans can be blunt or sharp, and always adhere to specific rules. Sharp duels are rare, and only occur when tensions are running very high. Teeth and claws and even weapons can be used and the fight is usually to the death.

Adult male orcs are gnarled and hairy with powerful tusks that impede their speech. They are usually larger, stronger and heavier than humans. Slave orcs are smaller and have a meek and sexless demeanor.

Female orcs are similar to humans in size and appearance and some can even pass for human women even though their eyes tend to be yellowish or golden in color. Their canines are larger and sharper, and they have six to eight nipples under their clothes. Their top pair of breasts are bigger than the others, which helps orc females pass for human if they lace their clothes right. Their anatomy supposedly gives their strongest offspring a possibility to fight their way to more abundant food than the rest of the litter, and thus gain an advantage. Orc litters tend to consist of three to five newborns. Parents often kill weak individuals as they are



born and many others perish during their upbringing or during their course to adulthood.

Female orcs never become slaves; they are killed if they have been found guilty of a severe transgression.

LANGUAGE OF THE ORCS

Male adult orcs have large tusks, the largest of which dominate their lower jaw, and so they cannot form proper words with their lips. (To hear the sounds male orcs can make, hook two fingers into your lower lip and pull it down, and then decide which words and names are pronounceable.) Among extreme orc warriors, it is considered unmanly to even try to speak coherently. Younger orcs could, in theory, speak human languages before they grow their tusks, but they do not since they would be beaten for such a transgression. A

guest among the orcs should not present herself with a name her hosts cannot pronounce as this would be considered an insult and enrage the orcs.

Female orcs do not have tusks and can generally speak coherently and utter most human sounds. Viraga and other orc females of high status sometime take names the males cannot possibly pronounce to emphasize their superiority.

Orcs have no written language. The more learned among them use the human alphabet phonetically, but without any kind of consistent spelling. A few can read elvish, but rarely admit they can.

ORC VIEWS OF THE OTHER KIN

Before the humans invaded Ravenland, the orcs were servants of the dwarves and elves and most were raised with a slave mentality from birth. When the war against the humans required their service, many orc males were allowed to grow into dominant warriors. When the tide of the battle turned in favor of the humans, the elves and dwarves abandoned their former slaves and retreated. Since that time the orcs have had a strong urge for revenge and have shown themselves capable as a free kin with their own destiny. At the same time, they feel at a psychological disadvantage compared to their former masters.

The humans have seen the orcs as an evil kin since the war and this enmity goes both ways. Orcs despise humans. They are considered weak, cruel and without honor. Magic and demons are considered horrendous and despicable human tricks by the orcs.





THE ORC CLANS

Based on their physical strength and numbers the orcs could dominate all the other kin, but the clans are torn apart by conflict and are unable to unite. Temporary agreements are usually broken when old blood feuds flare up and betrayals are justified by old injustices, the details of which no one really remembers or cares about. The various families within a clan usually function as vassals to, and protectors of, each other in complex structures.

Families and clans often seem to be ruled by the most dominant male orc, but there are always ruling females behind them. However, the females only meet outsiders when there are special circumstances. Some orc individuals with traits such as albinism are held as sacred and even they can appear to lead the clan, but their function is usually ceremonial at best. To demand to see others than those the clan sends when diplomats visit is considered a severe insult.

The homeland of the orcs is called Feulenmark, or simply the Clan Land, which also includes Arina Forest. However, orcs roam throughout all of the Forbidden Lands.

Apart from the clans there are plenty of smaller orc groups in the forests and mountains that have either been cast out or are simply uncomfortable as part of a larger society. These groups are called drifters.

THE URHUR CLAN

The Urhur clan is ruled by the self-proclaimed Emperor Hroka the First and the Greatest from an abandoned elven city. The Urhurs claim to be at the top of the orcs' growing civilization. Their main focus is respect and power, building

their city and demonstrating how orcs can also be cultivated folk and builders of empires. They tend to adorn themselves garishly, try to seem interested in music and poetry, and are a comic parody of civilization to other kin. Since they are also prone to violence and are easily offended those that meet them would do well to keep such thoughts to themselves. The Urhurs, like other orcs, dislike being reminded of their origins as servants of dwarves and elves and tend to embellish their own history. Emperor Hroka has a great weakness for gold and everything that sparkles. He doesn't really know what to do with his treasures but knows that an emperor is supposed to appreciate such things. Recently, he presented his wife, Soria, with the elven ruby, Iridne, as a gift to commemorate their wedding.

There are a few humans and dwarves at Hroka's court. They all play along with the emperor's delusions and act as councilors, among them the trickster, Hrangga Gala. Others dislike Hroka's imperial ambitions and would love to see him dethroned. The Urhurs are secretly developing diplomatic ties with the dwarves at Stonegarden.

The name Urhur is derived from "purple," a word the orcs cannot pronounce properly. Their clan symbol is a purple hand and they frequently use purple color collected from shells in the Gargan Marshes to paint their faces. They trade with the Saurians for the shells.

TYPICAL URHUR

STRENGTH 4, AGILITY 3, WITS 3, EMPATHY 2

SKILLS: Might 2, Melee 2, Lore 1

TALENTS: —

GEAR: Scimitar, large shield, studded leather armor



THE ROKA CLAN

Roka means “rock”, and the Rokas believe they are the most stable of all orcs. The clan originated in the huge orc armies that fought against the Alderlanders many generations ago, and they still uphold a military structure with strict hierarchies. Orcs are generally considered as having the urge to obey, because of their history as a slave kin, and this is especially evident in the Roka clan. They value the duty to obey their superiors as much as their responsibility to lead and prove themselves worthy. Clan members have a very stoic outlook on life, where sacrifice and harsh trials are held in high regard. Rokas are very proud of their restraint and hold the wild drifters and boisterous Urhurs in contempt.

Like all orcs, the Rokas despise humans and carry a deep animosity towards elves and dwarves, though older Rokas often have a reluctant respect for the dwarves, their former brothers in arms. The goal of the Rokas is to be the core of the growing orc nation through martial excellence and solid character. Of all the orcs, the Rokas hate magic and demons the most since they have seen the effects of these disgusting phenomena on the battlefield. Their clan symbol is a monolith and they wear jewelry of polished stone. The clan can mostly be found in the southern parts of Arina Forest.

The Roka clan is led by General Archa, a scarred veteran and probably the most respected orc in the Forbidden Lands. He knows he is a unifying presence among the orcs, and worries about the future since he is old and has many sons who are eyeing the throne, many of whom are less than suitable to rule.

TYPICAL ROKA

STRENGTH 5, AGILITY 2, WITS 2, EMPATHY 2

SKILLS: Might 2, Melee 2, Scouting 1, Survival 1

TALENTS: —

GEAR: Flail, studded leather armor

THE ISIR CLAN

The Isirs are a war-like clan that hates humans, dwarves and elves – weak and traitorous kin who should be exterminated using any means necessary. They also despise most of the other orc clans, but still keep in contact to be able to trade and participate in primitive clan gatherings. The Isirs have a few locations they return to, but usually they move in large groups through Arina Forest and Feulenmark, hunting. Sometimes they hunt through Heme Forest when prey is scarce elsewhere.

The word “Isir” really only denotes the clan’s warrior caste. Hard trials await those who want to be a true Isir warrior, including capturing live vipers with their bare hands in a dark room and then eating them, as well as plundering a fully grown forest wasp nest and eating the larvae while enduring the enraged swarm. Many die during these trials, but the survivors grow strong and their saliva turns into a green venom, so their bite induces pain and confusion in their opponents. The Isir warriors also become very resistant to poison.

In battle, the Isir are feared but unruly warriors who roar and hiss sharply when they attack. The sound has given the clan its name. Some of the Isirs split their tongue lengthwise to resemble snakes even more.





The leader of the Isirs is called Eldag the Ravager. Ravaging bands of Isir warriors often roam the lands to plunder or kill anyone of other kin they come across. They can attack human villages, burn them to the ground, and kill all the inhabitants. Eldag himself participates in these raids. He nurtures unrealistic dreams of conquering the dwarven kingdom of Belderand for the Isir clan and leads raids against its bordering lands to attempt to map its defenses. If not for the impregnable fortifications raised by the dwarves, he would elevate the clan to greatness. The problem is that the fortifications are just that: impregnable.

TYPICAL ISIR

STRENGTH 4, AGILITY 3, WITS 3, EMPATHY 2

SKILLS: Might 2, Melee 3, Marksmanship 2, Survival 2

TALENTS: —

GEAR: Two-handed sword, studded leather armor, closed helmet

POISON: Isir warriors have a poisonous bite (hallucinogenic poison with Potency D3+2). The bite itself is an unarmed attack with Weapon Damage 1 (slash wound). Isir warrior also get a +3 bonus to ENDURANCE rolls to resist poison.

VIRAGA

The Viraga are a group of female orcs, not unlike a witch coven. Barren female orcs from all the clans often seek out the Viraga to serve their kin among them. The Viraga are a unifying force between the clans, and function as a shadow government. The cunning fox is the totem of the Viraga and its members always

carry a piece of fox fur in their clothes (which is common among other orcs as well). They enact wild rituals in the forests where living prey, often humans, dwarves, and elves, are hunted, torn apart and then eaten after the Viraga have ingested various holy plant extracts and become intoxicated.

The Viraga believe that their most important task is to increase the knowledge and power of the orcs. Especially human-like females are chosen to infiltrate human settlements, where they steal practical and theoretical knowledge as well as items that may be of use to the kin. Sometimes they lure craftsmen or other skilled humans into the woods, where they are captured to be used as teachers, slaves, or prey.

The Viraga are often sent on especially difficult or dangerous covert actions, sometimes suicide missions. They have a pronounced victim mentality and would not hesitate to die to further the kin. Male orcs call these women “iraga” since they cannot pronounce the “V”. Females make a point of pronouncing the “V” to emphasize their intellectual superiority.

TYPICAL VIRAGA

STRENGTH 3, AGILITY 4, WITS 4, EMPATHY 3

SKILLS: Melee 2, Stealth 2, Move 2, Marksmanship 2, Lore 2, Insight 3, Manipulation 2

TALENTS: Path of the Killer 2

GEAR: Shortsword, dagger, four throwing knives, leather armor

DRIFTERS

Orcs who have left the clans and been banished are called “drifters” among their kin. They can live in roaming bands of various individuals





and the clans tolerate them as long as they do not cause problems – considering the history of the orcs, they strongly dislike any form of oppression and leave any deviants to their own devices. It is common for clan members to live as drifters for a part of their lives and then return to their clan. Groups of drifters almost always spend their time plundering, but can also enter into service as guards or soldiers.

TYPICAL DRIFTER

STRENGTH 4, AGILITY 3, WITS 2, EMPATHY 2

SKILLS: Might 1, Melee 2, Insight 2

TALENTS: —

GEAR: Scimitar, studded leather armor, studded leather cap



WOLFKIN

Wolfkin are a mix of human and wolf. They despise civilization intensely and believe they have found their way back to nature and the original form of their ancestors, away from the weakening and destructive ways that caused the human kin to lose their fur and distort the land. Others suspect that the wolfkin are escaped experiments from Zygofer's older demonic laboratories that have been able to grow into a new kin hidden in the Blood Mist. Such allegations make the wolfkin furious, and they say the furless might as well be experiments with their disgustingly naked bodies.

What is known is that the wolfkin were able to travel unharmed through the Blood

Mist, which they called “the breath of the Huntress,” but only in the woods. If they tried to cross the plains they were attacked just like anyone else, which has led to the wolfkin often suffering from agoraphobia – a fear of open spaces. They are an unstable kin in every sense of the word, with large variations in appearance and propensity for rage and madness. Wandering, raging wolfkin are usually called werewolves.

Wolfkin distrust the other kin, but since both they and the Rust Brothers were untouched by the Blood Mist and would prefer that it came back, there is a connection between the two groups. The wolfkin worship the goddess Heme, whom they call the Huntress – a symbol of the unadulterated life as it was meant to be. Their ecstatic blood rituals are tied to the seasons, breeding and hunting, where they often drug themselves with narcotic mushrooms, howl, hunt, and tear living prey apart – including humans. Wolfkin have an unexpected taste for complex music and can howl in multiple harmonies while hammering out complicated rhythms at their gatherings.

Despite a shared interest in nature both elves and druids hate wolfkin, believing them to be half-demons. The same goes for warriors from Aslene, who often wear wolf pelts when they hunt. Some wolfkin individuals are cast out from the tribe or grow weary of the monotonous life in the forests. They are appreciated as trackers and mercenaries in the Forbidden Lands. Many outlaw wolfkin live in smaller packs. Since they steal from the villages and prefer to oust strangers from the forests, they generally have a bad reputation.





TYPICAL WOLFKIN

STRENGTH 4, AGILITY 4, WITS 2, EMPATHY 2

SKILLS: Might 1, Endurance 3, Melee 3, Scouting 3, Survival 2

TALENTS: Path of the Forest 2

GEAR: Short spear, knife, leather armor

SAURIANS

"Intruders are et"

"Strangers be meat"

– Warning signs at the trade stations by the Gargan Marshes

The Saurians of the Forbidden Lands primarily live in the Gargan Marshes and defend their territory fiercely. They also haunt the salty delta of The Blush to the far east and the

Elya River, which stretches between these two marshlands, where they are far less aggressive. Saurians can dam waterways, just like beavers, to expand their marshland territories and can spend up to fifteen minutes under water without coming up for air. They train crocodiles to a certain degree and use them as beasts of burden but will eat them if food is scarce.

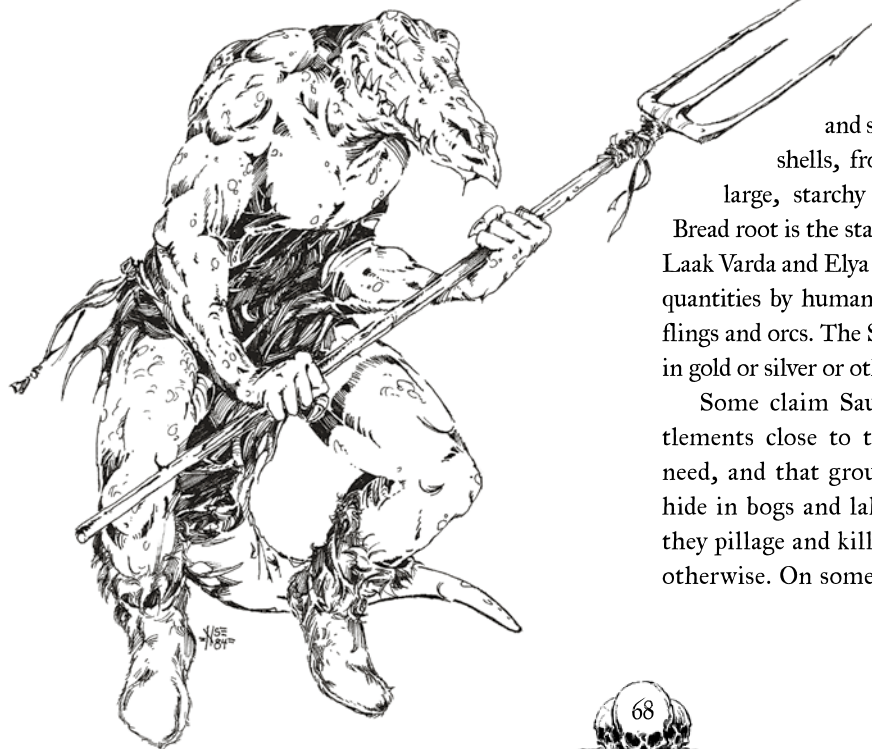
Saurians prefer to keep to themselves, but since they have realized the value of metal tools and cannot manufacture them for themselves, they trade with outsiders at a few select places along the southern rim of the Gargan Marshes. These simple trading posts consist of a wooden platform that can be reached from the shore using wooden walkways sloping down towards the water. There are simple huts, sheds and stables for traders, their horses, and their wares on the platforms. The Saurians keep a strict peace at the trading posts but see anything alive out

in the marshes as prey.

They trade for meat and metal objects, such as knives, eel spears and spearheads, for fish, purple shells, frogs, and bread root – the large, starchy roots from bread sedge.

Bread root is the staple diet in the area around Laak Varda and Elya River and is eaten in great quantities by humans as well as dwarves, halflings and orcs. The Saurians are not interested in gold or silver or other valuables.

Some claim Saurians have attacked settlements close to the marshes in times of need, and that groups of banished Saurians hide in bogs and lakes further inland where they pillage and kill, but they are rarely seen otherwise. On some odd occasions, Saurians





have been used for raids against ships or targets near water.

Saurians are unable to chew. They can cut their prey up in little pieces and devour them without chewing but prefer to let carcasses ferment to the point of falling apart, and then rip pieces from them. They prefer to do so during a feast, such as a whole family tearing ripe carrion apart in their special feasting pond. This diet makes them stink and we won't even talk about their breath. In an emergency, Saurians can eat mashed bread root.

Not much is known about the origins or habits of the Saurians. They do not keep records of their own history but seem to worship some kind of creatures that have been sighted from barges in the marsh. They are warm-blooded and build their body fat in preparation for winter, so they can keep warm. Saurians have their own language, which other kin have great difficulty speaking and understanding. They only use the vowels a, u, and e, but have their own consonants of which eight are throat clicks that are reminiscent of g, and six smacking sounds that are close to t. Their speech most closely resembles long, rambling harangues of syllables. Their language can be learned to the point of making oneself understood, but not more.

TYPICAL SAURIAN

STRENGTH 4, AGILITY 3, WITS 2, EMPATHY 2

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

TALENTS: —

ARMOR RATING: 3 (scales)

GEAR: Trident

WHINERS

The so-called “whiners” are small, skittish humanoids who are hunted by both orcs and humans, since they are said to have “sweet meat”. It is said their living flesh has a healing and fattening ability, so infected or deep wounds covered by parts of a whiner heal quickly. Orcs appreciate the taste of their meat which is considered to be positive for both health and potency. Whiner flesh is also believed to promote growth. Gold objects or other valuables inserted under the skin of a whiner will grow heavier in a day. For all these reasons, whiners are caught in traps and held in cramped cages thus allowing them to be “harvested.”

This process is, of course, very painful and in the end lethal to whiners, which is why they hate all other kin and attack travelers in the





wild or in caves in great number, tormenting them as revenge or trading them for their own captive brethren.

Whiners make their lairs in *hollows* – a sort of rock formation riddled with passages and chambers to the point that they look like overgrown sponges. Other kin have great trouble following whiners into the cramped passages of the mountain. Druids claim the whiners have colonies like ants far down under the mountain, with a large, egg-laying queen present there. They also say the whiners create the hollows themselves by chewing stone and then throwing up a mushy saliva and rock mix that hardens into something like porous stone.

TYPICAL WHINER

STRENGTH 1, AGILITY 3, WITS 2, EMPATHY 2

SKILLS: Melee 2, Stealth 3, Move 3

TALENTS: —

GEAR: Short spear



HALFLINGS AND GOBLINS

As the elves fell to the earth from The Red Wanderer of the sky, the moon goddess Eor was jealous and threw blue moonstones after them. From these, dark elflike beings grew who couldn't abide the sunlight of their new world, so they claimed the dark forests and mountains of eastern Ravenland as theirs. When the Raven God divided the land, they tried to trick him. As punishment they were

split into two kin: halflings and goblins. The moonstones were torn from their breasts and, according to myth, taken to Aslene.

Since that time, the halflings are ashamed and desperately try to seem good-natured to conceal their legacy of deceit. The moon goddess Eor has become the goddess of lies, deception and hidden meanings, averting her face in shame every month.

The goblins, on the other hand, are satisfied with their fate. They still worship Eor with nightly rituals and sacrifices. As do the halflings, although secretly. Among the halfling moon priests, some belong to the Penita – a sect dedicated to repentance. Its members seek the lost moonstones to restore their original kin. The goblins actively oppose this ambition as they're happy with the current state of affairs. They rarely kill halflings, however, as they believe that each halfling life is connected to a goblin.

Goblins and halflings are half the size of humans, but twice as large as whiners. Together they are a single kin of two natures: half of their offspring are born as halflings, the other half as goblins. These half-kin are not enemies, but they dislike each other and would rather have nothing to do with each other, especially not in front of other kin. Both groups have tried to refine their bloodlines without success, and it seems as if chance determines if a new-born is a halfling or a goblin.

Pregnant mothers, regardless of whether they are halflings or goblins, go to designated places to give birth. Such a place is called a cradle and is always hidden away on an island, in a ruin, in the hidden glades of the





deepest forest, or in an inaccessible ravine. Males are not allowed in these places, but the custom is that fathers to be of both half-kin stand guard in the vicinity, waiting for their woman. There is no difference between the half-kin in a cradle. Earth mothers and shamans of both half-kin serve together. Mothers keep children of their own kind, while other children are given to a mother of that half-kin. In a larger cradle, mothers seldom return to their homes without children of their own kind and never tell the men whether a newborn is their child or not. Individuals often have a few attributes from the other half-kin.

Both half-kin worship the moon goddess Eor, whose cyclic shifts mirror the dark and light side of the kin. Being born under the full moon is considered to be a sign of a greater destiny.

HALFLINGS

Halflings often live in small villages where they work as farmers and gatherers. Often, they have a deep need of sweeping any problems under the rug and present an image of an idyllic life, a need grown from their shame of the dark side of their half-kin. Behind this veneer are hidden burrows where they keep the old, disfigured and misfits. Drug use is rampant but well hidden, including tobacco, alcohol and narcotic plants, which are considered a quaint and innocent part of their culture.

Halflings trade with humans, dwarves, half-elves and elves, but never open up to anyone and distrust all other kin behind their

jovial facade. There are plenty of taverns in their villages, since they prefer to meet on neutral ground rather than at home where any flaws may be revealed.

Some halflings feel smothered by the idyllic life in the villages, grow restless, and leave to live lives as adventurers, thieves and, in some cases, even assassins. They are said to be born “under the dark moon” or “when Eor slept.” It is often implied that they were born to a goblin mother, even if their actual lineage is taboo as a topic of discussion.

TYPICAL HALFLING

STRENGTH 2, AGILITY 4, WITS 3, EMPATHY 4

SKILLS: Melee 1, Crafting 2, Stealth 2, Sleight of Hand 1, Insight 2, Manipulation 2

TALENTS: —

GEAR: Shortsword, sling, leather armor

GOBLINS

Goblins live in nomadic groups that hunt and gather in the forests. They often breed wolves to ride, making them very mobile and efficient hunters. Goblins are known for their cunning and adaptability and are often hired by orcs or humans to track, act as couriers, or hunt. They have a very liberal view of ownership, and take what they want and need, which has given them a well-deserved reputation as thieves. Since goblins act however they want in the forests without respect to nature, they are disliked by elves and druids and the fact that they view any intelligent creatures except halflings as prey has done nothing to improve that. Since goblins have





no social facade to defend, they are less apprehensive than halflings when it comes to discussing their blood relations and feel a degree of responsibility, however reluctantly, for their sillier brethren. It is not uncommon for goblins to watch over halflings and come to their aid if they are in danger, while the opposite is very uncommon.

Goblins can see in the dark, but strong daylight hurts their eyes. Therefore, they prefer the night, especially when the moon, their ally in the sky, has risen.

TYPICAL GOBLIN

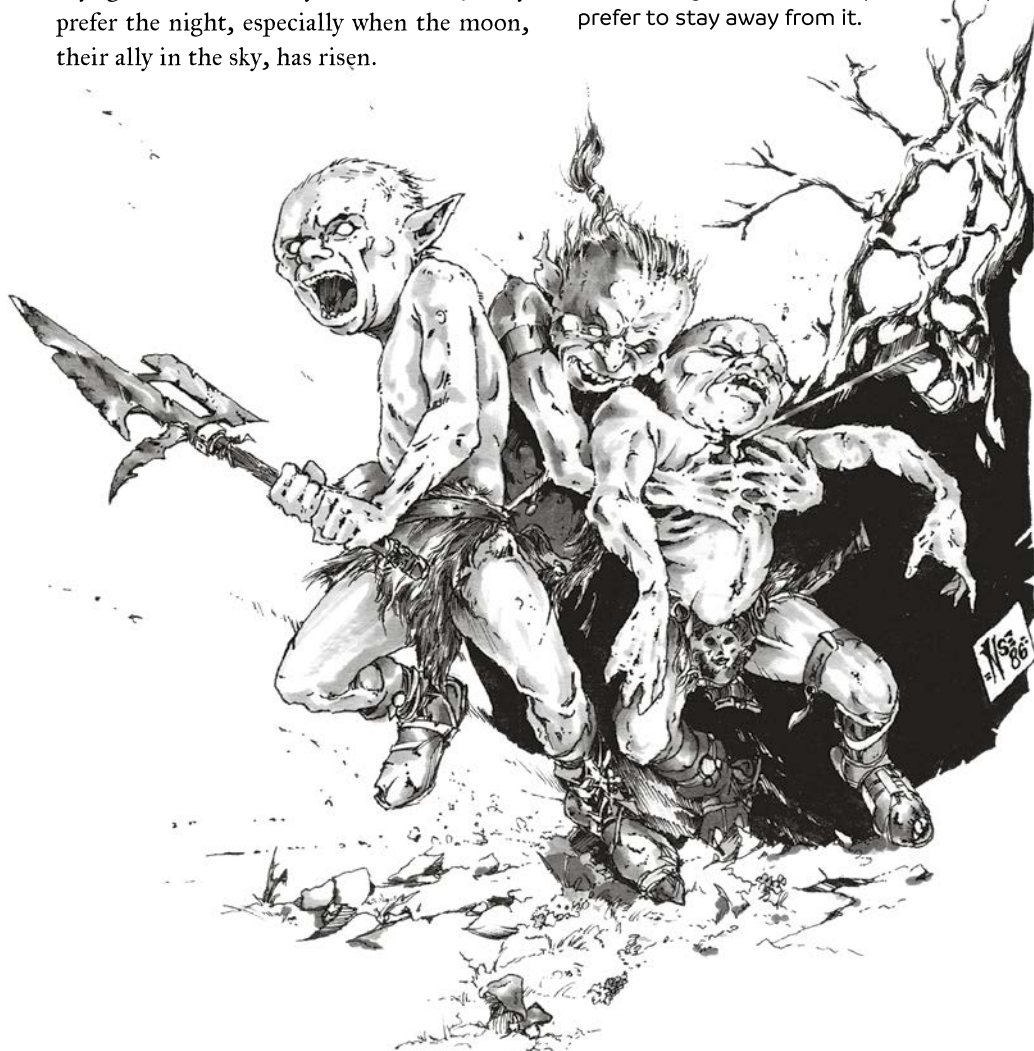
STRENGTH 2, AGILITY 4, WITS 4, EMPATHY 2

SKILLS: Melee 1, Move 1, Stealth 2, Marksmanship 1, Insight 2, Manipulation 2

TALENTS: —

GEAR: Shortsword or short spear, sling, D6 copper coins

NOCTURNAL: Goblins can see in the dark and are thus not affected by darkness at all. Sunlight hurts their eyes and they prefer to stay away from it.





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 range of monsters that the player characters can encounter during their adventures.

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.

MONSTERS IN COMBAT

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

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

MONSTERS	
D66	MONSTER
11–12	Strangling Vine
13–15	Gray Bear
16–22	Nightwarg
23–24	Ghost
25–26	Ghoul
31–32	Skeleton
33–34	Restless Dead
35–36	Wyvern
41–42	Harpies
43	Minotaur
44	Ent
45	Abyss Worm
46	Giant Squid
51	Sea Serpent
52	Troll
53	Death Knight
54	Insectoids
55	Bloodling
56	Manticore
61	Gryphon
62	Giant
63	Hydra
64	Demon
65	Drakewyrm
66	Dragon

FEAR: Monsters are themselves so frightening that they cannot suffer from fear. All monsters are therefore immune to fear attacks (see page 112 in the *Player's Handbook*) and spells that inflict damage to Wits or Empathy (see Chapter 6 in the *Player's Handbook*).

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 and, if they wield a weapon, also 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 over three times the attacker's, three ✕ are required, and so forth.

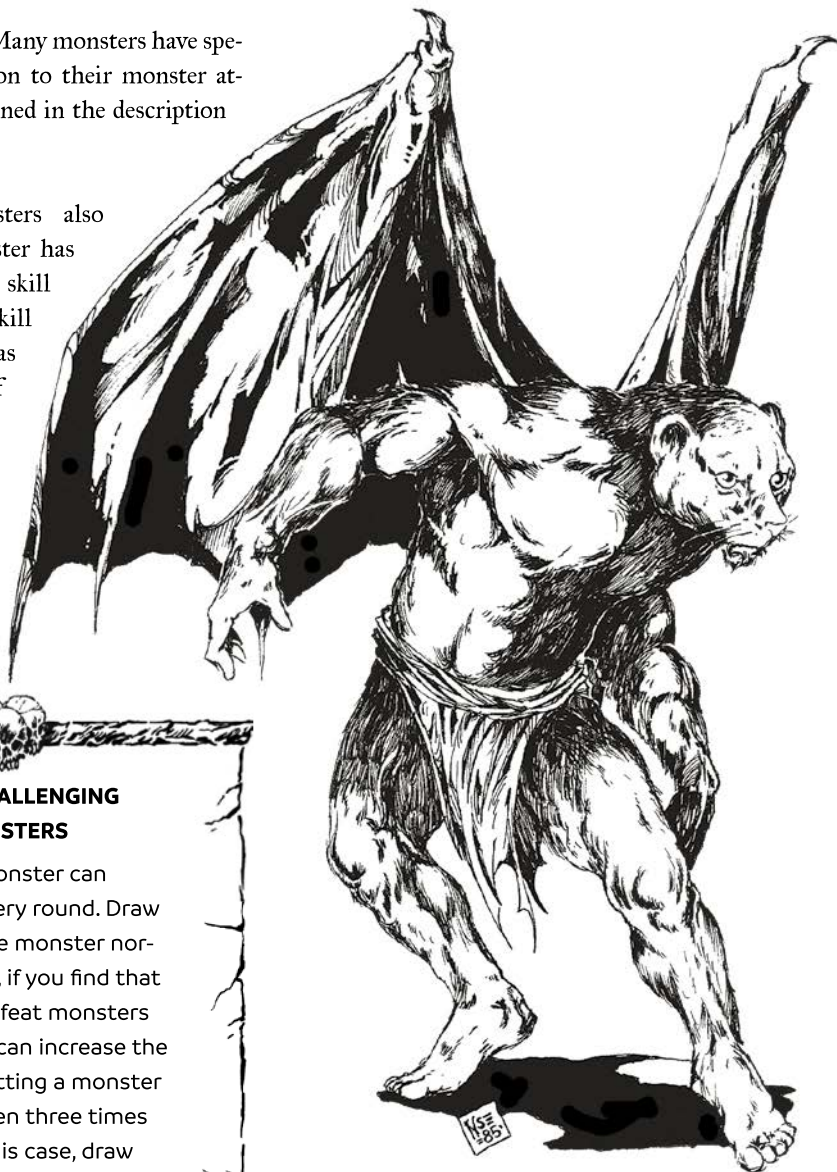
FEINT: Monsters cannot be FEINTED.

HIDDEN COMBINATIONS: The advanced combat system with hidden combinations is not used for attacks against monsters or by them.



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.



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.



ABYSS WORM



Shortly after the Demon Flood, people began to vanish without a trace in the fields of the villages. Tools and the odd piece of clothing could be found lying on the ground with no signs of a struggle or even tracks in the mud. It was soon learned that it was the beasts known as Abyss Worms that had invaded the area.

These predators, up to twelve meters long, slither by unnoticed under the ground, but while hunting they can plow through the loose earth of the surface as fast as a horse can trot and are then seen as a wave of earth thundering along the ground. They can also be encountered in caves or mining shafts where they threaten miners. They

pierce through solid stone but slowly, gnawing it and dissolving the rock with corrosive saliva.

Abyss Worms are blind but have pronounced senses that react to sounds and regular vibrations in the ground, for example, footsteps. The best way to protect oneself if hunted is to climb a tree or look for a cliff. The problem is that the attacks often come from below as a total surprise.

In particularly afflicted areas, younger Abyss Worms are trapped and killed in large numbers by luring the animals into spear traps through drumming on the ground. Older worms are more difficult to fool and besides, have plating so sturdy that only the wide maw is susceptible



to attacks. Campsites can be secured by pouring lamp oil on the ground, which the worms hate.

YOUNG WORM

ATTRIBUTES:
STRENGTH 14, AGILITY 2

MOVEMENT: 1

ARMOR RATING: 4

OLD WORM

ATTRIBUTES:
STRENGTH 18, AGILITY 2

MOVEMENT: 2

ARMOR RATING: 10

WEAK MOUTH CAVITY: An attack aimed at the mouth of an Abyss Worm suffer a -2 penalty, but if it hits the worm is not protected by any armor.

MONSTER ATTACKS

D6 ATTACK

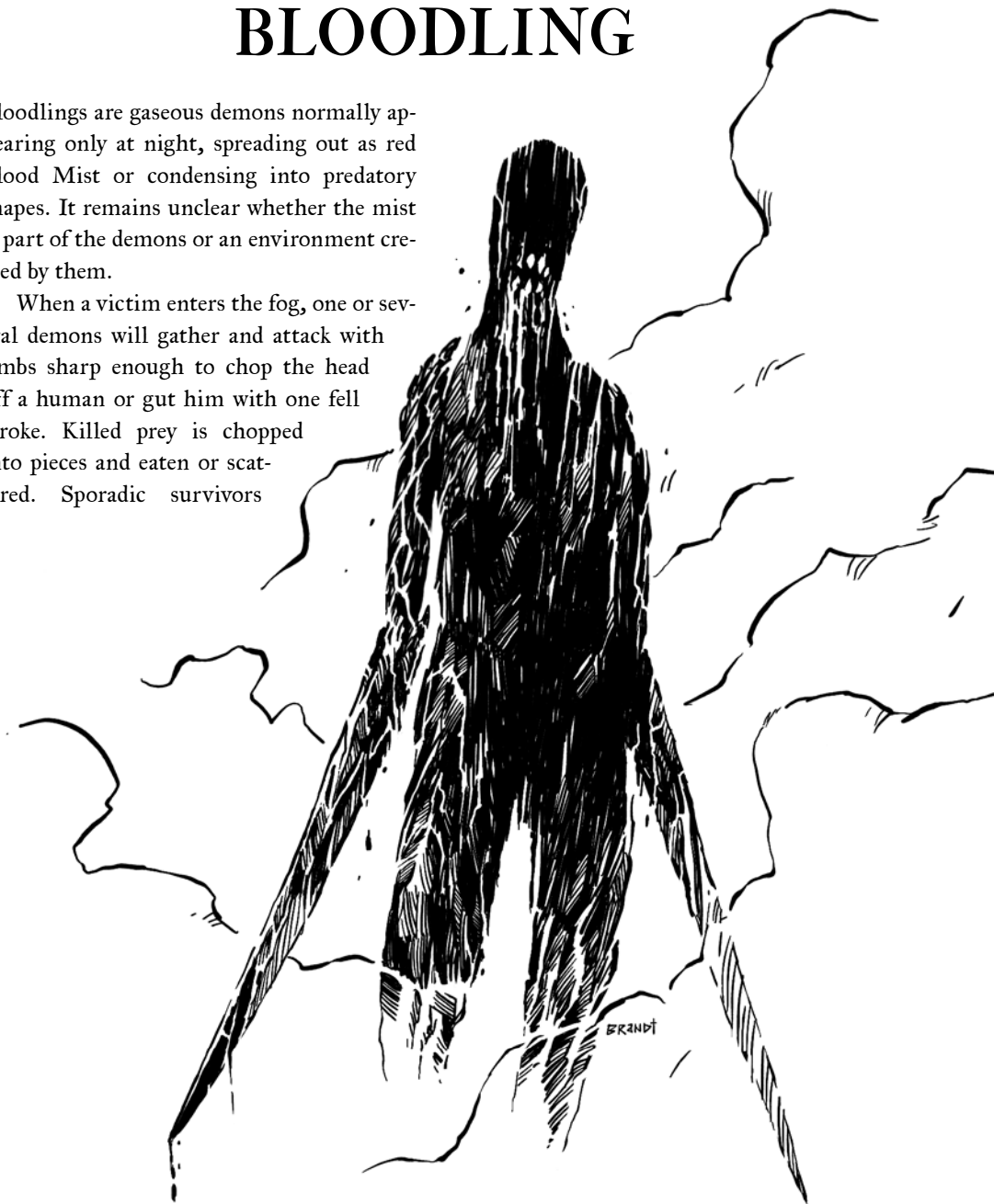
- 1 **HIDEOUS BITE!** With a roar, the worm throws itself against an adventurer and shuts its giant maw. Roll for the attack with nine Base Dice and Weapon Damage 2 (slash wound). If the attack succeeds, the adventurer is pushed to NEAR distance.
- 2 **UNEARTHLY ROAR!** The beast lets out a horrible roar that strikes all adventurers within NEAR range with a fear attack with five Base Dice.
- 3 **THE SKY DARKENS!** The giant worm rises into the sky and blocks the sun with its huge mass. Then it lets its body fall onto the adventurers to crush them. Have everyone roll for MOVE to get out of the way (does not count as an action). Everyone within NEAR range is thrown to the ground. Anyone who fails their MOVE roll is also hit by an attack with twelve Base Dice and Weapon Damage 1 (blunt force).
- 4 **DEVOURING ATTACK!** The beast attacks the adventurer with the highest Strength and tries to devour her. If the victim fails a MOVE roll (does not count as an action), she is attacked by ten Base Dice (Weapon Damage 1, slash wound) and is devoured whole. Inside the worm, the adventurer suffers one point of damage every round due to the acid gastric juices. The adventurer can attack the worm from the inside, where the beast has no armor. If the adventurer inflicts 4 points of damage or more on the worm from the inside, she successfully hacks her way out of the beast.
- 5 **SWEEPING ATTACK!** The worm uses its long body to make a sweeping attack that hits all adventurers within NEAR range. Roll for the attack with seven Base Dice and Weapon Damage 1 (blunt force). If an attack hits, the victim is also thrown to the ground.
- 6 **THE GROUND SHATTERS!** The Abyss Worm dives into the ground and uses its mass to shatter the ground around the adventurers. Everyone within NEAR range falls 2D6 meters and lands prone.



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. An attack with a torch or a lantern (blunt instrument) will inflict D3 additional points of damage on a Bloodling.

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.



DEMON

The fear of demons is widespread in all of the Forbidden Lands, ever since the Demon Flood three centuries ago. Since demons can take basically any form, villagers blame them for all kinds of inexplicable mischief. Far

worse is to face demons in the form of writhing masses or vaguely man-like creatures straight from a fever dream. Some claim that not all demons are bloodthirsty and evil, but few dare stick around to explore their potential virtues.





In the Forbidden Lands, the word “demon” alludes to any creature foreign to the world, whether being summoned here by a spell or having arrived through a so-called nexus – a gate between worlds. Demons have also given birth to demonic spawn and been merged with humans and animals, creating deformed parodies of life. The parts of such vile abominations are held together by mog

– a living substance from the demonic world of Churmog.

Demons can be completely impervious to cuts and strikes, fire or cold. Most of the time they have varying weaknesses in return – the trick is to figure them out. Every demon is unique. Use the tables below to create a demon’s form, abilities, strengths and weaknesses.

THE DEMON'S FORM							
D66	FORM	STRENGTH	AGILITY	WITS	EMPATHY	ARMOR	EFFECT
11–24	Humanoid	D6+3	3	3	3	D6	—
25–26	Minotaur	D6+5	3	3	3	D6	—
31–32	Goat	D6+3	4	3	3	D6	—
33–34	Bear	D6+6	3	3	3	D6	—
35–36	Snake	D6+4	4	3	3	D6	—
41–42	Undead	D6+3	3	3	3	D6	—
43–44	Spider	D6+5	4	3	3	D6	—
45–46	Serpent	D6+3	4	3	3	D6	—
51–52	Wolf	D6+4	4	3	3	D6	—
53–54	Insect	D6+2	3	3	3	D6	—
55–56	Wolfkin	D6+4	4	3	3	D6	—
61–62	Giant Crab	D6+5	2	3	3	D6+3	—
63	Giant Toad	D6+5	2	3	3	D6	—
64	Squid	D6+4	2	3	3	D6	RUN is a slow action on land.
65	Fog	D6+3	3	3	3	—	Not hurt by physical weapons.
66	Shadow	D6+3	3	3	3	—	Not hurt by physical weapons.



THE DEMON'S ABILITY

D66	ABILITY	EFFECT
11-12	Stoneskin	Armor Rating +6
13-14	Giant	Strength +2D6
15-16	Burning Body	Immune to fire.
21-22	Made of Ice	Armor Rating +2
23-24	Mummified	Fear attack D6+5
25-26	Slimy	Can move through very small openings.
31-32	Unnaturally Beautiful	+2 Manipulation
33-34	Covered by Sores	Infectious Touch, Virulence D6+5
35-36	Feathers	Armor Rating +2
41-43	Wings	Can fly, Movement Rating 3
44-45	Filled by Light	Fear attack D6+5
46	Covered in Vines	Armor Rating +3
51-53	Transparent	All attacks get a -3 penalty
54	Covered by Eyes	Draw one extra initiative card, discard the worst one.
55	No Eyes	Draw one extra initiative card, discard the best one.
56-66	Roll Twice	—

THE DEMON'S ATTACKS

Roll twice on this table.

D66	ATTACK	BASE DICE	WEAPON DAMAGE	RANGE
11-15	Claws	D6+4	Roll a D6. 1-2: Damage 1, 3-5: Damage 2, 6: Damage 3	Arm's Length
16-22	Teeth	D6+5	Roll a D6. 1-2: Damage 1, 3-5: Damage 2, 6: Damage 3	Arm's Length
23-26	Horn	D6+6	Roll a D6. 1-4: Damage 2, 5-6: Damage 3	Arm's Length
26-32	Tentacles	D6+4	Roll a D6. 1-2: Damage 1, 3-6: Damage 2. Then GRAPPLED	Near



D66	ATTACK	BASE DICE	WEAPON DAMAGE	RANGE
33-35	Fire	D6+6	The victim continues to take 1 point of damage every round until the fire is put out with a MOVE roll.	Near
36-41	Cold	D6+5	The victim also instantly becomes COLD.	Near
42-45	Roar	—	Fear attack: strength D3+6	Near
46-51	Killing Gaze	—	Fear attack: strength D6+5	Near
52-55	Heavy Weapon	D6+5	Roll a D6. 1: Longsword, 2: Two-handed sword, 3: Heavy warhammer, 4: Morningstar, 5: Two-handed axe, 6: Trident	Arm's Length
61-65	Roll Three Times	—	—	—
66	Roll Four Times	—	—	—

THE DEMON'S SPECIAL ABILITY		
D66	STRENGTH	EFFECT
11-14	Immune to weapons	Only unarmed attacks and spells can hurt the demon.
15-22	Immune to fire	Cannot be hurt by fire.
23-25	Immune to cold	Cold has no effect.
26-32	Lightning fast	Draws two initiative cards and gets to act on both turns.
33-34	Immune to physical attacks	Physical attacks are ineffective.
35-36	Parasite	By touching its victim, the demon can take control over it. This works as the PUPPETEER spell with Power Level 3.
41-43	Regenerative	Regains D3 Strength every round.



D66	STRENGTH	EFFECT
44-45	Paralyzing	A victim touched by the demon is affected by a paralyzing poison with Potency D6+5.
46-51	Poisonous	A victim touched by the demon is affected by a lethal poison with Potency D6+5.
52-54	Shapeshifter	Can change shape into any creature. The copy is perfect except for one small detail (such as eye color).
55-56	Immaterial	Can move through solid matter.
61-62	Floating	Does not touch the ground. Can float up to 10 meters from the ground.
63-64	Teleportation	Can instantly teleport to anywhere within LONG range every other round.
65-66	Roll twice on this table	—

THE DEMON'S WEAKNESS		
D66	WEAKNESS	EFFECT
11-13	Water	Suffers D3 damage when splashed by water.
14-15	Fire	Takes double damage from fire.
16-21	Cold	Takes double damage from cold.
22-24	Light	Sensitive to light and must move away from strong light sources. If not possible, takes D3 damage from a minor light source (such as a torch) and D6 damage from a major light source (such as the sun) every round.
25-31	Silver	Takes double damage from weapons made of silver.
32-33	Gold	Takes double damage from weapons made of gold.
34-35	Children	Cannot stand the sight of children and must move away from them. If unable to do so, the demon takes D3 damage every round.
36-41	Elves	Cannot stand the sight of elves and must move away from them. If unable to do so, the demon takes D3 damage every round.



D66	WEAKNESS	EFFECT
42-43	Dwarves	Cannot stand the sight of dwarves and must move away from them. If unable to do so, the demon takes D3 damage every round.
44-52	Holy Symbols	Cannot stand the sight of holy symbols and must move away from them. If unable to do so, the demon takes D3 damage every round.
53-56	Music	Cannot stand the sound of music or melodies and must move away from the sound. If unable to do so, the demon takes D3 damage every round.
61-63	Soil	Takes D3 damage from contact with soil.
64-66	Wood	Takes double damage from weapons made of wood.

SKILLS

Roll D6-1 each for Scout, Sneak, Move, Lore, Insight and Manipulation.





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.



DRAGON

The dragons of the Forbidden Lands are usually small and of a bestial mind, even if the legends speak of intelligent, talking giant beasts who brood on treasure in their lairs and spew fire from their jaws. They are all supposed to be the descendants of Scarne, the original mother of dragons, whom the dwarves of the Crombe clan claim to have slain a long time ago.

By “small” dragons, one refers to those who weigh no more than four oxen. Even these can cause trouble for cattle, horses and wanderers, attacking from the sky. There are also rumors of greater, fire-breathing beasts being spotted in the eastern Forbidden Lands. All dragons are protected by scales, but since they are shed individually, gaps sometimes appear where arrows can penetrate.





SMALL DRAGON

ATTRIBUTES:

STRENGTH 32, AGILITY 4, WITS 4, EMPATHY 2

SKILLS: Scout 3, Lore 2, Insight 2, Manipulation 2

MOVEMENT: 3

ARMOR RATING: 8

SKILLS: Scout 3, Lore 3, Insight 4, Manipulation 3

MOVEMENT: 3

ARMOR RATING: 12

SPECIAL: A successful SCOUT roll allows an adventurer to determine where to find a gap in a dragon's scales. Any attack against this spot suffers a -3 penalty. If hit, the dragon's Armor Rating is halved for this attack.

LARGE DRAGON

ATTRIBUTES:

STRENGTH 48, AGILITY 4, WITS 6, EMPATHY 3

MONSTER ATTACKS

D6 ATTACK

- 1 **CLAW ATTACK!** The dragon sweeps with its claws against two adventurers within NEAR range. Perform an attack against each with ten Base Dice and Weapon Damage 2 (slash wound).
- 2 **DRAGON ROAR!** The dragon lets out a powerful roar against the adventurers. Everyone within NEAR range is affected by a fear attack with eight Base Dice.
- 3 **DRAGON WIND!** The dragon flaps its great wings and creates a powerful gust of wind that strikes every adventurer within NEAR range. Perform an attack with six Base Dice and Weapon Damage 1 (blunt force) against each adventurer. The attack cannot be DODGED and everyone affected is tossed to the ground.
- 4 **FIRE ATTACK!** The beast spews out a cone of fire, striking the adventurer with the highest STRENGTH within SHORT range. Roll for the attack with twelve Base Dice and Weapon Damage 1 (non-typical damage). If the attack succeeds, the victim suffers the same amount of damage every subsequent round until the fire is put out by making a MOVE roll (quick action).
- 5 **TAIL ATTACK!** The dragon sweeps its great tail against the adventurers. Roll for the attack with eight Base Dice and Weapon Damage 1 (blunt force) against all adventurers within NEAR range. If the attack hits, the victim is also thrown to the ground.
- 6 **FIRESTORM!** The dragon rises above the adventurers in all its glory and lets out an annihilating storm of fire. All adventurers within SHORT range are targeted by an attack with twelve Base Dice and Weapon Damage 1 (non-typical damage). If the attack hits, the victim suffers subsequent damage as from a Fire Attack (above). This attack can only be used once per combat.

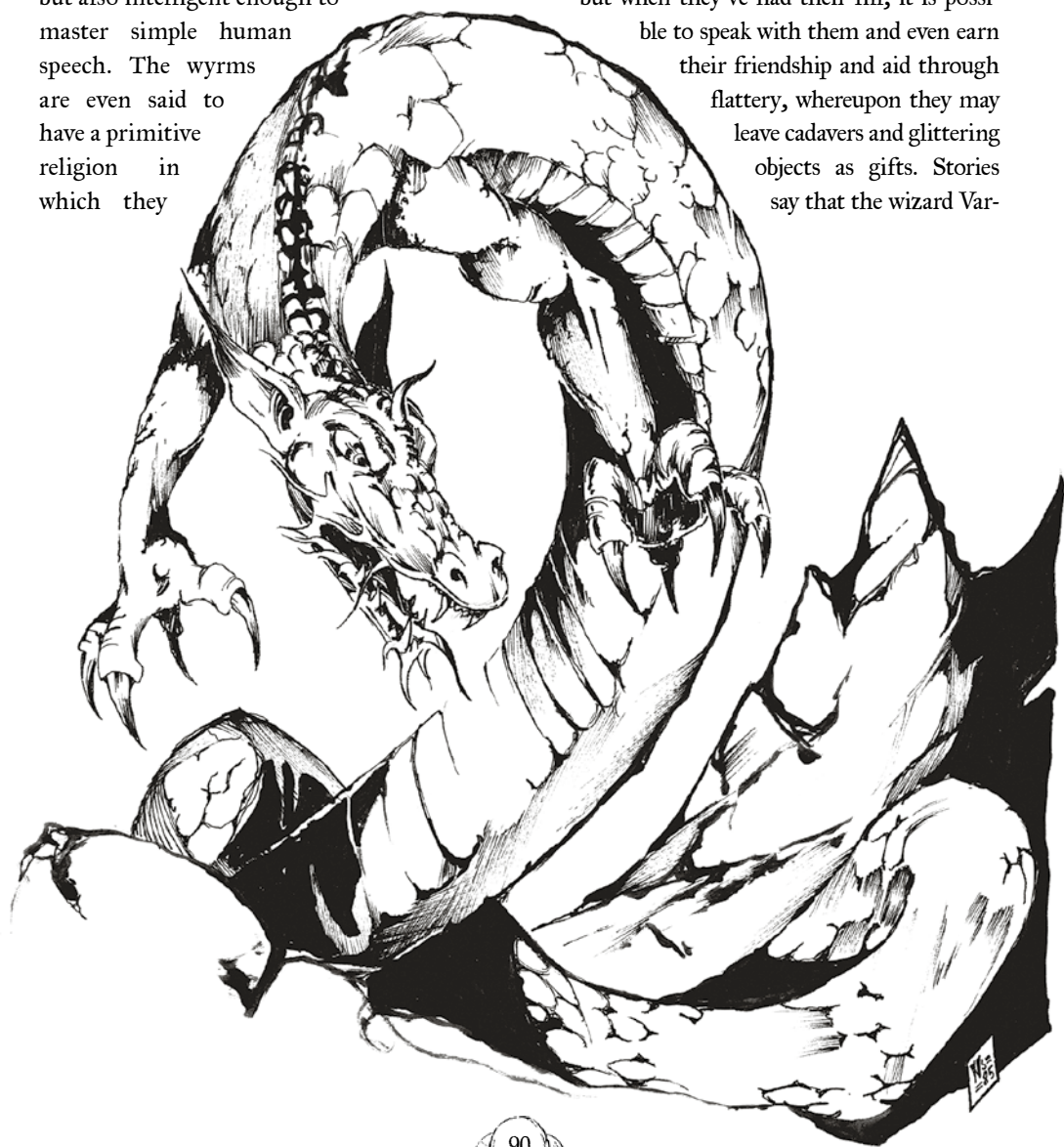


DRAKEWYRM

There are many stories of how lone wanderers have met drakewyrms in craggy areas littered with caves. These creatures are said to have shimmering scales and are allegedly very vain, but also intelligent enough to master simple human speech. The wyrms are even said to have a primitive religion in which they

regard the rainbow as their god and ancestor, Tincturus.

Drakewyrms have voracious appetites and gladly gobble down both humans and animals, but when they've had their fill, it is possible to speak with them and even earn their friendship and aid through flattery, whereupon they may leave cadavers and glittering objects as gifts. Stories say that the wizard Var-





leyman of Byard had a Drakewyrm for a mount. Angry drakewyrms can claw, bite and wrap themselves around their victims to crush them. Some are said to have corrosive breath.

A Drakewyrm can't stand competing with anyone when it comes to its brilliance, and will furiously attack anything brightly colored or with a reflecting surface. When the rainbow appears in the heavens all drakewyrms charge towards it, so as to be the first to meet Tincturus.

ATTRIBUTES:**STRENGTH 25, AGILITY 3, WITS 5, EMPATHY 2****SKILLS:** Scout 3**MOVEMENT:** 2**ARMOR RATING:** 8

DRAWN TO GLITTER: If the Drakewyrm spots anyone wearing or holding anything that glitters, it will immediately attack that person. If this person leaves combat, the Drakewyrm will pursue.

MONSTER ATTACKS**D6 ATTACK**

- 1 **BITE ATTACK!** The beast targets the adventurer with the highest STRENGTH and bites her with sharp teeth. Roll for the attack with ten Base Dice and Weapon Damage 2 (slash wound).
- 2 **ICY ROAR!** The Drakewyrm lets out a terrifying roar that affects all adventurers within NEAR range. Roll for a fear attack with seven Base Dice.
- 3 **CLAW ATTACK!** The beast sweeps its claws towards two unlucky adventurers within NEAR range. Roll for the attacks with eight Base Dice and Weapon Damage 2 (slash wound) each.
- 4 **ACID ATTACK!** The Drakewyrm spews a cloud of corrosive acid over all the adventurers within NEAR range. Roll for the attack with six Base Dice and Weapon Damage 1. All victims hit suffer one additional point of damage per D3 subsequent rounds.
- 5 **TAIL ATTACK!** The beast uses its long body to make a sweeping attack against all adventurers within NEAR range. Roll for the attacks with eight Base Dice and Weapon Damage 1 (blunt force). All victims hit by the attack are also thrown to the ground.
- 6 **DEVOURING ATTACK!** The Drakewyrm chooses the adventurer with the highest STRENGTH and tries to devour her. If the victim fails a MOVE roll (does not count as an action), she is attacked with ten Base Dice and Weapon Damage 1 (slash wound) and is devoured whole. Inside the beast, the adventurer suffers 1 point of damage every round due to the acidic gastric juices. The adventurer can attack the Drakewyrm from inside, where the beast has no Armor Rating. If the beast is killed, the trapped adventurer can escape.



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 herders 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 four 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.



GHOST

Wraiths or ghosts are incorporeal dead who haunt the place where they died. They usually seek revenge or carry some sort of strong emotion or duty that keeps them from

finding eternal peace. Ghosts can appear as vaguely shimmering shapes but can also be





completely invisible, only making themselves known as a cold presence or a disembodied voice.

Sometimes, ghosts possess statues or other inanimate objects, bringing them to life. The best, and sometimes the only, way of dealing with a ghost is to solve the issue that upsets it. Ghosts are completely non-susceptible to normal weapons and are best fought with druidic magic.

ATTRIBUTES:

STRENGTH 8, AGILITY 3, WITS 3, EMPATHY 2

MOVEMENT: 1

ARMOR RATING: Ghosts are immaterial and can only be hurt by fire or magic. Even if a ghost is defeated, it will only be banished for a Quarter Day and will then return. The only way to truly destroy a ghost is to use the PURGE UNDEAD spell on it.

MONSTER ATTACKS

D6 ATTACK

- 1 **GHOST STRIKE!** The ghost lunges at an adventurer and strikes her with great force. The victim suffers an attack using eight Base Dice and Weapon Damage 2 (blunt force). If hit, the victim is thrown to NEAR distance and ends up prone.
- 2 **TOUCH OF DEATH!** The ghost reaches its translucent hand into the chest of an adventurer, grasping her heart with the icy cold of death. The victim suffers a fear attack using nine Base Dice. If the attack succeeds, the victim is also turned COLD.
- 3 **GHOST SCREAM!** The face of the ghost twists into a horrible grimace and emits a scream that turns the souls of adventurers within NEAR range to ice. Roll for a fear attack using seven Base Dice. Any victims hit by the attack are also turned COLD.
- 4 **GAZE OF DEATH!** The ghost towers above its victim, staring with dead eyes right into her soul. The adventurer sees her life pass before her eyes and is reminded of all her dead friends and enemies in a grotesque vision. The victim suffers a fear attack using ten Base Dice. The adventurer then falls to the ground.
- 5 **GHOSTLY EMBRACE!** The ghost emits an unnatural wheeze and engulfs its victim in a twisted embrace of death, quelling the victim's life spirit. The victim suffers an attack using ten Base Dice and Weapon Damage 2 (blunt force). If the attack succeeds, the victim is also turned COLD.
- 6 **COLD STRIKE!** The ghost grabs a victim and lets its icy chill of death stream into its body. The attack uses twelve Base Dice (Weapon Damage 1). If the victim is hit, it will also become COLD.



GIANT

It is said that giants once roamed the Forbidden Lands in great multitudes. At the request of the Raven God, the Nightwalker slew almost all of them in their sleep during

the “Night of Cadavers” to make room for the smaller creatures of the land.

Giants vary greatly in appearance. Even the number of eyes and limbs and the locations of



CHAPTER 5



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 three 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 one 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.



GRAY BEAR

The Gray Bear is a hunter, as unpleasant as it is bloodthirsty, that inhabits the inaccessible wilds of the Forbidden Lands. It kills to satisfy its ravenous appetite but has the bad habit of sometimes choosing and stalking a target for a long time, without haste. A terrified charcoal-burner once told of how a large Gray Bear stood and watched him through an opening in his cabin for several nights,

one night even leaving a mangled human hand on the doorstep. Shortly afterwards, the man vanished without a trace.

Rumors tell of how hunters tracked what appeared to be a flayed ogre through the winter of Feulenmark, shortly after the Demon Flood. The tracks of blood led them to the den of a bear, but as they approached a furious Gray Bear burst from the cave, slaying the





entire hunting party except for two brothers who lived to tell of the beast. Ever since then sightings of these intelligent and sinister monsters have become increasingly common, with rumors of the flayed creature that possessed a sleeping bear hinting at a demonic origin.

ATTRIBUTES:

STRENGTH 14, AGILITY 2

SKILLS: Scout 3

ARMOR RATING: 4 (fur)

MOVEMENT RATE: 2

FERAL RAGE: When the Strength of a Gray Bear is halved, it is overcome by a deadly rage and will attack anything close by, letting out a deafening roar. All targets within ARM'S LENGTH each suffer an attack with seven Base Dice with a Weapon Damage of 1 (slash wound). This attack is triggered immediately and does not count toward the bear's actions during the round.

MONSTER ATTACKS

D6 ATTACK

- 1 RENDING ATTACK!** The Gray Bear lunges forward, tearing at an adventurer within NEAR range with its claws. The attack uses nine Base Dice with Weapon Damage 2 (slash wound).
- 2 GRIM BITE!** The bear throws itself against an unfortunate adventurer with an earsplitting roar. The bite is strong enough to audibly crush bone. The attack uses ten Base Dice and Weapon Damage 2 (blunt force). The attack can be **PARRIED**.
- 3 PAW STRIKE!** The Gray Bear roars and swings its mighty paw against an adventurer. Roll for the attack using eight Base Dice and Weapon Damage 1 (blunt force). If hit, the victim is thrown to NEAR distance and lands in a prone position.
- 4 SWEEPING ATTACK!** The Gray Bear rises suddenly on its hind legs, towering above the adventurers. Its claws sweep in a wide arc, hitting everything in their path. All targets within ARM'S LENGTH suffer an attack using seven Base Dice, with a Weapon Damage of 1 (slash wound).
- 5 MIGHTY ROAR!** The bear's giant jaws open to reveal rows of sharp teeth. Then the Gray Bear lets out a roar mighty roar, making the adventurers tremble with fear. All targets within NEAR range suffer a fear attack using seven Base Dice.
- 6 BEAR HUG!** The giant Gray Bear launches itself at an adventurer in a crushing embrace. The unfortunate adventurer suffers an attack using nine Base Dice and Weapon Damage 1 (blunt force). If hit, the adventurer is **GRAPPLED** (see page 92 in the *Player's Handbook*) and must try to **BREAK FREE**.





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.





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 Zygofer 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.



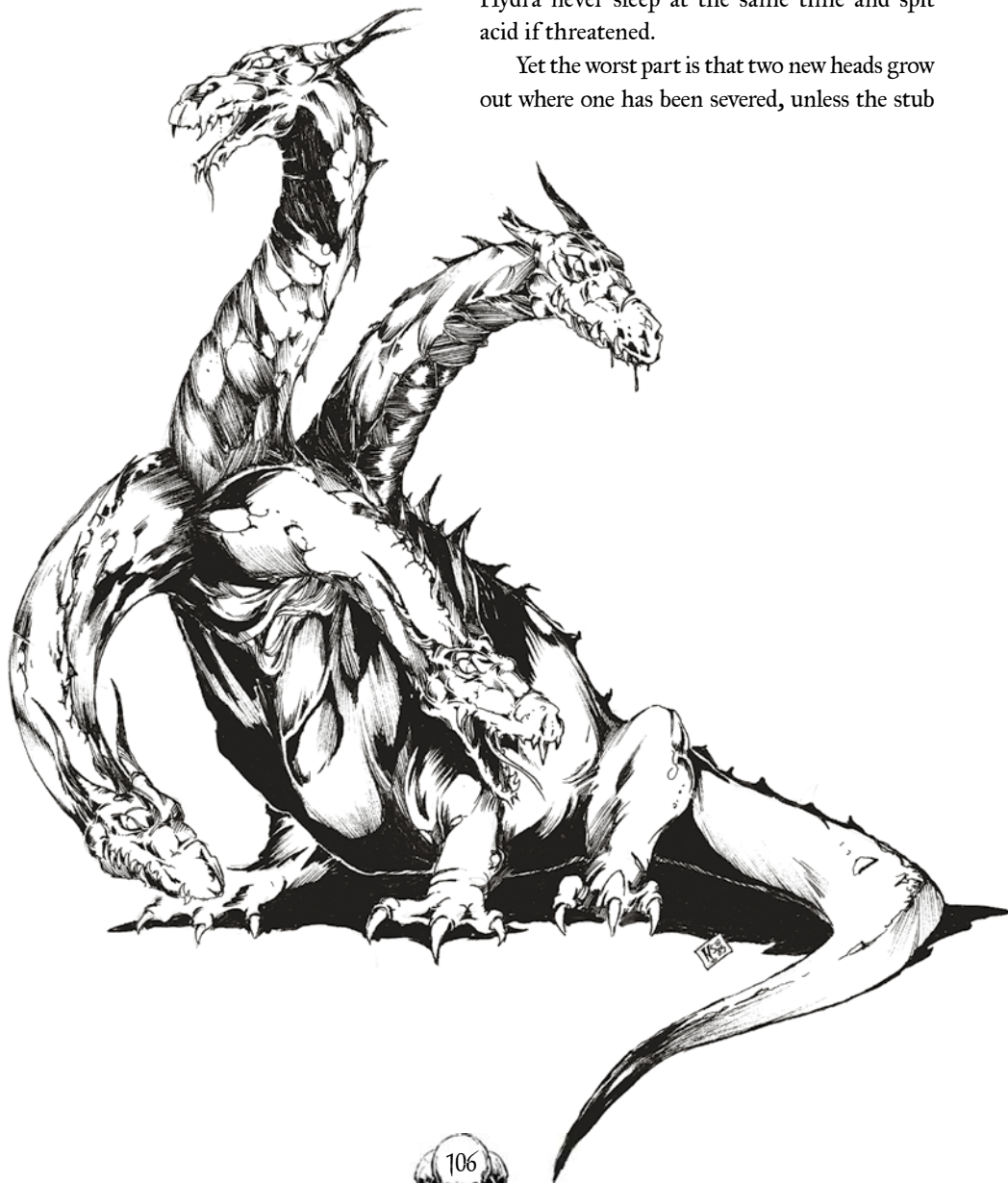


HYDRA

Few predators infuse their surroundings with such terror as a Hydra, for these monsters eat their way through their neighborhood with a

ravenous appetite and are completely devoid of fear. They can kill an entire stable of horses in a matter of minutes. The many heads of the Hydra never sleep at the same time and spit acid if threatened.

Yet the worst part is that two new heads grow out where one has been severed, unless the stub





is immediately seared by fire. Anyone facing a Hydra would be wise to run away, but rumor has it that a threatened village managed to slay one of the monsters by dousing it with lye prepared from plant ash used to produce soap from tallow.

Most agree that the Hydra is a demonological experiment that has run amok and escaped from Zygofer's laboratories. They have never been observed breeding, but the general belief is that the beasts bifurcate after acquiring six or more heads. A terrified druid swore to have seen a five-necked Hydra slaughter one of its own heads in a furious struggle in the Arina Forest, afterwards splitting into two Hydras with three heads each.

THE HYDRA'S HEADS: The Hydra has D3+3 heads, each with its own STRENGTH rating. The Hydra has as many attacks as it has heads, so draw one initiative card for each head. A head whose STRENGTH reaches zero is crushed or severed. Two new heads grow in its place in the next round, unless the severed head is seared by fire. This requires a torch or something similar and a MOVE roll (slow action).

ATTRIBUTES:

STRENGTH 4 (per head), **AGILITY** 4

MOVEMENT: 2

ARMOR RATING: 5

MONSTER ATTACKS

D6 ATTACK


- 1 BITE!** The head bites the nearest adventurer with sharp teeth. Roll for the attack with six Base Dice and Weapon Damage 2 (slash wound).
- 2 SCREAM!** The head lets out a terrifying scream. All adventurers within NEAR range suffer a fear attack with five Base Dice.
- 3 CLAW ATTACK!** The Hydra tears with its claws at an adventurer within ARM'S LENGTH. Roll for the attack with seven Base Dice and Weapon Damage 1 (slash wound).
- 4 TAIL STRIKE!** The beast lashes its tail spike against an adventurer within NEAR range. Roll for the attack with six Base Dice and Weapon Damage 2 (stab wound).
- 5 LOCKING BITE!** The Hydra tries to bite an adventurer within ARM'S LENGTH. Roll for the attack with seven Base Dice and Weapon Damage 1 (slash wound). If the attack succeeds, the adventurer is stuck in the jaws and will be attacked again in the next round, this time with an extra Base Die. This is repeated once per round until the adventurer is Broken or the head is defeated.
- 6 ACID SPIT!** The head spits acid against an adventurer within NEAR range. Roll for the attack with seven Base Dice and Weapon Damage 1. If the attack hits, the victim suffers one point of damage for every round for D3 rounds.



INSECTOIDS

Giant insect-like humanoids have appeared in the Forbidden Lands in the last three hundred years. They probably arrived from other worlds in conjunction with the Demon Flood or arose from normal insects possessed by demons. The Insectoids build colonies and threaten their surroundings by hunting sustenance for their larvae and defending the perimeter around the colony.

The colonies possess a collective intelligence that increases with its size. The elf and provisioner Mazmer even claims to have had deep philosophical conversations with an Insectoid queen whose trust he managed to earn in her subterranean chamber. Mazmer said that the easiest way to approach Insectoids is to kill a worker outside the nest and smear oneself with its innards for the smell. The method was tried by at least two adventurers who were never seen again.



MONSTER ATTACKS

The rules for monsters in combat don't apply to Insectoids. Instead, they act like normal fighters. As they lack Wits and Empathy, however, they are immune to spells that damage these attributes, as well as to the MANIPULATION skill.

The Insectoid community consists of workers, drones, a queen and soldiers. The soldiers can have wings, a paralyzing poisonous sting and even wield weapons if the colony is intelligent enough. The only way to root out a colony of Insectoid is to kill the queen. If an additional queen is born, the colony will swarm, at which time half of the community wanders off to find a new nesting site.

WORKERS AND DRONES

ATTRIBUTES:
STRENGTH 5 AGILITY 3

MOVEMENT: 1

ARMOR RATING: 4

BITE: Damage 1 (slash wound)

SOLDIERS

ATTRIBUTES:
STRENGTH 7 AGILITY 4

MOVEMENT: 2

ARMOR RATING: 4

BITE: Damage 2 (slash wound), paralyzing poison with Potency 7

QUEEN

ATTRIBUTES:
STRENGTH 14 AGILITY 3

MOVEMENT: 1

ARMOR RATING: 6

BITE: Damage 2 (slash wound), lethal poison with Potency 8





MANTICORE

The terrible Manticores have appeared in the Forbidden Lands ever since the Demon Flood, wild or like plated battle beasts in the armies of the Rust Brothers. A Manticore has the body of a lion with a shark-toothed

human face and a turgid tail tip that shoots poisonous, barbed bolts. The bolts stun the victim, which is then devoured whole by the three separately moveable rows of teeth that feed the body into the maw, the jaws of which





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 Zygofer 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 three 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



NIGHTWARGS

It is rumored that the “Dreamer in Falender,” a mysterious hermit and worshipper of the Nightwalker, tried with the god’s help to create beasts to fight the demonic creatures that poured in from the west three hundred years

ago. The result was a disaster, and a predatory darkness that devoured the Dreamer.

Ever since, Nightwargs have appeared across the Forbidden Lands, even in cities and on farms. They are believed to be condensed



CHAPTER 5



darkness, for they only appear at night when you can see their eyes shining like pale full moons and feel their cold breath, an occurrence that terrifies even the bravest. The Nightwargs leave no tracks, not even in newly-fallen snow. Their bite freezes flesh to ice so that not even a drop of blood falls from the victim.

ATTRIBUTES:**STRENGTH 8, AGILITY 4****SKILLS:** Scout 5, Sneak 4**ARMOR RATING:** 3 (fur)**MOVEMENT RATE:** 2

ETHEREAL FORM: Victims killed by Nightwargs dissolve into a dark mist. Not even Elven rubies remain. The beasts are dissolved into darkness in the same manner if slain.

MONSTER ATTACKS

D6 ATTACK

- 1 RENDING ATTACK!** The Nightwarg leaps forward, tearing at an adventurer using its sharp claws. The victim is attacked using eight Base Dice and Weapon Damage 1 (slash wound).
- 2 VIOLENT BITE!** With a growl, the Nightwarg jumps at the nearest adventurer, biting him using all its strength. Perform an attack using seven Base Dice and Weapon Damage 2 (slash wound). If successful the adventurer become COLD. The attack can be PARRIED.
- 3 DEATH RATTLE!** The Nightwarg jumps at an adventurer, biting it, and then shakes the unfortunate victim, finally throwing the victim aside like a rag doll. Roll for the attack using seven Base Dice and Weapon Damage 1 (slash wound). If the attack hits, the victim is thrown to a NEAR distance and lands prone.
- 4 LEAPING ATTACK!** The Nightwarg rushes forward and jumps at one of the adventurers with all its might. Roll for the attack using eight Base Dice and Weapon Damage 1 (slash wound). If the attack is successful, the victim is thrown to the ground and the Nightwarg immediately performs an extra attack (six Base Dice and Weapon Damage 2, slash wound), outside of the normal turn order. The extra attack cannot be DODGED.
- 5 LOCKED JAW!** The Nightwarg bites the arm or leg of one of the adventurers and locks its jaws in a brutal grip. Roll for the attack using seven Base Dice and Weapon Damage 2 (blunt force). If hit, the adventurer is GRAPPLED.
- 6 THROAT BITE!** The Nightwarg sees a weak spot and attacks the adventurer by biting her in the throat, trying to kill her. Roll for the attack using ten Base Dice and Weapon Damage 2 (slash wound). The attack may be PARRIED. The adventurer suffers half of the amount of damage (round up) to EMPATHY as well, due to the horrific encounter and become COLD.



SEA SERPENT

Sea Serpents are feared predators that can puncture the hulls of ships with their horns and then snatch away crew while they are busy with repairs. They often wrap their bodies around smaller ships to crush the vessels with their strong muscles and then devour the swimming

people in peace and quiet until they are all lined up in their gullets like pups in the womb.

The best way to slay a Sea Serpent is to damage its tail, the blood of which fuels a maddening desire in the monster since its genital glands are situated there. The serpent will then





attack and swallow its hindquarters, soon devouring itself to death.

Legends tell of how the pirate Scarda was attacked by three Sea Serpents but managed to cut them all three in the tail so that they devoured each other until a giant sea urchin of teeth was all that remained. This incident is supposed to be the source of the giant sea urchins of the Eastern Sea.

ATTRIBUTES:

STRENGTH 18, AGILITY 3

ARMOR RATING: 5

MOVEMENT: 2 (in water)

TAIL: If an attack against the tail of a Sea Serpent (–2 penalty) draws blood (one point of damage or more from an edged or pointed weapon), roll a D6 each time the Sea Serpent attacks. On a 4–6, the beast attacks itself instead of an adventurer.

MONSTER ATTACKS

D6 ATTACK

- 1 TAIL ATTACK!** The beast swipes its tail against an adventurer within NEAR range. Roll for the attack with ten Base Dice and Weapon Damage 2 (blunt force). If the attack hits, the adventurer is thrown to the ground.
- 2 DEVOURING ATTACK!** The Sea Serpent tries to devour the adventurer with the highest STRENGTH score. Roll for the attack with eight Base Dice and Weapon Damage 1 (slash wound). If hit, the victim is swallowed whole and suffers one point of damage every round inside the creature's belly. The adventurer can attack the beast from the inside, where the Sea Serpent has no armor. The victim can escape once the Sea Serpent is dead.
- 3 WILD BITE!** The creature bites an adventurer within NEAR range. Roll for the attack with ten Base Dice and Weapon Damage 2 (slash wound).
- 4 DROWN ATTACK!** The beast attacks an adventurer within NEAR range and pulls her into the deep. Roll for the attack with eight Base Dice and Weapon Damage 2 (slash wound). If the attack succeeds, the adventurer is GRAPPLED and pulled under. See the rules for drowning on page 113 of the *Player's Handbook*.
- 5 CRUSHING ATTACK!** The beast rises above the surface of the water and then lets its heavy body fall onto two adventurers within NEAR range. Roll for the attacks with nine Base Dice and Weapon Damage 1 (blunt force). Any victims hit are thrown to the shattered deck or even into the watery depths.
- 6 DEATHLY EMBRACE!** The Sea Serpent ensnares an adventurer within NEAR range with its tail and tries to squeeze the life out of her. Roll for the attack with eleven Base Dice and Weapon Damage 2 (blunt force). If the attack hits, the victim is GRAPPLED and must endure the same attack in each subsequent round (this does not count as an attack for the beast).





STRANGLING VINE

Like many of the strange beasts of the Forbidden Lands, the Strangling Vines are believed to be escaped experiments from some demonological laboratory. These flesh-eating plants are difficult to combat since they usually hide among peaceful greenery and seem to possess a certain degree of intelligence. The plant often waits in a sunny glade for some unsuspecting victim to settle down nearby, and then attacks with a number of barbed vines to attempt to trap and strangle it.

The vines, strong and tough enough to break limbs, originate from a central pumpkin-like trunk that is often found to have buried itself into the ground. A few beautiful violet flowers in constant bloom serve as the plant's sensory organs, letting it know what's going on.

The vines drag the dead prey to the trunk, which extends growths similar to suction feet that attach to the dead corpse, dissolving it with its fluids and sucking out

MONSTER ATTACKS

D6 ATTACK

- 1 **SPORE ATTACK!** The creature emits a cloud of spores in the direction of an adventurer within NEAR range. The victim is attacked by a paralyzing poison with Potency 8.
- 2 **STRANGLE ATTACK!** Vines ensnare all adventurers within NEAR range. Roll for the attacks with six Base Dice and Weapon Damage 1 (blunt force). All victims hit are thrown to the ground.
- 3 **WHIPPING VINE!** A thick vine whips an adventurer within NEAR range. Roll for the attack with eight Base Dice and Weapon Damage 2 (blunt force). If the attack hits, the adventurer is thrown to the ground.
- 4 **DEADLY EMBRACE!** A tangle of vines ensnares an adventurer within NEAR range. Roll for the attack with eight Base Dice and Weapon Damage 1 (blunt force). If the attack hits, the adventurer is GRAPPLED.
- 5 **PENETRATING ATTACK!** A vine tries to force its way into a body cavity (such as the mouth, the eyes or the ears) of an adventurer within NEAR range. Roll for the attack with ten Base Dice and Weapon Damage 2 (slash wound). The attack damages both STRENGTH and EMPATHY due to the horrifying experience.
- 6 **POISONOUS CLOUD!** The creature's purple flowers open up and emit a cloud of spores that affects all adventurers within NEAR range. All suffer the effects of a paralyzing poison with Potency 8.



all nourishment. It is believed that the plant can draw up its roots and slowly wander to a new location.

ATTRIBUTES:
STRENGTH 8, AGILITY 3



BESTIARY



TROLL

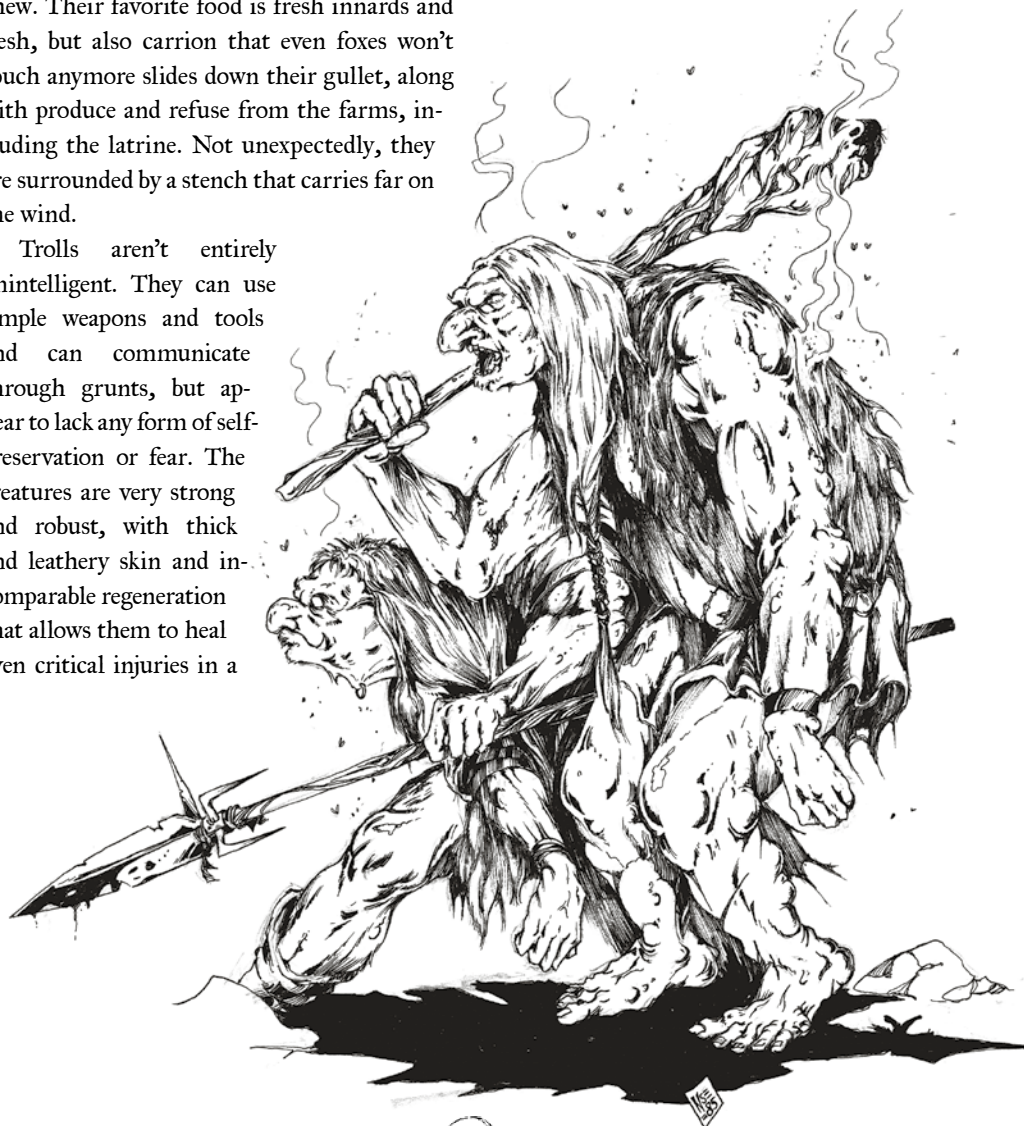
It is known that Trolls are born underground, but often journey to the surface as they become bigger, partially because of lack of space, but partially because they are quite gluttonous.

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: 1

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

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

SUNLIGHT: A Troll suffers one 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.



UNDEAD

The living dead are a natural phenomenon in the villages since the deceased often tend to keep walking about in a state of confusion before finding their final rest. They are treated with respectful courtesy. The Rust Brothers' venture of magically creating servants and warriors from these restless dead is disliked by most.

For the most part, they wander around and perform their chores in more or less broken or decomposed forms, eventually as skeletons, but some become ghouls who draw power from other bodies to fuel their mockery of life. Especially powerful dead can become Death Knights.

RESTLESS DEAD

ATTRIBUTES:
STRENGTH 3, AGILITY 2

SKILLS: Melee 2, Scout 2

BITE: 2

SKELETON

ATTRIBUTES:
STRENGTH 3, AGILITY 2

SKILLS: Melee 3, Scout 3

TYPICAL GEAR: Rusty broadsword, studded leather or chainmail, closed helmet

BONY: Arrows and POINTED weapons can never cause more than one point of damage to a skeleton. Other weapons cause normal damage.

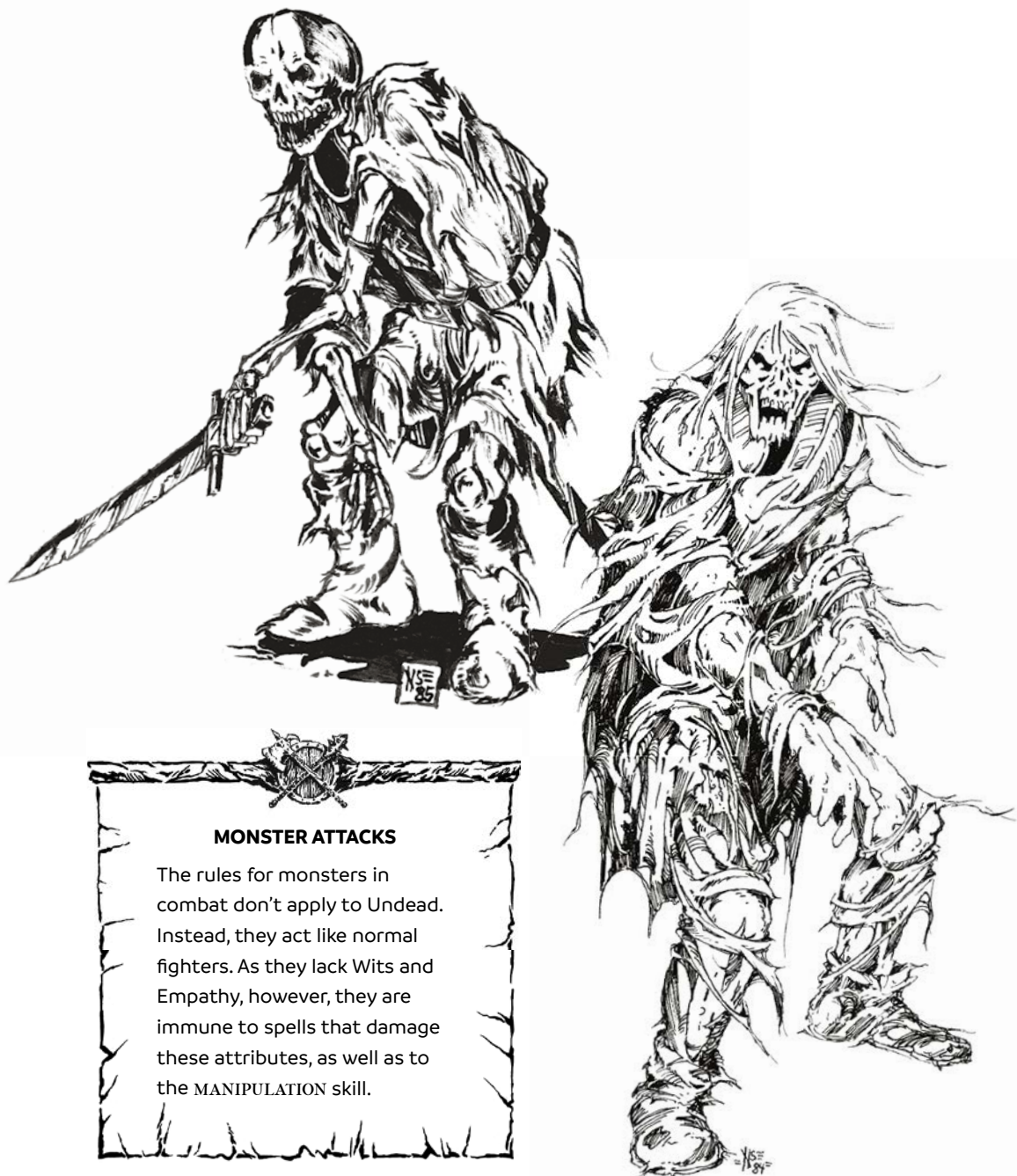
GHOUL

ATTRIBUTES:
STRENGTH 4, AGILITY 2

SKILLS: Melee 3, Scout 3

BITE: 2 (Virulence 4)





MONSTER ATTACKS

The rules for monsters in combat don't apply to Undead. Instead, they act like normal fighters. As they lack Wits and Empathy, however, they are immune to spells that damage these attributes, as well as to the MANIPULATION skill.

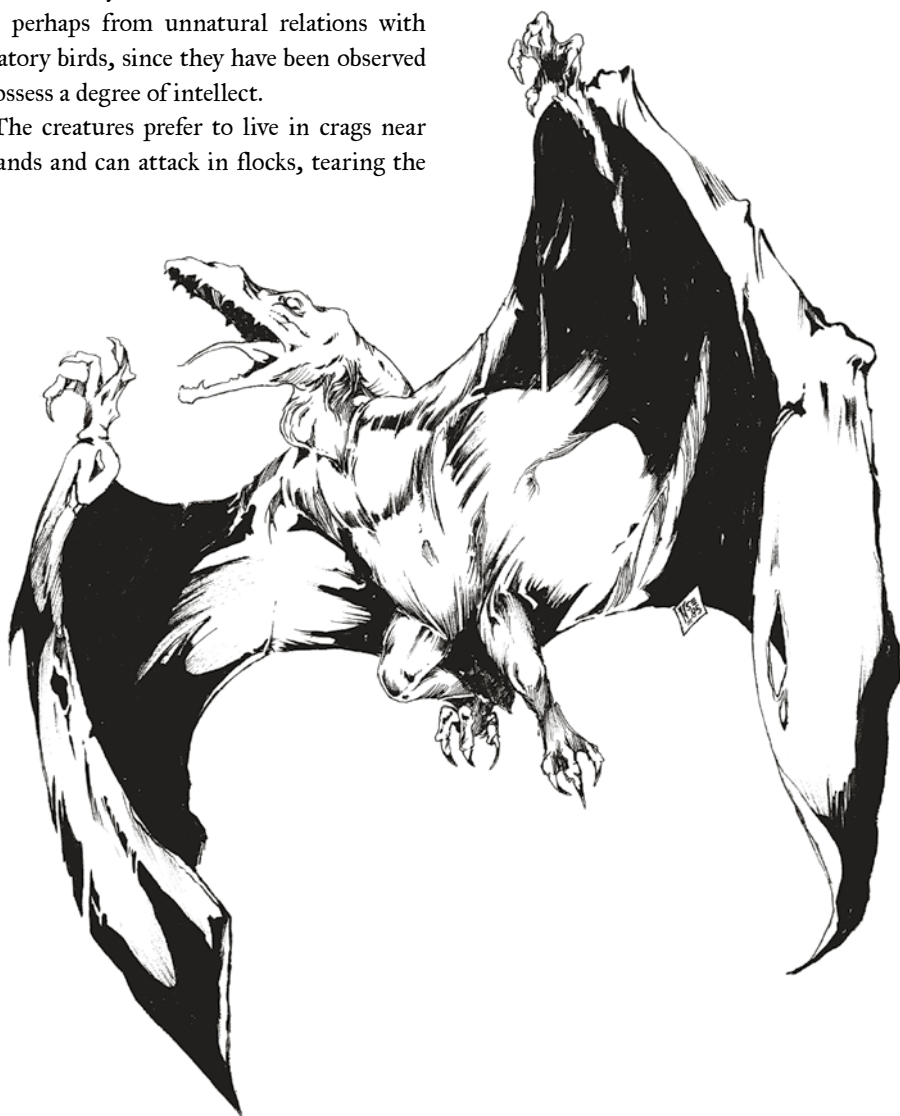


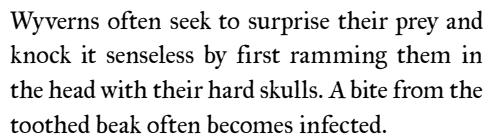
WYVERN

The Wyvern is probably an immigrant species in the Forbidden Lands, since predatory lizards are uncommon outside the marshes. There has, however, been speculation on whether the Wyverns are related to the lizard folk, perhaps from unnatural relations with predatory birds, since they have been observed to possess a degree of intellect.

The creatures prefer to live in crags near wetlands and can attack in flocks, tearing the

victim apart and carrying the parts home to their young. There are stories of halflings being snatched up alive and screaming from the ground by Wyverns the size of horses. The





The best defense against Wyverns is to attempt to get them down on the ground, where they are clumsy and practically defenseless. Villages in afflicted areas often use weapons with barbed chains that get caught in the leathery wings of the beasts, tearing them to shreds.

The Wyverns have a very thin but energy-laden layer of blubber under their skin that

keeps them warm even during winter. Skilled tailors can sew warm winter clothes from the skin and the blubber is both flavorful and nutritious and as such it is popular as a provision.

ATTRIBUTES:

STRENGTH 14, AGILITY 3, WITS 5, EMPATHY 2

MOVEMENT: 3

ARMOR RATING: 5 (scales)

SPECIAL: If a Wyvern is somehow forced to the ground, all attacks against it get a +2 bonus.

MONSTER ATTACKS

D6 ATTACK

- 1 **CLAW ATTACK!** The Wyvern tears at two adventurers within **NEAR** range. Roll for the attacks with seven Base Dice and Weapon Damage 1 (slash wound).
- 2 **BITE ATTACK!** The beast bites the nearest adventurer with razor sharp teeth. Roll for the attack with ten Base Dice and Weapon Damage 2 (slash wound).
- 3 **DIVE ATTACK!** The Wyvern dives onto an adventurer within **NEAR** range. Roll for the attack with nine Base Dice and Weapon Damage 2 (slash wound). If the attack hits, the adventurer is thrown to the ground.
- 4 **RAM ATTACK!** The creature flies with full force straight into an adventurer with its hard head. Roll for the attack with ten Base Dice and Weapon Damage 2 (blunt force). If the attack hits, the victim is thrown to the ground.
- 5 **SHAKE ATTACK!** The Wyvern tries to bite and violently shake an adventurer. Roll for the attack with nine Base Dice and Weapon Damage 2 (slash wound). If the attack hits, the victim is thrown to **NEAR** distance from the Wyvern, and lands prone.
- 6 **FALL FROM THE SKY!** The beast grabs an adventurer within **NEAR** range and lifts her up into the sky. Roll for the attack with eight Base Dice. If the attack hits, the Wyvern and its victim both ascend to **SHORT** range from the ground. The next round, the victim is dropped and suffers the effects of a fall from 2D6+10 meters (see page 113 in the *Player's Handbook*).



ANIMALS							
ANIMAL	STRENGTH	AGILITY	SKILLS	MOVEMENT	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 one 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	—



ARTIFACTS

“Who are you?” Onbammel demanded, shaking his sword.

The wooden apparition, concealed among the bushes, didn’t answer, didn’t move.

As Zindia Mak poked it with her staff, it crumbled quietly into a heap of sticks and bones.

A wooden mask remained – the face of the goddess Heme from the temple.



The ruins of the Forbidden Lands hide many treasures, and most precious of all are the artifacts. These unique items lend their users powerful and often supernatural abilities. Artifacts are very rare – adventurers give their lives in search for them, and the blessed individual who lays his hand on one can expect many jealous glances.

In this chapter, 18 unique artifacts are described in detail, including legends, effects, and suggested locations where they are to be found. The latter are only suggestions – you can have the adventurers find these artifacts anywhere you like in the Forbidden Lands. But remember to keep the artifacts rare – finding one should be an event to celebrate!

ARROWS OF THE FIRE WYRM

It is said that the volcano god Horn first awoke when the demons that Zygofer let loose had already laid waste to Aslene. So awful was his rage that magma and ash were spewed across the heavens. Brought before the god were three snakes, who had bitten three prophets to death. These prophets had seen the coming of the demon flood, and had wanted to warn the people and wake Horn. The snakes groveled before Horn and opined that they had not intended the desolation of the land, that they had only followed their nature as the gods had created them. When Horn’s priests still wanted to punish the reptiles by throwing them into the magma, they writhed,



ARTIFACTS

D66 ARTIFACT

11–12 Arrows of the Fire Wyrm

13–14 Asina

15–16 Barkhyde

21–22 Carskenfoot's Boots

23–24 Clay's Rosary

25–26 Feroxa's Claws

31–32 Ivelde

33–34 Menkaura's Tooth

35–36 Phantom Daggers

41–42 Queen Agatha's Twin Tablets

43–44 Scarnesbane

45–46 The Nightwalker's Hourglass

51–52 The Tezaur

53–54 Tvedra's Twin Rings

55–56 Voller's Helmet

61–62 Wail's Horn

63–64 Well of Tears

65–66 Wyrm's Key



APPEARANCE

An Arrow of the Fire Wyrm is always hot and smells of sulfur. Its shaft is carved of dark wood and wrapped with copper in the shape of a writhing snake. The tail feathers are small and red. The arrow appears to be intended more for ceremonial use than for combat.

SUGGESTED LOCATION

Merigall's lair on Mount Ora (see *Raven's Purge*). Another of the Arrows of the Fire Wyrm was carried by the Crombe dwarf Peyraman, who is now imprisoned in Vond. The third arrow is lost.

cried out and begged to atone for their crime by bringing vengeance to those who were truly responsible.

Horn listened to them and called his servant from the magma depths of the volcano, the mighty fire wyrm, Erinya. She breathed on her lesser kin, whereupon they turned into arrows. These arrows would, when shot from a bow, mark the butchers of Aslene so that Erinya could find and devour them.

RAVEN'S PURGE

Several of the artifacts in this chapter are in some way connected to events and characters in the *Raven's Purge* campaign book. If you intend to play this campaign, it's recommended that you read it before introducing these artifacts into your game. It's not necessary, however.



PLAYING CARDS

All artifacts in this chapter, as well as the four artifacts in the *Raven's Purge* campaign book, can be found on playing cards included in the custom Forbidden Lands card deck, which is sold separately. The full-color illustrated cards summarize the history and the effects of these artifacts.

EFFECTS

An Arrow of the Fire Wyrms flies badly and can only be fired up to SHORT range, no matter the weapon. Against most targets, it functions as a normal arrow but gives the user a D8 Artifact Die. If the arrow hits Krasylla or Zytera (see *Raven's Purge*), it will burrow into the body, dissolve, and mark the victim as a target for the Fire Wyrms Erinya to find. Erinya will then learn the target's location, move there, turn the ground to lava when she arrives and then proceed to devour the target completely.



ASINA

This weapon is very old, and the blade is said to be the fang of one of the gigantic earthworms that destroyed the ancestral lands of the humans, forcing them to flee to Ravenland guided by the Raven god. Raven had strictly forbidden



the humans from bringing anything from the homeland on their journey, so as not to risk contaminating the new world. The smuggler who brought the fang was summarily thrown overboard during the voyage, but the priests did not dare to let the blade follow out of fear that they could infect some sea beast that would then follow them. Instead, it was decided that they would bring the tusk to the new land and there keep it under lock and key in a temple, until it had become clear how to securely and safely destroy it. Instead, once its origins had been forgotten, it was forged into a sword.

APPEARANCE

A very old broadsword that appears to be cut from a single piece of bone or a large tooth, its grip wrapped in coarse snake skin. The blade fumes and withers any organic material that it comes into contact with. If it touches skin, it will burn to the touch.

SUGGESTED LOCATION

Merigall's lair on Mount Ora (see *Raven's Purge*).





EFFECTS

Asina is a broadsword with Weapon Bonus +2, Weapon Damage 3, and a D10 Artifact Die. Wounds from Asina will become infected with nasty worms, which count as a disease with Virulence 6. Against demons, Asina inflicts additional damage, as the blade can cut through the demonic substance called mog. The demon suffers normal damage when the attack hits, and then the same amount of damage each round for D6 rounds as the wound corrodes into the demon's body.

DRAWBACKS

The Asina blade inflicts one point of damage just by contact with the skin. The risk of hurting oneself on the sword is significant, especially since Asina seems to have a will its own when wielded. Every rolled ☠ (in the first roll of the attack) inflicts one point of damage (and the risk of disease) on the attacker himself or a friend within ARM'S LENGTH. The weapon sours any liquid it is dipped into, turning it undrinkable.



BARKHYDE

Barkhyde is believed to be an old, sacrificial mask in honor of the goddess Heme, and is also known as Heme's Devouring Mask. If placed over the face, tough tree roots will slither from it, enfolding the wearer in minutes, while they are subjected to a multitude of harmless, but unpleasant, pin pricks. The custom at the temples of Heme is to then remove the mask and sacrifice the individual.

APPEARANCE

The mask resembles the wooden face of the goddess Heme, furrowed and covered by a number of gnarly growths; it is actually the original inspiration for how the goddess is depicted nowadays.

SUGGESTED LOCATION

At one of the older temples of the Sisters of Heme, where the mask is worshipped and honored as a holy relic. It may be brought to Hag-gler's House or Vond for special occasions and celebrations.

EFFECTS

In fact, the mask is not related to the goddess Heme at all, and is significantly older than most believe. It is an ancient, elven armor that grows by itself when the mask is placed against the face. The armor is a LIGHT item with Armor Rating 3 and a D10 Artifact Die (which is rolled with the armor roll). The many pin pricks that the wearer feels are tiny roots piercing the skin. They provide the wearer with





WATER and FOOD as long as she sleeps standing up at night, so that the armor can root itself and draw sustenance from the soil. Some elder elves are aware of the misunderstanding and find it immensely amusing.



CARSKENFOOT'S BOOTS

Five hundred years ago, the renowned stone singer and prospector Aras Carskenfoot of the Belderan clan forged a pair of climbing boots to help him traverse difficult mountain terrain. The boots worked perfectly, but since Carskenfoot suffered from a severe case of foot sweat, he slid out of them when the fastening straps broke half-way up a sheer cliff, and the stone singer fell to his death. The widow handed the boots off so as to never see them again and neither she nor anyone else has since.



ceiling. The surface must be able to support the climber, thus it is not possible to walk up a waterfall or other unnatural surfaces. The boots give a DIO Artifact Die to any MOVE rolls when climbing. The boots count as clothes and don't encumber the wearer.



APPEARANCE

A pair of sturdy hiking boots, each of which is fastened to the foot and calf with straps. The boots were made for dwarves, and fit neither long-of-feet elves, bigger-than-average humans or half-kin. The straps look worn, and should be replaced so that the wanderer won't have to risk sharing Carskenfoot's fate.

EFFECTS

Carskenfoot's boots always give purchase, no matter how slippery or steep a surface is, and it is even possible to walk upside down on the

CLAY'S ROSARY

It is said that Clay was much fatigued after having bridled the winds over Ravenland in ancient times. He needed to rest, but could not leave the newly tamed winds unattended. He therefore created a rosary of Maha signs that could control the weather and gave this to the maiden Thousand-Heart to use while he slept. Gargal, behemoth of the seas, who was used to playing at sea with the gales, was cross that his playmates had been taken from him and wanted to free them. While Clay slept, Gargal let himself rise from the sea foam at Maidenholm in the shape of the beau-





tiful noble, *Adembre*. *Thousand-Heart* was so enamored that she forsook her duties to frolic with her guest. But *Gargal* let crabs sneak ashore to steal *Clay's* rosary while she was distracted.

When dawn broke, *Adembre* returned to the beach, where the crabs had hidden the rosary under a rock. He was just about to go into the sea with his loot when *Clay* woke. The god discovered the theft and turned the beach into a mire, trapping the thief. When *Adembre* found himself trapped, he threw the rosary into the ocean. But before *Gargal's* gargantuan shape could catch it, it was snatched up by the mischievous dolphin *Puld*, who absconded with it. *Clay* furiously ripped *Adembre* to shreds, which can still be seen in the red algae that lines the shorelines of the ocean. The god let the shores of the sea, rivers and lakes partially remain as mires henceforth, as protection against thieves. It is said that *Thousand-Heart* wept so profusely on the shore for her lover that the sea has been salt ever since, but since *Clay* had woken he no longer needed the rosary. After mastering the winds, he bestowed them on the goddess *Wail* to use as she wanted.



The true origin of the rosary is unclear, but it may very well be divine.

APPEARANCE

The rosary looks like a vine on which ten gold-streaked Maha signs made from tiger's eye are strung, along with a larger stone that bears the sign of the god *Clay*. On the vine, there is also a larger tablet of bluish stone with sockets.

EFFECTS

Clay's Rosary contains ten Maha signs carved into pieces fashioned from the tiger's eye mineral, which are strung on a vine-like piece of string. On the vine, there is also a large tablet with five depressions, on which the Maha tablets can be placed to form a statement that controls the weather in the same way as the *WEATHERMASTER* spell (see page 125 in the *Player's Handbook*).

The rosary has a D12 Artifact Die and can be used once per day. When used, roll the Artifact Die – the number of X rolled is the Power Level of the spell. No WP are needed, and no mishap roll is made. The signs on the rosary are North, East, South, West, Strong, Weak, Water, Drought, Warm, and Cold. The combination of Cold and Water gives fog, Cold and Warm creates a thunderstorm, and so forth.

Clay's Rosary is very beneficial to agriculture at a stronghold – continuous use of the rosary makes it possible to harvest GARDENS and FIELDS all year round (see the Stronghold chapter in the *Player's Handbook*).



DRAWBACKS

Clay's Rosary is a relic that is sought after by the druids of the Golden Bough (see page 55). If they learn its whereabouts, which abnormal weather patterns can alert them to, they will demand it be brought to the Stillmist, Pelagia or some other temple. If it's not given freely, the druids will call on the Redrunners to claim it by force.



FEROXA'S CLAWS

Within the Rust Church, the tale is told of how the gods Rust and Heme first celebrated their wedding before the exultant fathers of the Rust Brothers and the praising mothers of the Sisters of Heme. From the divine embrace was eventually born the daughter, Feroxa, a beautiful child of the blackest hematite with freckles of rust on her stone skin.

But their happiness made the Raven god jealous. The bird of carrion swept down, stole the child from its cradle, and settled on a high cliff to devour it. Desperate and furious, the god Rust let his limb lengthen into an arrow of iron and the goddess Heme sacrificed a finger to form a bow, strung

with Feroxa's umbilical cord. They sent their iron-clad servant Teramalda to the crag and she shot the arrow at the Raven god, who gravely injured and terrified, fled to the woods. Raven took off with such force that Feroxa was pushed off the cliff and fell to the ground, shattering into shards beyond count that spread across the world as pieces of hematite. Teramalda tried to break her fall but was mortally wounded by the weight of the stone child. Feroxa's decapitated head came to rest next to Teramalda. It was bereft of sight since the raven god had already pecked out its eyes, but the god-child sensed its helper's lips and breathed her spirit into her. Ever since that day, Teramalda roams the world in search of vengeance on the Raven god and his followers.

The god Rust wished to bury the head of his dead daughter, but his wife Heme said that now was the time for vengeance, not sorrow. Together, they forged a set of hematite claws from Feroxa's remains, to be worn by the champion of the Rust Church in the hunt for the scum of the Raven god. The claws were lost, however, when their wielder – Gardkan, captain of the Iron Guard – fell in battle during the Alder Wars.

The claws were forged during Teramalda's invasion of Ravenland, but the legend of the gods and their child is just a myth. Teramalda's suit of armor came to life when the dwarven lord Garmar Four-Beard had the woman cooked over embers in it, and it is possible that it was the god Rust who woke her. Anyhow, she prefers to hunt dwarves rather than worshippers of the Raven.



APPEARANCE

Two aged, but well-kept leather gloves with large metal claws mounted on knuckles. The



claws are cut from heavy, black stone, interspersed with red spots. In the palm of each glove, there are embossed the signs of the god Rust and the goddess Heme, respectively. Straps secure the gloves to the wrists of the wearer.

EFFECTS

Feroxa's Claws are a melee weapon with Weapon Bonus +1, Artifact Die D8, Weapon Damage 2, and the LIGHT, EDGED, and POINTED features. The claws ignore all metal armor. Each time the claws cause one or more points of damage in combat, their Weapon Damage increases by one. This bonus dissipates at the end of the combat. All of the effects above assume that both claws are used. A single claw counts as a normal knife.

DRAWBACKS

The Rust Church will demand Feroxa's Claws be returned if they learn that they have been found, and will send Iron Guards to seize them by force, if necessary. If the adventurers hand over the claws freely to a Rust temple, they will be treated as heroes and allies of the church.



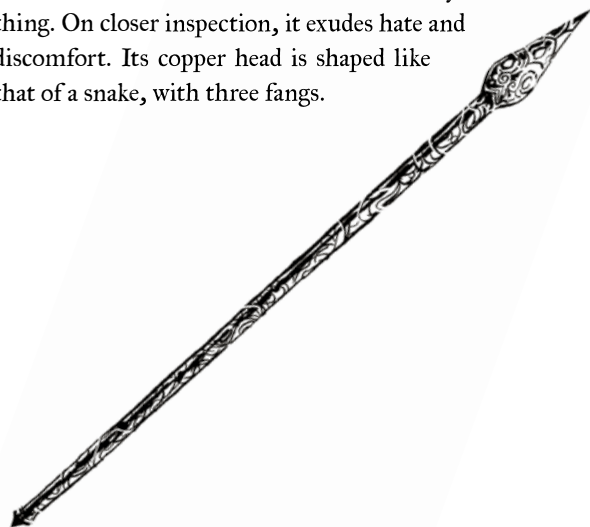
IVELDE

It is rumored that the humans who were spending their first day in Ravenland fought over whether the raven that had led them across the ocean was divine or if the divinity belonged to the snake in the raven's claws. First of all, the new arriv-

als met a dwarven hermit and weaponsmith at a cliff by the beach, facing the sea. The first Raven Sister, she who was called Nightsbroud, is said to have given herself to the dwarf so that he in return forged the magical spear Ivelde for her to benefit the worshippers of the raven. The first worshipper of the wyrm, Modreval, desired Nightsbroud and was struck with jealousy. He cursed the weapon so that the shape of a black snake grew from the back of the spear head, with fangs like barbs. Furious, Nightsbroud suggested that the wyrm worshippers could keep the desecrated spear and threw it among them. They instantly started fighting each other until several lay dead. Both Nightsbroud and Modreval were horrified and agreed to make peace between the factions. They married and ordered the spear locked away.

APPEARANCE

An ancient and worn black spear that is crooked and seems not to be useful for much of anything. On closer inspection, it exudes hate and discomfort. Its copper head is shaped like that of a snake, with three fangs.





SUGGESTED LOCATION

Merigall's lair on Mount Ora (see *Raven's Purge*).

EFFECTS

Ivelde works like a normal throwing spear with a D8 Artifact Die. In addition, it sows discord. If thrown toward an individual, regardless of whether it hits, all living beings within NEAR range of the target must immediately attack a random person within the group of affected individuals and keep fighting until only one remains standing.

DRAWBACK

The spear Ivelde is shaped like a black snake with three fangs. One of these fangs falls out each time the spear is thrown. When all three fangs are gone, the spear shatters and cannot be used again.



MENKAURA'S TOOTH

It is said that the spider queen Menkaura and her thousandfold brood ruled over the Dankwood between Entwater and the Crombe river for a hundred years. The elves grew tired of them after a group of botanizing melderers were slaughtered by the beasts, and sent twenty war ents into the queendom of the spiders. The ents weren't susceptible to both the fangs and poison of the spiders, and possessed the strength to tear all their webs to

shreds. They slew Menkaura but allowed the remaining spiders to live, since the unity of the beasts died with their queen. Menkaura's gleaming carapace was brought to the city of Stridehome where it was used in jewelry, weapons and other objects. One of these objects is her tooth.

APPEARANCE

Menkaura's Tooth is hollowed out, a pointed container plugged with a sculpted spider. Looking inside, it appears to be filled with an oily, almost writhing fluid – like boiling tar. The actual tip is sticky and if one touches it, a thick strand of web is drawn out when the finger is pulled away. This is a TINY item.

EFFECTS

The tooth has two abilities:

- ❖ Firstly, the user can touch something with the tip of the container and then pull out a rope up to 50 meters long, made from very durable spider's web. The rope gives the user a D8 Artifact Die to MOVE rolls for climbing, but will disintegrate after an hour.





- ❖ Secondly, the user can open the container and spill some of the living liquid, which then swells into a spider (see page 127) that attacks the enemies of the tooth's owner. There is enough liquid for ten uses. It might be possible to refill, but who knows how? The spider dies after an hour.



PHANTOM DAGGERS

It is said that when the Alderlanders invaded Ravenland, they sent the three siblings Vider to assassinate the leaders of the dwarves and elves. However, the elven masters ensnared the would-be assassins through their magic, slew them and bound their dark souls to three daggers.

APPEARANCE

A completely black and fuming dagger with slightly diaphanous edges. It is as if the shadow of a dagger has assumed solid shape.



EFFECTS

The Phantom Daggers are dangerous concealed weapons, since they can be carried almost imperceptibly. If one is placed with the handle against the palm of the hand while pressing the index finger of the other hand against the tip until blood is drawn, the entire dagger will sink into the palm of the hand where it is only visible as a dark spot on the skin. With the proper flick of the wrist the dagger can be unsheathed into the hand again when the victim least expects it.

A Phantom Dagger counts as a dagger with Weapon Bonus +1, Weapon Damage 2, Artifact Die D8, and a +2 modification to all sneak attacks. It is not counted towards encumbrance at all. The Phantom Dagger erodes the user's soul – every time an attack with it Breaks an opponent, the user suffers one point of damage to their Empathy score.

QUEEN AGATHA'S TWIN TABLETS

Queen Agatha of Dragon's Tooth was once a beloved queen of the dwarven Crombe clan. She wished to favor the stone singers of the clan so that their skill would rival that of the Belderans. When the gifted apprentice, Torwyld Gravel, by chance managed to return a slab of agate to its primordial, living form – the feat has never been reproduced – and the masters saw how the veins of agate surged beautifully like northern lights in the mountain, they decided to shape a tablet for the queen from the living rock, thanking her for her faith in them.



The work was done with a degree of anguish, for the living stone screeched and cried when cut, but after some time, the beautiful tablet could be presented to the regent. To the embarrassment of the stone singers, the agate veins would no longer surge, but it was discovered that when someone managed to move a vein on the stone tablet the same change appeared on the slab from which it had been taken. Master Homb realized that the stone tablet was missing its other piece and set out to form a second tablet from the remainder of the slab. Once it had been completed, and the tablets were brought together, they seemed to be more at ease and the agate veins became more fluid. They assumed the same pattern, and it soon became clear that if the pattern was changed by hand on one tablet, the same change immediately appeared on the other. Master Homb noticed that this occurred even if the tablets were separated, and realized that they could be used to send messages across long distances. After some years, one of the tablets was lost, however, at which time the other was forgotten, since it no longer served any purpose. The second tablet eventually went missing, too, lost to the unknown.

The legend is true.

APPEARANCE

Two identical stone tablets of agate with tight, wavy lines in yellow, brown, white, and grey. On the top of each tablet there is carved a dwarven clan sign (of the Crombe clan). The observer will notice that the pattern in the stone is not solid, but shifts like a slowly rolling sea. If a finger is traced along the surface, the lines will move with it simultaneously on both tablets.

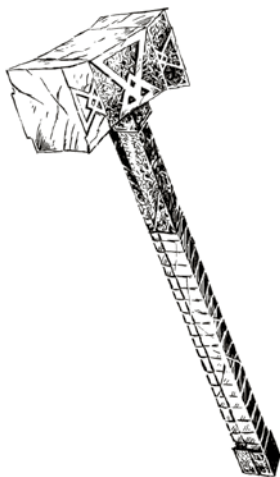
EFFECTS

Queen Agatha's Twin Tablets are identical and made from agate, with the flowing pattern of the mineral clearly visible on the surfaces of the two tablets. This pattern can be altered by tracing a finger across one tablet, and the second tablet will display the same change in the agate pattern. This effect occurs no matter how far apart the two tablets are. It's not possible to write on the tablets, only to move the pattern. To use the tablets for communication, the adventurers will need to agree beforehand what different types of changes in the pattern mean.



SCARNESBANE

The legends tell of how Scarne, the ancient mother of dragons, ruled in Ravenland when the dwarves arrived in an age long forgotten, and that her armor was of impregnable obsidian that she herself had melted around her body. But Oramund, the commander of the dwarves, prayed to the god Huga, who sent him a hammer the blows of which could crush anything. With it, Oramund slew the she-dragon. The dwarves then chased the serpent's offspring up



into the mountains from whence they still plague the land. Oramund named the hammer Scarnesbane.

In fact, the hammer was never used against Scarne. Nor is the dragon dead, but merely imprisoned far below the dwarven fortress of Stonegarden. You can read more about this in the *Raven's Purge* campaign book.

APPEARANCE

Scarnesbane is a heavy warhammer, with the sign of the god Huge carved into its iron head six-fold. The shaft is the color of bone, and is said to have been cut from a tooth of the ancient dragon mother, Scarne. It's carved with the same veining that was found on Urtima – the first stone that the dwarves shaped in their creation of the world – and is supposed to be wrapped with ribbons made of Scarne's hide.

SUGGESTED LOCATION

Pelagia (see *Raven's Purge*).

EFFECTS

Scarnesbane is a heavy warhammer with Weapon Bonus +2, Weapon Damage 3, and Artifact Die D10 (D12 against dragons). The weapon ignores all armor, including natural armor. Worn armor is destroyed if an attack from Scarnesbane inflicts three points of damage or more. Scarnesbane can even shatter solid stone.

DRAWBACK

The hammer is very unwieldy and requires Strength 6 to be handled without penalty. A fighter with Strength 5 can wield Scarnesbane, but suffers a –2 penalty to all attacks. Weaklings of Strength 4 or less cannot use the weapon.



THE NIGHTWALKER'S HOURGLASS

It is said that the stone singer Dordela was so vexed late one night over a mistake she'd made on an anniversary statue, that she begged the Nightwalker to return the stone slab to its original form, such as it was before she marred it with her high note. At the same time, there was a knock on the door to the workshop, frightening her. Outside the door was a mysterious figure with the features of a bat. In his arms he held a box, which he handed over without a word before turning around to leave. The only answer to Dordela's questions was a hiss:

"Fracture time, unmake mistake, bone break," and then the mysterious messenger was gone.





In the box, Dordela found three hourglasses lying in purple velvet and on the inside of the lid were the same words, written in black ink. She picked up one of the hourglasses, observed the sand running from the top to the bottom and, on a whim, broke the instrument in half. She immediately fainted, but when she woke the stone slab stood before her, untouched, just as she had wished. Delighted, she reached for her stone wand but found it impossible: her hand was missing.

They say that the second hourglass was broken when King Ardeburd had lost the battle against the Canides below the Icefang Mountains. He is then said to have allowed all the sand to flow from the hourglass and was never seen again. Without their leader, the dwarves lost the battle a second time.

Only one hourglass now remains in the box.

APPEARANCE

A jet black, undecorated lacquered box, the inside of which is covered with purple velvet. Within the velvet of the shrine, there is room for three hourglasses, but only one occupies



the space. The hourglass is angular, decorated with the sign of the Nightwalker and filled with black sand. Inside the lid of the box is the inscription: "Fracture Time, Unmake Mistake, Bone Break."

EFFECTS

A person who breaks the hourglass will travel back in time, longer back the more sand has passed through the hourglass, but no more than three days. All living beings within NEAR are brought back in time.

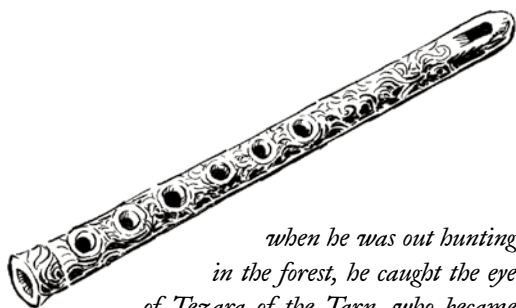
DRAWBACKS

The time travel will cost the breaker of the hourglass a limb: a finger for an hour, an arm for a day, and his life for three days. A person can sacrifice himself in this way to make something undone.



THE TEZAUR

It is told that Duke Fargalon of Aslene had a son who was named Ungule, after the god Horn's master smith of the volcano, he who forges the hoofs of the holy steeds. After bones had been thrown in front of the newborn, the seeress proclaimed that it was the destiny of the duke's son to fall in love with a flautist of the wandering folk and take her as his bride. The proclamation angered Fargalon, and he forbade all forms of music in his domain. Riders were even sent out to cut down the reeds that rustled too loudly on the river banks. Ungule grew up to be a handsome young man, and one day



when he was out hunting in the forest, he caught the eye of Tezara of the Tarn, who became fiercely stricken with love.

Tezara was a masterful singer, but she could not sing her love to the duke's son since he lived in a fortress of stone and always wore a helmet of silence when he ventured outside. Tezara sang her lament in the forest, where a naiad heard her. She took pity on Tezara, and gave the lovestruck maiden a silver flute, forged from the waters of a babbling brook. Anyone who plays the flute can walk through stone and iron and guards like light through water. With its help, Tezara made her way to Ungule and won his heart with her song.

In the morning, Duke Fargalon discovered the young lovers and went into a rage, threatening to imprison Tezara, but when she showed him her flute his thoughts were filled with the possibilities it presented. The duke had pawned his most treasured heirlooms in the capital to fund his military campaigns. When night fell, he went to the rich pawnbroker's house, played himself into the treasury and soon waded through silver and gold in a jolly fashion. The pawnbroker's guards heard him, however, and soon opened the gates to the vault. The duke had already gathered his heirlooms and wanted to play his way out with them, but in his fervor and greed he had dropped the flute and was unable to find it among the silver spread around him. The guards mistook him for a simple thief and killed him. Ungule was named duke and wed Tezara, but the flute was lost.

The legend of the flute is probably true. The flute is from Aslene.

APPEARANCE

A simple, bluish silver flute with a clear tone. On close inspection, one can see how the patterns of the flute ripple like flowing water in which the silver twinkles as if from reflecting the sun.

EFFECTS

Playing on the Tezaur requires a successful PERFORMANCE roll every round. The roll counts as a slow action, and the flute gives a D8 Artifact Die. If successful, the flautist gains the ability to move through solid matter – a sphere follows her and allows her to walk horizontally in any direction, even through solid stone or living beings. The world outside can be seen faintly from inside the sphere, but from the outside the sphere looks like a white mist passing through anything. If the music stops, or if the flautist fails a PERFORMANCE roll, the sphere dissipates. If the flautist is inside solid matter at that point, she is killed outright.

DRAWBACKS

The music from the Tezaur is addictive. Parting from the flute requires the owner to fail an Empathy roll (roll for the attribute only). One attempt can be made per day. Even if the roll fails, parting from the Tezaur costs one Willpower Point and one point of Empathy.

Anyone else who hears the Tezaur play within NEAR range feels a strong desire to claim the instrument for themselves. They must





each make an Empathy roll – if the roll succeeds, they must attempt to steal the Tezaur, by force, if necessary. A person who knows of this effect can cover his ears to avoid the effect.



TVEDRA'S TWIN RINGS

It is said that the witch Tvedra was so smitten with Hinrek of Falender that she gifted him with a ring that would protect him in the wars against the Alderlanders. She wore an identical ring herself, and claimed that her love would protect him even when they couldn't be together. Captain Hinrek found himself able to absorb more cuts and hits in the field, just as she had said, but when he was eventually badly wounded despite the ring, he journeyed home to rest and heal. To his sorrow and despair, he found that Tvedra had died. They said that she had inexplicably suffered horrendous wounds, and Hinrek understood that the wounds he had suffered in the field had been shared with her across the distance. However, she wasn't as strong as he was, and so the wounds had killed her. Hinrek threw away the rings and, grief-stricken, retired as a hermit.



APPEARANCE

The twin rings are identically molded from red copper. They have a simple look, are decorated with a heart each and winding veining.

EFFECTS

The rings function just like the legend suggests: all damage to Strength is split between the wearers. If one wearer suffers a critical injury, the same injury is inflicted on the other wearer even if she is not Broken. Any healing is done separately.



VOLLER'S HELMET

The Elvenspring Völler is supposed to have been one of the early teachers in the druidic order of the Golden Bough. He possessed mental prowess unmatched by others, and it is rumored that someone who can channel their concentration just right will be able to fly with his helmet on their head. Others claim that the crucial part is trust as well as concentration, saying that the user has to brave the plunge with the helmet on, firm in the belief in their ability to fly for that ability to manifest.





APPEARANCE

A slightly pointy helmet with a nose guard, forged as a web over red leather in an unknown light metal, both light and strong. The temples are adorned with bird wings in that same metal.

EFFECTS

The helmet has nothing to do with flight – Voller’s intended symbolism with the wings pertained to the flight of the mind. Anyone wearing the helmet can read three surface thoughts within NEAR range per day – but one of these thoughts will be false. Voller’s helmet was constructed as a tool of education to teach the students to distinguish truth from falsehood through the stringency of logic. The helmet is a LIGHT item, gives a D8 Artifact Die to INSIGHT rolls, and has Armor Rating 2.



WAIL’S HORN

It is said that the goddess Wail visited the oceans in her youth, but that the great waters, overcome by love and greed, refused to let their guest go when she attempted to leave. Wail struggled in the depths, giving birth to the swirls and eddies of the world, but a toothed shark took pity on her, raised her on its tusks and threw her into the air so that she could blow away. Once free, Wail blessed the animal, and since she understood that the oceans would want to punish her savior, she made the creature larger and fatter so that it would never have to be frightened or cold in the oceans again. She also gave it the ability to breathe air so that she could blow life and courage into it henceforth. Thus, the walrus was created.

APPEARANCE

A natural horn, probably from some sea beast, with copper fittings and swirls and cloud formations carved into the material.

EFFECTS

When blown, Wail’s Horn creates a strong gust of wind. The gale grows in force with the length of the tone so that an experienced wielder can blow open doors, propel ships, throw down enemies, or even level walls. They say that the dwarven bard Hollerbellows blew an entire Alderlander army off a cliff during the Second Alder Wars, but that the effort caused his throat to close up, leading to his being overpowered and killed, the horn disappearing in the chaos.

Using the horn counts as a ranged attack with NEAR range, with the attacker rolling for PERFORMANCE. A hit causes no damage, but makes a humanoid opponent fall down. The horn has a D10 Artifact Die and Weapon Bonus +1 in the first round. If the user continues to blow in the horn every round, the Weapon Bonus increases by one and the range by one category each round, up to a maximum of LONG range. As soon as the user fails a roll, or stops blowing the horn, the bonus effects are reset. Wail’s Horn is a LIGHT item.





SCROME'S EVIL EYE

The eye does not exist until it is created from the Well of Tears and the emerald Gall-Eye. If the eye is created, it will attempt to escape and roll its way to the giant Scrome, to crawl into the empty eye-socket where it originally nested. If it succeeds in this, Scrome will become a monster that tears out its benevolent, yellow eye since it helped the elves remove the green eye. Scrome will then venture into the Forbidden Lands to ravage it, and will be especially rabid towards elves. The giant will, however, understand who helped him get his eye back and be grudgingly pleasant towards them, but not towards anyone else.

APPEARANCE: Similar to the Well of Tears, but now resembles a giant eye with an iris of stone streaked with yellow and green and the emerald Gall-Eye as its pupil.

EFFECTS: Anything caught in the gaze of the eye withers, ages, or decays depending on what it is – buildings, food and living creatures are all affected. Each round in the direct gaze of the eye within NEAR range, the object ages one year. The evil eye can only stare at one target at a time. If the eye is placed in a sack or chest, it will cause the container to disintegrate in a matter of minutes or hours at the most.

WELL OF TEARS

The Rust Brothers say that before creating humans, the god Rust wanted to create a race of mighty warriors to purge the land of the plague of elves, orcs and dwarves that tarnished it, thus making room for his true servants. To this purpose, he erected a man and woman made of pure diamond and then rested, intending to equip them for their task on the morrow. But the two-faced dwarves saw his plans, and on that very same night they slew the man before he was given a name, and as such was unable to defend himself. The woman, who was later given the name Hemla, was grief-stricken and fled,

never to be seen again. The crystal race was never to be born, since she was now the last of her kind. When Rust awoke he became wroth and slew fifty thousand dwarves, but the rest cowardly hid beneath the earth, where they remain to this day. In his grief, Rust formed the chalice of the Well of Tears from the skull of the dead warrior. Every day it replenishes itself with the god's tears, tainted by blood. Rust had no more diamonds and realized that humankind now had to solve their own problems, to be tempered by the world. He created the humans and granted them the Well of Tears from which they were invited to drink, to waken them to the glory of battle.



The entire legend is a fabrication. The Well of Tears is the remains of the evil eye of the giant Scrome (see page 242).

APPEARANCE

The Well of Tears is a hollow sphere of a tough bone-like material, large as the head of a man. It has a light tan coloration and is streaked with what appears to be living veins. The sphere has a circular opening and replenishes itself with blood-mixed saltwater. It is often placed standing upright, supported by a thick iron ring.

SUGGESTED LOCATION

Ritual chalice of the Iron Guard at Haggler's House (see *Raven's Purge*).

EFFECTS

Whoever drinks from the chalice immediately restores all lost Strength and Agility and gains one Willpower Point. At the same time, he loses one point each of Wits and Empathy. These can be recovered normally. Only one person can drink from the chalice each day. Every morning at dawn, it is magically refilled.

DRAWBACKS

If the emerald Gall-Eye is inserted into the Well of Tears, the gem will fuse inside the chalice, turning it into a solid sphere: Scrome's Evil Eye (see boxed text).



WYRM'S KEY

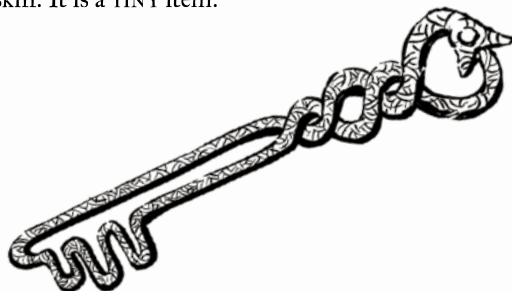
There are no legends pertaining to the key, which was originally forged for the Psychopomp Natrix. It is said, however, that no secret can be hidden from the god Wyrms gaze, no door locked against his passing.

APPEARANCE

The key is strangely shaped, but in itself insignificant. It consists of an old iron key shaped like a writhing serpent that devours itself. It is possible that the design of the key may be the origin of the belief that the serpent was made from iron, which later gave rise to the concept of the father deity, Rust.

EFFECTS

Wyrms Key gives a D12 Artifact Die to all attempts to pick locks using the SLEIGHT OF HAND skill. It is a TINY item.





ENCOUNTERS

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 details a number of random encounters that you can use during the adventurers' journeys across the Forbidden Lands.

Use the table on the next page by rolling D66 and enter the result in the column indicated by 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.

Typically, don't roll when the adventurers enter a hex with an adventure site in it, as they will have plenty to do there anyway!

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.

SCOUTING

The adventurers generally have a chance to spot a threat from an encounter before it's



NO ENCOUNTER

Time passes without any significant encoun-





RANDOM ENCOUNTERS									
D66	PLAINS	FOREST	DARK FOREST	HILLS	MOUN- TAINS	LAKE	MARSH- LANDS	QUAG- MIRE	RUINS
11-36	0	0	0	0	0	0	0	0	0
41	1	1	1	1	1	0	1	1	1
42	16	16	1	2	35	0	5	4	4
43	2	17	18	31	31	1	9	5	5
44	3	18	19	21	21	1	9	7	6
45	4	2	20	22	22	38	11	8	8
46	5	28	21	3	4	38	12	9	9
51	6	3	3	4	5	4	12	10	9
52	7	6	25	5	23	4	13	11	9
53	34	7	24	7	7	39	16	12	11
54	8	34	9	33	33	39	18	13	12
55	9	8	9	34	36	39	21	14	13
56	10	24	10	24	24	39	29	16	21
61	11	9	11	9	9	5	30	21	21
62	12	10	12	32	32	5	38	23	24
63	13	11	13	11	11	40	40	29	29
64	14	12	29	12	12	40	41	30	30
65	15	13	27	13	13	41	42	34	34
66	30	26	30	14	37	41	42	42	43

ter. Describe the surrounding nature – the 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.

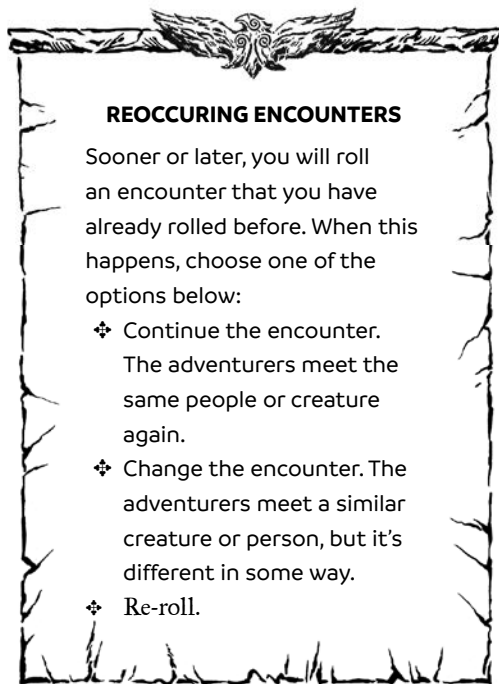
TERRAIN TYPES: All



THE BLOOD MIST

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





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.

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 78).

TERRAIN TYPES: All

2 DUEL IN THE WOODS

You hear the sounds of battle and a violent bellowing mixed with battle songs and cries. Further along the road, an orc is dueling with a tattooed elf. They lunge at each other and parry without hitting each other. Occasionally they stop in order to hurl insults at one another.

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

The elf Heldemin, a wandering sap carver, has long tried to approach the orc clan of Roka to study their customs and try to understand them. She then became acquainted with the orc smith Alachran. When she discovered his great singing voice, she got the idea of putting on a dramatic theatrical scene with him, performing both among the orcs and the elves. As their friendship is rather controversial, they practice far away in the forest.

TERRAIN TYPES: Plains, Forest, Hills



3 THE ORCISH FUGITIVE

At first you hear a guttural song, "Msshamassh, gukkull, gukkull," and the sound of a drum beating out the rhythm. Then you spot a group of orcs walking in a chaotic procession, singing a hymn. In the middle of the group, two of the orcs carry a huge wooden stick, where a trussed-up orc hangs dangling and helpless.

A group of orcs, twice as many in number as there are adventurers, are on their way back to their clan with the fugitive Sargah, who ran away to seek his own destiny in the Forbidden Lands. The orcs have typical game statistics as found on page 64.

TERRAIN TYPES: Plains, Forest, Dark Forest, Hills, Quagmire, Ruins

4 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 102.

TERRAIN TYPES: Plains, Hills, Mountains, Lake, Ruins

5 THE HARPIES' FEAST

At first you hear the screams: "Giiiive meee!," "Nooo, giiiive meee!," "Nooo, I waaant to eeeat 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 104.

TERRAIN TYPES: Plains, Hills, Mountains, Lake, Marshlands, Quagmire, Ruins

6 THE HORSE

You hear the neighing of a horse, and suddenly it stands before you. A proud stallion, with saddle, bags



and a saddle blanket. Its owner is nowhere to be seen. The lonely horse twists its head, clearly frustrated.

The horse belongs to the noble Lavide, killed in an ambush two days ago. In the saddle bags, there is a VALUABLE find as well as the rose-shaped sigil of the noble house of the owner. The horse is combat trained but does not take kindly to strangers. However, a successful ANIMAL HANDLING roll calms the animal. If it fails, the adventures will have to catch it by force. If they return horse and sigil to Lavide's family based in a nearby castle, they will be rewarded with the ownership of the horse, as well as a PRECIOUS find.

TERRAIN TYPES: Plains, Forest, Ruins

7 THE MASSACRE LURE

A terrible scene unfolds in front of you. A dozen humans are crawling around with their innards spilled out, some still alive, soaked in blood. A cart with merchandise is overturned. A few people are moaning, others screaming. A woman in chainmail is trying to lift a sword. When a comparatively healthy young man sees you, he screams hysterically.

"Robbers! They took our horses. Do you have water? Is anyone a healer? No, brother, don't fall asleep!"

The scene is, in fact, completely staged and no one is hurt. A group of slavers have poured blood and intestines from animals on to and around themselves, hoping that the adventurers will approach without their weapons drawn. The leader,

Harwa, has a bronze horn and when he blows on it, the entire group is meant to immediately leap up and attack their "saviors." Their goal is not to kill, but to put the adventurers out of action using cudgels, and then sell them as slaves, possibly at Grindbone village (see the *Raven's Purge* campaign book). If anyone manages to flee, the slavers will not pursue them, instead just proceed to secure those they have caught.

SLAVERS

STRENGTH 3, AGILITY 2, WITS 2, EMPATHY 2

SKILLS: Melee 2

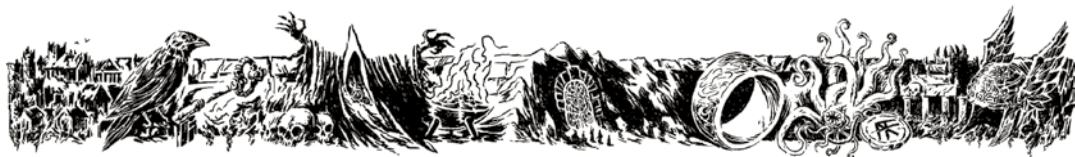
GEAR: Wooden club or mace, leather armor, D6 copper

TERRAIN TYPES: Plains, Forest, Hills, Mountains, Quagmire

8 THE GREAT INSULTER

A loud and agitated voice cuts through the landscape. Someone is shouting out mockery and insults. When you get closer you see a rickety wooden structure rise several feet above the ground. At the top a small orc with an upstage look. When he sees you, he unbuttons his pants and urinates in your direction, spewing insults all the while.

The orc Khardnal calls himself the "Great Provoker" and wants to awake people from their slumber. Khardnal sees it as his personal mission to spread his word and taunt passersby to release their inner rage, and believes that it is he who has



scared the Blood Mist into withdrawal. If the adventurers attack Khardnal, he will use a bow or axe and shield. He loves to enter his berserker rage. He will fight to his death whilst he taunts his opponents, and at the same time praises them for being in touch with their inner rage.

Khardnal is of the Urhur clan and has stats like a typical member (see page 64) with the addition of the BERSERKER talent.

TERRAIN TYPES: Plains, Forest, Quagmire, Ruins



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.

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

D66	RUIN	WHO LIVED HERE
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	Outpost	Once manned by Alderlander soldiers
64–64	Inn	Travelers before the Blood Mist

TERRAIN TYPES: Plains, Forest, Dark Forest, Hills, Mountains, Marshlands, Quagmire, Ruins



THE FOX

A strange song echoes over the land. A growly male voice sings of purple flowers and deep tombs where heaven and earth meet. You have never heard a song such as this before. As you pass a turn in the road, you suddenly find yourselves eye to eye with a small fox. It stares at you with large eyes. The song has ended.

The fox is actually a demon called Grelf, and it is the creature who sang the song. However,



Grelf takes pride in being in character as a fox, and prefers not to sing or talk as long as he is around the adventurers. If he decides to talk, he will sound like a weary and grizzled warrior. Being a curious demon, Grelf will keep close to the adventurers and will sleep nearby when they camp (sometimes he talks about other worlds in his sleep, other times he just snores loudly). Grelf can transform into a demon at any time – use the tables for creating a demon on page 80.

TERRAIN TYPES: Plains, Forest, Dark Forest, Quagmire

11 THE FORGOTTEN 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 86.

TERRAIN TYPES: Plains, Forest, Dark Forest, Hills, Mountains, Marshlands, Quagmire, Ruins

12 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

TERRAIN TYPES: Plains, Forest, Dark Forest, Hills, Mountains, Marshlands, Quagmire, Ruins



13 THE PLAGUE BROTHER

You find the decayed remains of an unfortunate wanderer in front of you. The ravens and wild animals have already done their part and the body is just about hacked to pieces.

The dead man was a Rust Brother who fell into disfavor and was subjected to a cruel experiment by his master. His name was Largas and he was intentionally infected with a demonic plague. Largas managed to escape from his pursuers, but the infection had taken hold. The plague eventually ran its course, and he died at this spot, suffering from intense pain.

Any adventurer who touches the corpse will be infected, but the disease is now a lot weaker, with a Virulence rating of 3. During the course of the infection, the victim will experience strong hallucinations, seeing twisted demons instead of people. The corpse also has a simple bronze medallion with the sigil of the Rust Brothers.

TERRAIN TYPES: Plains, Forest, Dark Forest, Hills, Mountains, Marshlands, Quagmire, Ruins

14 FLAGELLANTS

It's hard to tell if it is the sound of whips and screams or if it is the banging of drums and chanting of holy words you first notice. A large procession approaches. Dressed in black and wrapped in blackberry thorns, they whip and beat them-

selves. Several of them have cut off their tongues or ears, some have picked out their own eyes. At the front of the line is a group of women dressed in red, they carry a big plate with burning incense. One of them holds a pole with a strange iron symbol. In the middle of the crowd, there is a wooden construction on wheels. From ropes, naked people hang with hooks attached under the skin. Chained slaves push the structure through the mud.

The leader of the cultists is Mother Catyala, leader of a breakout faction of the Rust Church. She preaches that the Blood Mist spread over the Forbidden Lands to mark its downfall. When the mist cleared, it was a sign that the end was near. Portals to the demon realm are open. Bandits and outlaws rape and pillage. The land is tearing itself apart. The only way the Forbidden Lands can be saved is if its people punish themselves enough to make the gods forgive them.

Mother Catyala will try to persuade the adventures to throw away their clothes and gear and join the crowd. To her help she has the iron symbol, which contains the ILLUSION spell. An adventurer who looks at the symbol make an INSIGHT roll. Failure means that the adventurer will see the world through the eyes of Mother Catyala. The effect will last until the symbol is destroyed or out of sight.

TERRAIN TYPES: Plains, Hills, Quagmire

15 BEGGARS

You see them from afar, a crowd of hungry and weary wanderers dressed in rags. The beggars



surround you with outstretched hands, saying nothing.

These twenty or so beggars are the remains of the village of Freygrove, that was burned down by rapacious adventurers.

TERRAIN TYPES: Plains

16 THE DWARF BALLOON PILOT

At the distance, you spot a green cocoon up in a tree. When you get closer you see that it is an air balloon stuck at the top of the tree.

The dwarf Andred disavowed the god Huga after a tunnel collapse killed his family. Andred was on the other side of the collapse. He heard their screams and how they suffocated one after another. Since then, he refuses to set his feet on the ground, and he travels over the Forbidden Lands in his hot air balloon. To survive, he lays anchor at night on top of homes and steal things he can later trade for food and other necessities. The balloon has now crashed in to a tree. Andred has broken his leg. He needs help to repair the balloon but is afraid that the adventurers will rob him. Andred has three loaded crossbows and a battleaxe. In the balloon, there is stolen property: one SIMPLE and one VALUABLE find (roll on the “in a lair” tables on page 188).

ANDRED

STRENGTH 2, AGILITY 2, WITS 4, EMPATHY 4

SKILLS: Melee 2, Manipulation 3, Move 2, Marksmanship 4, Insight 4, Stealth 4, Sleight of Hand 5

TERRAIN TYPES: Plains, Forest, Marshlands, Quagmire

17 WEDDING

In the distance you hear song and dance; human voices and deep voices of orcs. They sing songs of joy. As you get closer you see a wooden stage decorated with flowers in the center of a glade. Tables with food and drinks. Musicians with violins and accordions. And at the edge of the glade stands an orc woman and a human man dressed in white.

The orc Tregga and her soon to be husband Robert have decided to leave their lives as warriors behind and join in matrimony. They have gathered their closest friends and family. If the adventurers approach the wedding and talk to someone they will be introduced to the bride and groom who will invite them to stay.

Some of the wedding guests both orc and human have decided to sabotage the wedding, they find the thought of mixing the kins disgusting. They have agreed to start a fight with each other during the ceremony in the hopes that the other guests will join in. The adventurers can either join them or try to put an end to the brawl.

TERRAIN TYPES: Forest



18 THE DEMON BAKER

When the wind turns you feel the smell of freshly baked bread. As you approach you see a small stone house nestled in vegetation. There are no trails, pastures or fields. Heavy smoke rises from the chimney and light glows in the small square windows.

The house is home to Melkar, a stout Halfling with a thin red beard. After he was driven away from his village of Pernty, he found some demonic rocks that he used to build an oven. Melkar is dressed in white clothing and a baker's hat. Around him sits plates and bowls filled with dough. Two of the plates have dough in the shape of creatures with arms, legs and raisins for eyes. Those who look closer will see that the two pieces of dough are alive.

Melkar uses his oven to bake pastry creatures made of dough. His plan is to use them as servants and warriors. One batch is already done. Chests, pots and cabinets hide twenty pastry creatures armed with small spears and knives

Melkar will invite the adventurers to tea and pastries, that are not alive. If the adventurers discover a pastry creature Melkar tells them that he has the ability to create life, and that he wants to live in peace with his creation. If the adventurers attack he will call upon all the pastry creatures. In a wooden chest there is a diamond jewel (worth 1 gold) that Melkar stole from the village chieftain of Pernty. If the adventurers try to bake their own pastries, the demon living in the rocks will try to corrupt them.

- ❖ **DEMONIC PASTRIES:** Melkar's demonic pastries are handled as a single creature. It

only has the Strength attribute, which is equal to the number of pastries divided by 5 (round up). The pastries have no skills. Their attacks have Weapon Damage 1 (stab wound).

- ❖ **SECOND ENCOUNTER:** The next time the adventurers visit Melkar, he is surrounded by 70 demonic pastries that are engaged in producing weapons and baking new pastry creatures. They serve Melkar, who sits comfortable in his armchair, feasting on ill-behaved bread and buns, screaming in agony as the demon baker devours them. The Halfling now shows his true personality, he acts superior and even threatening.
- ❖ **THIRD ENCOUNTER:** The third time the adventurers visit the site, the house is empty. Melkar has taken two hundred demonic pastries to the village of Pernty. The villagers in Pernty cast out Melkar because he stole a piece of jewelry. Melkar has his revenge by letting his troops burn down the village and taking its inhabitants as slaves. If the adventurers remain in the house, he will return within a few hours with a lot of halflings in chains.

TERRAIN TYPES: Forest, Dark Forest, Marshlands, Quagmire

19 THE ANIMAL SANCTUM

When the darkness spreads and your fire is burning you see the first couple of eyes in the trees. At first there is just a few, but more and more eyes





appear, more than you can count. You are surrounded. Owls and other woodland creatures move between the trees, mice running over your backpacks. Worms crawl at your feet and birds sit on your axes and swords. A deer stands a few feet away, next to it a fox. The animals approach you slowly.

The adventurers have accidentally made camp at the animals' sacred sanctum. The animals are there to peacefully drive them away. More animals will arrive at the camp, big wild boars, wolves and elks. They will use their snouts and horns to try to push the adventurers and their equipment away from the spot. If the adventurers attack, the animals will stand back but not leave. Eventually the black elk arrives, the holy leader of the forest animals. She shoves the campfire with her horns and gives off a loud breath. If she is attacked, all the animals of the forest will aid her and won't stop attacking the adventurers until they leave the forest.

For game stats for animals, see page 126.

TERRAIN TYPES: Dark Forest

20 THE BURIAL PROCESSION

Something very large is approaching, giving off a sound you have never heard before. Dull, drawn-out horn signals are shaking the very air. Creaking and snapping sounds create a rhythm around howls 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.

TERRAIN TYPES: Dark Forest

21 THE VENGEFUL SPIRIT

Quiet! Can you hear it? A scream? A voice? You look at each other, but the landscape is deserted. Then suddenly, you feel an ice-cold wind blowing through your souls. A gray, shimmering shape forms in the middle of your party, with a once human face twisted in an unnatural scream.





You have heard the stories around the campfires before. A lost soul, a spirit unable to come to rest.

The adventurers meet the ghost of the long dead Alderlander commander Garmagol. During a campaign four hundred years ago, he was lured into a trap by his war-weary men and murdered by his own troops. Since then, Garmagol has wandered the land seeking revenge. As the Alderlander soldiers are long gone, anyone with a weapon is fair game. If the adventurers are observant, they can see that the ghost has a shimmering dagger stuck between his shoulder blades. The adventurers might be able to reason with the ghost if they talk about the dagger and Garmagol's death.

The ghost cannot be avoided by KEEPING WATCH. Read more about ghosts on page 94.

TERRAIN TYPES: Plains, Forest, Dark Forest, Hills, Mountains, Marshlands, Quagmire, Ruins

22 THE GLASS-BLOWER

In the distance, you hear a beeping sound every time the wind take hold of the trees. It sounds like a huge flute. A glass structure rises above the landscape; corridors, openings, spirals and tunnels all made of glass. In the middle of the building stands a dwarf, illuminated by flames from a fireplace. The dwarf lifts the tip of a long metal rod from the fire, it is covered in a pulp of glowing glass. She puts the other end to her lips and with a heavy breath the pulp transforms in to a long winding tube of glass.

The dwarf Varamak got the vision of the glass structure in her dreams. She thinks it is possible to understand, curb and control the Blood Mist. For several weeks she has been working on her life's project. The only thing left is to gather the Blood Mist in a glass tube and pour it in to the structure. She asks the adventurers for help. What Varamak does not know is that the vision she had was created by a demon. If she is able to collect the Blood Mist it will spread through the structure with increasing speed making a screaming sound. After D6 hours, the glass will break. The mist will cover the surroundings in the entire map hexagon (see the Blood Mist random encounter). It will disperse after D6 weeks.

TERRAIN TYPES: Hills, Mountains

23 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 (page 120).

TERRAIN TYPES: Mountains, Quagmire



24 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 has the typical game statistics of an ogre, as found on page 61.

TERRAIN TYPES: Plains, Forest, Dark Forest, Hills, Mountains, Ruins

25 CANDLE-MAKERS

Outside a cabin, two women, one old and one younger, stand next to a cauldron with burning logs underneath. Next to it, blue candles hang from a stand. The women look worried, staring into the forest.

The adventurers meet the woman Engsle and

her daughter. They make a particular type of candle used in religious ceremonies. The son of the family disappeared an hour ago into the forest to pick Blueshine, a type of flower used to make the candles. The mother offers the adventurers ten candles if they can find her son and bring him back. The candles that they are making won't work until they have been dipped in a tub of pulverized Blueshine. When they are done, they can be lit and create the same effect as the CLEANSE SPIRIT spell of Power Level 1 (see page 123 in the *Player's Handbook*). The Engsle son has been caught by the ogre Gonlab, who has taken him as his slave. Gonlab is a typical ogre (see page 61).

TERRAIN TYPES: Dark Forest

26 FOREST FIRE

The smell of smoke hits you as a deer rushes by. Over the trees you see black smoke. The wind turns, and the fire is coming your way.

A forest fire is raging. Animals are trying to get away, treetops catch fire and suffocating smoke spreads through the forest. The fire is moving fast. The adventurers must succeed with a roll against SURVIVAL to escape. If they fail, they will be attacked by flames, roll for the attack against each adventurer using six Base Dice (Weapon Damage 1). The adventures can then roll SURVIVAL again to escape. If they fail again, the fire attacks with seven Base Dice. This cycle continues, with another Base Die added to the fire at-



tacks each time, until the adventurers escape or are Broken.

Don't forget to ask the players to describe their actions, and tell them how the flames surround them, how their lungs fill with smoke and burning trees crash to the ground in front of them.

TERRAIN TYPES: Forest

27 BLACK SAND

The forest opens up and you look upon a giant glade surrounded by trees. The ground is covered by black sand. You see no plants. You see some rocks that could be the remains of a house. Someone is sitting in the middle of the glade, a young girl with her eyes fixed on the ground. It reeks of sulfur. The sand rattles as the wind blows through the glade.

Two rival sorcerers met in the village of Wilderwood one of them failed with her spell, the mishap resulted in the destruction of both the sorcerers and the entire village. The only survivor is the girl Linn. She is unreceptive and will not answer if spoken to, move or resist if the adventurers take her with them. After D6 days, if fed, she can tell the adventurers what happened. If she continues to stay with them, she will show that the accident gave her strong magical powers that she can't control. Linn wants to learn how to cast spells. She wants to kill all the sorcerers in the Forbidden Lands.

TERRAIN TYPES: Dark Forest

28 THE EMPTY HOUSE

At a distance, smoke from a chimney can be seen. A small cottage nestled between tall trees. On a stand of sticks laundry hangs to dry. Next to the building there is a small fenced enclosure, but no animals can be seen. A small field is surrounded by rocks picked from its soil. Green stems stand in straight lines. You hear a ripple from a stream.

The adventurers have arrived at a cottage where the family living there recently got attacked and taken as slaves. The cottage is empty. A fire is still burning and on the dinner table there are carders for wool. In a crib lies a doll. A chair has been tipped over and a splash of coagulated blood decorates the wall. The residents nor the kidnappers are anywhere to be seen but footprints can be found in the mud outside the cottage. If the adventurers track the kidnappers (stats as typical bandits, see page 183) they will find that the local lord needs new slaves for his silver mine.

TERRAIN TYPES: Forest

29 THE RUSTLE OF BONES

They appear without warning. A group of once proud human warriors. Now they are nothing but crumbling skeletons, which for some reason have been given unholy life. They are totally silent, but when they start to move you hear the dry sound



of centuries-old bones, creaking against each other. The grinning skulls of the skeletons open their jaws when they attack, emitting a silent scream.

D6+3 skeletons attack the adventurers without warning. They fight to the last man, but are not particularly fast and it is fairly easy to run away from them, although the skeletons will pursue the adventurers as long as they are in sight.

The attackers have game statistics like typical skeletons, see page 122.

TERRAIN TYPES: Dark Forest, Marshlands, Quagmire, Ruins



TERAMALDA

The smell of burning meat reaches your noses, and at the same time you hear heavy footsteps. Something is making its way through the greenery. The creature is making a terrible racket, squeaking and clattering. The very ground is shaking. As it emerges from the greenery in front of you, stands a massive knight, completely covered by ancient, rusty black armor. The breastplate has a sign hammered into it. The creature carries a sword, brown hued with dried blood.

The walking armor is the strange undead creature Teramalda, who wanders through the Forbidden Lands looking for revenge ever since the dwarves burned her alive in her armor 350 years ago. The Rust Brothers regard her as the champion of their god Rust, as the breastplate carries the sign of their god, and she primarily kills

dwarves. Teramalda is kept alive by a magical iron spike that has been driven through the Ferale's chest inside the armor. She is practically invulnerable and will not answer if spoken to. Meeting Teramalda will be different each time:

- ❖ **FIRST MEETING:** Teramalda will just stand and look at the adventurers for a while until she decides that they are not interesting enough. If the adventurers attack her, go directly to the third meeting.
- ❖ **SECOND MEETING:** Teramalda will attack any dwarves in the party.
- ❖ **THIRD MEETING:** Teramalda classifies the adventurers as enemies and attack them. She will not pursue them if they flee.
- ❖ **FOURTH MEETING:** Teramalda sees the adventurers as sworn enemies and pursues them. She walks slowly and can be heard some distance away but will never give up. She will find her enemies as long as they carry any iron.

TERAMALDA

STRENGTH 12, AGILITY 4, WITS 3, EMPATHY 2

SKILLS: Scout 2

GEAR: Two-handed sword

SLOW: RUN is a SLOW action for Teramalda.

INVULNERABLE: Teramalda is immune to all forms of damage. The only way to kill her is to remove the magical iron spike that has been driven through her chest. This requires GRAPPLING or immobilizing her in some other way, and then make a Formidable (-3) MIGHT roll (slow action).

TERRAIN TYPES: Plains, Dark Forest, Marshlands, Quagmire, Ruins





31 THE STONE SINGERS

A strange, gigantic and weather-beaten structure rises from the landscape. It glistens vaguely, as if made of metal mixed with stone. The construction is not a building and doesn't serve any purpose you can imagine. Next to it is a group of dwarves, busy with measuring tools and maps. You are spotted by an armored guard with an axe who points at you.

Dwarves from the Belderan clan (see page 58) have resumed the task of extending the world globe, a work that has been dormant because of the wars and the Blood Mist. At the moment, they are checking the condition of the ancient constructions. The group is led by the stone singer Porisia Silverthroat and is accompanied by a few soldiers acting as guards. Porisia is enthusiastic and will happily talk about the work to honor the dwarven god Hüge.

TERRAIN TYPES: Hills, Mountains

32 RATS

A chittering sound makes you look down the hill and see thirty rats moving on top of something wrapped in white pieces of cloth. Only when the little bundle starts to scream, you realize that the rats have found a living baby.

The little halfling baby has been abandoned by its mother who threw it off a cliff, partly because the father of the baby is the man that

enslaved her but also because she knows that there will not be enough food for the child to survive. A quick death is better. Miraculously the child managed to survive the fall without a scratch. The rats have just discovered the baby whose screams will become louder. If the adventurers don't save the baby, it will go silent in a couple of minutes. The mother Belinda lives in a nearby rundown cabin. Once a day she is visited by the father of the child, a tyrant who has several families all around the area that he controls with the help of ten armed thugs. Belinda will pretend that she doesn't recognize the baby but if the adventurers push her she will break down and tell them everything.

TERRAIN TYPES: Hills, Mountains

33 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



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

MARKUT

Markut has game stats as a typical minotaur (see page 112). She is armed with a two-handed axe.

TERRAIN TYPES: Hills, Mountains

A closer look reveals the jesters to be strangely apathetic, as well as looking old and smelling badly. If asked to perform, they can't reply, can't juggle even with a single ball, and their body parts fall off at even the simplest attempt at acrobatics. The jesters are in fact painted, restless dead (see page 122), that the villagers have herded together and are secretly moving to a safe place, where the Rust Brothers will not be able to find them.

A unit of Iron Guards (see page 40) is tracking them and will reach the company moments after the encounter with the adventurers. Captain Holmar is in a good mood, playing along, demanding a performance for himself and his soldiers. After a while, Holmar drops his facade. The dead are to be moved to the closest Rust Brother temple to be re-educated as servants and soldiers, while the escort is to be arrested for blasphemous disobedience. The adventurers can help the townsfolk, or just go on their way. If the adventurers meet the troupe again, the undead jesters are being herded along with prods.

TERRAIN TYPES: Plains, Forest, Hills, Quagmire, Ruins



THE RESTLESS DEAD

A company of jesters are traveling along the road, some on foot and others riding in carts. Many of them are gaudily painted and dressed in comical garb, although this place in the wilderness is not exactly the ideal location for a performance. The men and women escorting the troupe on horseback greet you in a tense manner. None of them are wearing make-up or body paint.



THE SLEEPY TROLL

A terrible roar shatters the silence of the land. Then you notice the stench. In front of you, the rocks of the mountain appear to have come alive. A huge, gray, mottled form emerges from the side of the mountain, staring at you with cold, yellow





eyes. Heavy rocky arms are raised in the air, and you hear another roar. "Who arrre you, little creeeeeps disturbing Karrrg?"

The adventurers have, unwittingly, walked right onto the lair of the mountain troll Karg and have wakened him from his deep slumber. Karg is in a really bad mood in the mornings, and will not let the adventurers pass through unless they have a gift for him (he is really fond of shiny things), or if they treat him to a dinner consisting of one of the juicy goblins found in the area. Karg will also consider eating one of the adventurers or his or her horse, in exchange for safe passage.

Read more about trolls on page 120.

TERRAIN TYPES: Mountains

36 THE FURLESS

A group of creatures lurks among the rocks. Four people approach, all wrapped in cloth and armed. The leader growls like a wolfman, but his face is furless.

The wolfman Abaken and his three wolfskin friends were driven away from the flock when they lost all of their fur. They now hide in the mountains, waiting for someone who can cure them from the disease that has turned them "human."

Abaken can tell the adventurers that he and his friends followed a mountain goat down into some underground caves. Down there they found huge crystals in purple and

green. Inside one of them, a black dragon spawn seemed to be sleeping. The four decided to return to the flock for advice but on their way out they became ill and weak, they lost all of their fur. Maybe someone can go down into the underworld and make their fur grow back.

The wolfskin have found Jagsatin the Sorcerer's secret weapon: a dragon spawn she planned to train and use in her battle against Zygofer. However, Jagsatin has been dead for centuries. The crystals in the caves are contaminated and placed there to keep intruders away. If the adventurers approach the crystals, they suffer a disease with Virulence rating of 9. To awake the dragon spawn, they have to break the crystal where it slumbers, which requires an attack causing at least 4 points of damage. Each round they are close to the crystal they must roll an infection roll.

The dragon spawn will be receptive in the first couple of days, and it can bond to an adventurer who makes a successful Animal Handling. The dragon grows fast. The older it gets the more intelligent and independent it will become.

DRAGON SPAWN: The dragon spawn is a dragon (see page 88) but when hatched it has only Strength 4 and Armor Rating 3. Both values increase by one point per week until the dragon has reached full size. At the beginning, the dragon spawn is affectionate, but it will become increasingly unruly and will finally leave the adventurer that it bonded to.

TERRAIN TYPES: Mountains





37 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

TERRAIN TYPES: Mountains

38 THE INFECTED

You see a small boat floating around without oars. In it is a pile of blankets. The blankets are moving, there is something underneath.

The woman in the boat is the human Linnaya, she has been put in the boat because she has the Blue Plague. Her body is covered with blisters leaking blue pus. She is very weak and the infection has caused her to lose her voice. If the adventurers try to make contact, they suffer the risk of being infected. The Blue Plague has Virulence rating of 5.

TERRAIN TYPES: Lake, Marshlands

39 THE STOWAWAY

A shiny white sail can be seen, and then another. In front of you, a bulky wooden ship appears on the lake. You spot a half dozen people at work on the deck. One of them waves at you with his hat.

The merchant cog Moon Apple is sailing with a cargo of spices, meat and various merchandise to a village on the other side of the lake. The sailors are bored and will happily trade stories and goods with the adventurers. Captain Sertold may even consider treating them to dinner in his cabin if they would like to stay for the night.

What Sertold doesn't know is that the Moon Apple has a stowaway in the form of the goblin Meroggha. He is on the run from his brutal brother, who happens to be a local clan leader. When the adventurers continue on their journey, the goblin has snuck onto their own boat.

TERRAIN TYPES: Lake



40 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 98 in the Bestiary chapter.

TERRAIN TYPES: Lake, Marshlands

41 THE TRADER OF SOULS

A small sailboat slowly slides through the water. Ten oil lamps illuminate the boat, a lyre is playing, and in the top of the mast a colorful pennant flies. There are three people in the boat.

The trader Vergevil wants to discuss a trade with the adventurers. The goods are guarded by his sisters Ginda and Aneta (stats like typical soldiers on page 183). The cargo on the boat includes a number of peculiar things. Vergevil has recently got his hands on a collection of

souls that he keeps in bottles of glass with the spell *BIND SOUL* (see page 139 in the *Player's Handbook*). If the adventures look at a bottle, they will see a gaseous form moving inside of it and the faint sound of a voice or breathing can be heard. Vergevil has no idea what really is inside the bottles, but he knows that they are magical and wants to sell them as powerful artifacts. He wants 10 silver for a bottle, but he can also agree to trade them for other valuable items. If a bottle is opened, the soul escapes. A Druid with the *RESURRECTION* spell (see page 124 in the *Player's Handbook*) can let a soul enter an animal, or even give a sentient being a second personality. Roll D6. On 1–3, the soul retains its original personality and can act rationally. On 4–6, the soul has turned mad and will act irrationally.

TERRAIN TYPES: Lake, Marshlands

42 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 piigiigies," from another hissing voice. "Biig, uglyyy piigs, 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

TERRAIN TYPES: Marshlands, Quagmire

43 BURIED ALIVE

You hear screams in the distance, tormented cries of agony. When you get closer you see an open area between some abandoned stone houses. Seven elves armed with swords and bows stand in front of a deep pit. They all wear blue feathers in their hair. In the pit there is an elfen family, a woman, a man and two children. They call for help but they don't try to climb out of the pit. Two of the elves standing at the pit are using shovels to bury the family alive.

The elf Bluefeather and her bounty hunters have found the Ylendidra family, that ran away after it was revealed that they had been hiding orcs sentenced to death. Bluefeather is supposed to bring the family back to justice, but

after the mother attacked her with a knife she has decided to execute the punishment herself.

BOUNTY HUNTERS

STRENGTH 2, AGILITY 4, WITS 3, EMPATHY 2

SKILLS: Melee 3, Move 3, Marksmanship 3, Scouting 4, Survival 3, Insight 3

GEAR: Studded leather, bow, sword

TERRAIN TYPES: Ruins





Only the spires of the submerged temple were visible. A cracked temple bell dejectedly clanked with the swell.

"Where's the entrance?"

"Who knows?" the fisherman said. "We seldom have reason to come here. Not even the crabs like the place."

Using the large map in the *Forbidden Lands* game box, the adventurers are free to explore the Forbidden Lands and uncover its secrets. On the map, three categories of adventure sites are marked: VILLAGES, CASTLES and DUNGEONS.

It's up to you as the GM to decide which specific adventure site that a particular symbol on the map represents. You can choose a pre-written adventure site – there are three later in this book, and many more in *Raven's Purge* and other supplements for *Forbidden Lands* – or create your own adventure site for the adventurers to explore.

This chapter provides the tools to create your own unique adventure sites, using tables and random dice rolls. In the game box you'll find stickers for the pre-made adventure sites and generic stickers for your own creations. Place the sticker on the map once you have established where the adventure site is located.

PLAYING ADVENTURE SITES

An adventure site is not a scenario in the tradi-

LEGENDS

The pre-written adventure sites each have a *legend* – a rumor or story about the place. You can let the adventurers hear legends during their journeys, or make LORE rolls to remember them. These legends are available as handouts that can be downloaded from the Free League website. When you create your own adventure site, you'll need to make up your own legend for it.



tional sense. It has locations, NPCs and events – but it does not provide a pre-determined narrative for the adventurers to follow. Instead, they can interact with an adventure site in many different ways – even turning it into their own stronghold, if they can claim it for themselves.

URNS

When exploring an adventure site, the *turn* – approximately 15 minutes – is a useful measurement of time. It takes about one turn for the adventurers to examine a small room. Larger halls can take several turns to examine.

CREATING AN ADVENTURE SITE

The rest of this chapter contains random charts for creating adventure sites based on the three categories. At the end, there are tables for generating NPCs and treasures.

You can create one or more adventure sites before a session, for instance, one in each category so that you are prepared wherever the adventurers travel on the map. It's also possible to create an adventure site on the fly, during play. This can be a bit tricky to do without slowing down the tempo too much, but with a little practice, this can be a great way to explore the Forbidden Lands together. As a rule, you will choose what type of adventure site you want to create. You can also let fate decide and roll on the table below.



TYPE OF ADVENTURE SITE

D6 ADVENTURE SITE

1–2	Village
3–4	Dungeon
5–6	Castle

VILLAGE

While large tracts of the Forbidden Lands are sparsely populated, many villages dot the landscape. Use the tables below to create a village or settlement.

SIZE OF THE VILLAGE

D6 SIZE INHABITANTS

D6	SIZE	INHABITANTS
1–2	Outpost	5–20
3–5	Hamlet	20–100
6	Village	100–400



AGE OF THE VILLAGE

D66	WHEN BUILT	AGE IN YEARS
11-16	Before the Blood Mist	300-1,100
21-25	During the Alder Wars	305-360
26-56	During the Blood Mist	5-280
61-66	After the Blood Mist	D6

THE RULER OF THE VILLAGE

Roll once and use the whole row or roll twice and combine the results.

D66	ODDITY	TYPE
11-13	Bickering	Council
14-16	Cruel	Despot
21-23	Weak	Elder
24-26	Greedy	Mayor
31-33	Wise	Druid
34-36	Eccentric	Sorcerer
41-43	Confused	No one
44-46	Brutal	Commander
51-53	Cunning	Trader
54-56	Stern	Rust Brother
61-63	Secretive	Artisan
64-66	Drunkard	Bandit Chief

THE PROBLEM OF THE VILLAGE

D66	PROBLEM	D66	PROBLEM
11-13	Nightwargs	41-43	Disease
14-16	Widespread Drunkenness	44-46	Sinkhole
21-23	Power Struggle	51-53	Bandits
24-26	Secret Cult	54-56	Terrorizing Monster
31-33	Schism	61-63	Slave Trade
34-36	Undead	64-66	Haunted by Ghoul or Ghost



CLAIM TO FAME

D66	VILLAGE IS FAMOUS FOR
11-13	Excellent Wine
14-16	Delicious Bread
21-23	Craftsmanship
24-26	Beautiful Location
31-33	A Horrible Massacre
34-36	Decadence

D66	VILLAGE IS FAMOUS FOR
41-43	Well-Brewed Beer
44-46	Hidden Riches
51-53	Strange Disappearances
54-56	Worshipping Demons
61-63	Suspicion of Strangers
64-66	Hospitality

VILLAGE ODDITY

D66	ODDITY
11-13	Eccentric Clothing
14-15	Incomprehensible Accent
16-21	Smells Bad
22-23	Full of Flowers
24-25	Muddy
26-31	Odd Building Materials
32	Tent Village
33-34	Built on Steep Hill
35	Old Tower in the Middle
36	Grand Building

D66	ODDITY
41-42	Windy
43	Inbreeding
44-45	Strange Eating Habits
46-51	Built on Marshland
52	Cut Out of a Cliff
53-54	Old Burial Site
55-56	Wandering Cattle
61-62	Mostly Inhabited by Women
63-64	Allied with Monster
65-66	Preparing Wedding

VILLAGE INSTITUTIONS

OUTPOST: One roll

HAMLET: Three rolls

VILLAGE: D6+5 rolls

D66	INSTITUTION
11-16	Nothing
21-26	Inn
31-35	Mill
36-43	Smith

D66	INSTITUTION
44-46	Forester
51-53	Trading Post
54-55	Temple
56-62	Militia
63-64	Tavern
65-66	Stable



THE VILLAGE INN

D66	ODDITY	SPECIALITY	SPECIAL GUEST
11-13	Violence is in the air	Cheap diluted beer	Escaped criminal
13-15	Barrels instead of chairs, planks instead of tables	Meat stew	Unhappy farmer
16-22	Big fireplace	Grilled rodent	Scarred treasure hunter
23-25	Pelts on walls	Stewed turnips	Dirty and sullen hunter
26-32	Long communal table	Salt bird	Silent Raven sister
33-35	Gambling den	Blood soup	Noisy bandit
36-42	Mediocre bard	Fiery spice wine	Old war veteran
43-45	Nice dog	Roasted piglet	Noble in disguise
46-52	Grumpy owner	Swamp stew	Secretive spellbinder
53-54	Monster head on wall	Vegetable mush	Annoying jester
55-56	Singing waiter	Salted fish	Dusty traveller
61-62	Stomped floor	Cooked crow	Hungry dwarf
63-64	Birthday party	Bear stew	Frosty elf
65-66	Drunk adventurers	Dwarven strong ale	Scouting thief

THE NAME OF THE INN

Roll once in each column to create a name, or roll twice in the second column to get a name like "The Swine & the Knight."

D66	FIRST WORD	SECOND WORD
11	The Third	Lantern
12	The Little	Swine
13	The Red	Wheel
14	The Misty	Stoop
D66	FIRST WORD	SECOND WORD
15	The Bloody	Sparrow
16	The Old	Goat
21	The Golden	Arrow
22	The Cold	Pot
23	The Refreshing	Lamb
24	The Good	Maid
25	The Second	Man
26	The Last	Dragon



D66	FIRST WORD	SECOND WORD	D66	FIRST WORD	SECOND WORD
31	The Prancing	Griffin	51	The Dead	Mug
32	The Happy	Boar	52	The Big	Goblet
33	The Singing	Barrel	53	The Roaring	Eagle
34	The Rolling	Bard	54	The Cheering	Raven
35	The Rumping	Dog	55	The Humming	Hammer
36	The Wailing	Horse	56	The Meagre	Spike
41	The Greedy	Girl	61	The Fat	Crow
42	The Round	Wolf	62	The Thick	Druid
43	The Flaming	Bear	63	The Round	Knight
44	The Last	Ghost	64	The Sweet	Bandit
45	The Silver	Rat	65	The Boisterous	Wild Boar
46	The Black	Jar	66	The Grumpy	Hunter

DUNGEON

The Forbidden Lands are filled with lairs, caverns, subterranean labyrinths and dark passageways. Adventure sites located underground are called **DUNGEONS**. Using the ta-

bles below, you can quickly and easily create a dungeon as an adventure site, complete with history, inhabitants, rooms and treasure. Use the tables as a starting point for your imagination and change any result so that it better fits your vision.

AGE OF THE DUNGEON		
D66	WHEN IT WAS BUILT	ACTUAL AGE IN YEARS
11–12	Before the Shift	1,100 +
13–26	Before the Blood Mist	300–1,100
31–40	During the Alder Wars	305–360
41–64	During the Blood Mist	5–280
65–66	After the Blood Mist	D6



SIZE OF THE DUNGEON

D6	SIZE	ROOMS
1-2	Small	D6
3-4	Average	3D6
5	Large	4D6+10
6	Huge	6D6+50

ORIGINAL PURPOSE

D66	ORIGINAL PURPOSE
11-14	Temple
15-24	Stronghold
25-36	Living Area
41-44	Hiding Place
45-52	Mine
53-55	Prison
56-66	Tomb

CREATOR OF THE DUNGEON

Roll once and read the entire row, or roll once for each table and combine the results.

D66	WHO BUILT IT	WHY
11-13	No one, it was created naturally	—
14-15	Elves	Vengeance
16-24	Dwarves	Greed
25-26	Orcs	Fear
31-32	Priest	Faith
33-35	Cult	Gift
36-42	Sorcerer	Loneliness
43-45	Warrior	Monument
46-56	Noble	Might
61-64	Bandit Chief	Survival
65-66	Demon	Passion

HISTORY OF THE DUNGEON

D66	EVENT
11-13	Ravaged by disease
14-16	Perished during a flood
21-22	Builders died of hunger
23-24	Builders wiped out by magical experiments
25-31	Resources dwindled and builders left the dungeon
32-33	Builders destroyed by strange artifact
34-42	Haunted by the restless dead of the builders
43-45	Lost after internal strife
46-53	Invaded by enemies
54-56	Invaded by demons
61-66	The builders still live here



DUNGEON INHABITANTS

D66	PEOPLE OR CREATURE	GAME STATS	D66	PEOPLE OR CREATURE	GAME STATS
11	Sorcerers	Page 184.	44	Minotaurs	Page 112.
12-13	Bandits	Page 183.	45	Strangling Vine	Page 118.
14-15	Slave Traders	Page 183.	46	Nightwargs	Page 114.
16-21	Orcs	Page 64.	51	Abyss Worm	Page 76.
22-23	Goblins	Page 72.	52	Giant Squid	Page 98.
24-25	Whiners	Page 70.	53	Sea Serpent	Page 116.
26-31	Bats	Page 127.	54	Bloodling	Page 78.
32	Giant Spiders	Page 127.	55	Hydra	Page 106.
33	Dwarves	Page 58.	56	Manticore	Page 110.
34	Saurians	Page 69.	61	Drakewyrm	Page 90.
35	Ogres	Page 61.	62	Demon	Page 80.
36-41	Undead	Page 122.	63	Dragon	Page 88.
42	Ghost	Page 94.	64-65	Roll twice	—
43	Insectoids	Page 108.	66	Roll three times	—

ENTRANCE TO THE DUNGEON

D66	ENTRANCE	D66	ENTRANCE
11-12	Below a building	46	In the bottom of a deep ravine
13-14	Shaped as a gaping jaw	51	In a tower
15	In or below a gnarled tree	52-53	In a hill
16-24	A heavy stone door	54-56	Below a mausoleum
25	On a cliff edge	61-62	Behind a door of bone
26	Down a hole	63-65	A stairway down into the deep
31-32	Alongside a decaying statue of the founder	66	Behind heavy iron bars that close and trap the adventurers
33-34	Below water		
35-43	A cavern		
44-45	Covered in moss		



ROOMS IN THE DUNGEON

Use the tables below to quickly create a dungeon on the fly as the adventurers explore it, or use them as inspiration to create a map ahead of time. Use the Oddity table to give an area or a room atmosphere as often as you like. A suggestion is to roll one time for an oddity that affects the whole dungeon, and then use it for specific rooms.

D6	TYPE OF ROOM	COMMENT
1-2	Corridor	—
3-4	Room	Roll once on the Room Contents table.
5	Hall	Roll twice on the Room Contents table.
6	Stairway	—

DOORS TO THE ROOM

D6	EXIT OR DOOR
1-2	One
3	Two
4	Three
5	Four
6	No exit

THE DOOR

D6	IS THE DOOR LOCKED?
1	The door is wide open.
2	The door is unlocked.
3	The door is unlocked but blocked by something.
4-5	The door is locked.
6	The door is locked and has a trap

ROOM CONTENTS

D6	CONTENTS	COMMENTS
1-3	None	—
4-5	Creature	See the Dungeon Inhabitants table.
6	Trap	Roll on the Traps in the Dungeon table.

ITEMS IN THE ROOM

Roll a D6 for each room that the adventurers examine. A result of 5-6 means there is an item in the room. Roll on the table below to determine what it is.



D6 THINGS

- 1 **SARCOPHAGUS:** Roll D6. 1: Roll for a trap (below). 2: Ghoul (see page 122). 3–6: No threat. Then roll once on the table of **VALUABLE** finds (page 189) and once on the table of **PRECIOUS** finds (page 191).
- 2 **CHEST:** Roll D6. 1–2: Roll for a trap (below). Then roll once on the table of **SIMPLE** finds and once on the table of **VALUABLE** finds.
- 3–4 **SIMPLE FIND:** Roll on the table for **SIMPLE** finds.
- 5–6 **VALUABLE FIND:** Roll on the table for **VALUABLE** finds.

DUNGEON TRAPS

Let the adventurers roll a **SCOUTING** roll to spot a trap in a room they enter. They can only roll if they actively look for traps.

D66	TRAP	EFFECT	WHO IS AFFECTED
11–15	Trapdoor	A fall of D6+3 meters	Whoever walks first
16–23	Spears	Attack with seven Base Dice, Weapon Damage 2, stab wound	Whoever walks first
24–31	Arrows	Attack with five Base Dice, Weapon Damage 1, stab wound	The two adventurers walking first
32–34	Poison	Lethal poison with Potency D6+3	Whoever walks first
35–42	Gas	Hallucinogenic poison with Potency D6+4	All adventurers
43–46	Boulder	Attack with seven Base Dice, Weapon Damage 1, blunt trauma	Random adventurer
51–54	Spikes	Attack with six Base Dice, Weapon Damage 2, stab wound	Random adventurer
55–56	Water Trap	Make a MOVE (–1) roll to escape. If failed, roll for ENDURANCE every round (no action). Failure means drowning – one point of damage per round. New MOVE roll can be made each round.	All adventurers
61–62	Collapsing Walls	Make a MOVE (–1) roll to escape. If failed, suffer attack with ten Base Dice, Weapon Damage 1, blunt force. Attack continues every round until a MOVE roll is made.	All adventurers



D66	TRAP	EFFECT	WHO IS AFFECTED
63-65	Fire	Attack with seven Base Dice, Weapon Damage 1. Clothes catch fire, inflicting the same attack every round until a MOVE roll is made to extinguish it.	Random adventurer
66	Roll twice on this table	—	—

DUNGEON ODDITIES			
D66	ODDITY	D66	ODDITY
11	Unnaturally Hot	41	Mummified Corpse
12	Humid	42	Fireplace
13	Pools of Water	43	Abyss
14	Smells of Death	44	Well
15	Mushrooms	45	Weirdly Shaped Skull
16	Strange Flowers	46	Mosaic
21	Slimy Walls	51	Petrified Creature
22	Dried Blood	52	Empty Sarcophagus
23	Wall Paintings	53	Ash in the Form of a Human
24	Weird Echoes	54	Snakes
25	Large Cracks	55	Insects
26	Statue	56	Rats
31	Alcoves	61	Bats
32	Altar	62	Spider Webs
33	Moss	63	Skeleton Parts on Floor
34	Dripping Sounds	64	Warning Written in Blood
35	A Gnarly Tree	65	Lost Adventurer
36	Pulsating Sounds	66	Roll twice on this table



CASTLE


The Forbidden Lands have suffered invasions, wars and demonic plagues. As a result, there are many fortresses in the form of towers, keeps and castles across the lands. Many have been worn down by time, nature and bloody sieges, their builders long gone or forgotten. Yet stone walls last, and new creatures seek shelter from the hardships of the lands.

Roll on the tables below one by one or use them freely as inspiration to create your own castle.

TYPE OF CASTLE		
D66	TYPE OF CASTLE	SIZE
11–14	Outpost	Small
15–23	Blockhouse	Small
24–31	Tower	Small
32–41	Fort	Medium
42–52	Keep	Medium
53–62	Fortress	Large
63–66	Palace	Large

- ❖ **OUTPOST:** A simple watchpost consisting of a smaller main building defended by a palisade, often made of wood. Original staff: 5–10.
- ❖ **BLOCKHOUSE:** A solid, timbered or stone house made up of at least two floors. Its thick walls make it easily defended, but the absence of outer walls provides no protection for the surrounding lands. Original staff: 10–20.

- ❖ **TOWER:** A tower made of stone (or in some cases, wood) with three or more floors. From its top one can watch far away over the lands. Original staff: 5–20.
- ❖ **FORT:** A smaller set of buildings, often two or three, protected by a palisade or a wall. Original staff: 15–40.
- ❖ **KEEP:** A number of buildings and towers defended by a thick stone wall. Original staff: 25–100.
- ❖ **FORTRESS:** Multiple reinforced buildings and towers, protected by thick walls and a moat with a falling bridge. More or less unconquerable when at full strength. Original staff: 50–200.
- ❖ **PALACE:** A grand building, often constructed by a noble to project power and wealth. Sometimes heavily reinforced, but some palaces function more as luxurious living quarters. Original staff: 50–300.



CASTLE VERSUS STRONGHOLD

As a rule, adventure sites of a defensive nature are called CASTLES. These should not be confused with strongholds, which are settlements that the adventurers can establish for themselves in the Forbidden Lands. Strongholds are described in the *Player's Handbook*.



AGE OF THE CASTLE

D66	WHEN IS IT BUILT	ACTUAL AGE IN YEARS
11-12	Before the Shift	1,100 +
13-26	Before the Blood Mist	300-1,100
31-43	During the Alder Wars	305-360
44-61	During the Blood Mist	5-280
62-66	After the Blood Mist	D6

ORIGINAL PURPOSE

D66	PURPOSE
11-15	Living Quarters
16-23	Trade
24-31	Guard Resource
32-34	Prison
35-43	Display Power
44-66	War

- ❖ **TRADE:** The castle was constructed to create a safe place to trade or guard an important trade route.
- ❖ **GUARD RESOURCE:** The castle was built to guard an important resource (this could be a mine, a river or something else, for example).
- ❖ **PRISON:** The castle was constructed to serve as a prison for someone – or something. Its size and power says something about who it once kept within its walls.
- ❖ **DISPLAY POWER:** A castle built to show the great power and might of the owner.
- ❖ **WAR:** A castle that was built as a part of a war or conflict.
- ❖ **LIVING QUARTERS:** The castle was built to serve as a living space for someone.

FOUNDER OF THE CASTLE

Roll once and read the entire row, or roll once in each column and combine the results.

D66	WHO BUILT THE CASTLE	KNOWN FOR
11-12	Elf	Bloodthirsty
13-16	Dwarf	Vengeance
21-22	Trader	Greed



D66	WHO BUILT THE CASTLE	KNOWN FOR
23-24	Treasure Hunter	Stinginess
25-26	Priest	Vanity
31-32	Sorcerer	Wisdom
33-36	Bandit Chief	Beauty
41-45	Warrior	Glory
46-66	Noble	Cruelty

CONDITION OF THE CASTLE

AGE: Before the Shift: Modify the roll by -3, Before the Blood Mist: Modify the roll by -2

D6	CONDITION	D6	CONDITION
1-2	Ruined	4-5	Worn
3	Decaying	6	Well Kept

HISTORY OF THE CASTLE

D66	EVENT	D66	EVENT
11-14	Ravaged by fire	45-52	Fell during a bloody revolt
15-23	Beset by a long and bloody siege	53-56	Conquered by enemy
24-31	Afflicted by the plague	61-62	The site of a tragic incident
33-36	Inhabitants died of hunger	63-65	Ravaged by years of war
41-44	Abandoned by its builders	66	Possessed by demons

INHABITANTS

IF RUINED: Modify the roll by -2, **IF DECAYING:** Modify the roll by -1
IF WELL KEPT: Modify the roll by +2

D6	CASTLE STILL INHABITED?	COMMENT
1	No.	Roll on the Is It Really Empty? table.
2-4	No, but someone moved in later.	Roll on the Who Has Moved In? table.
5	Yes, by a few descendants of the builder.	—
6	Yes, by descendants of the builder.	—



IS IT REALLY EMPTY?

D66	IS IT?	GO TO
11–16	No, a colony of preying bats has moved in.	Page 127.
21–26	No, a ghoul resides here.	Page 122.
31–36	No, 4D6 skeletons wait in the darkness.	Page 122.
41–51	No, a giant monster has taken the castle as its nest. It will soon return home.	Roll D6. 1: Drakewyrm. 2: Troll. 3: Giant. 4: Manticore. 5: Demon. 6: Dragon. See the Bestiary for stats.
52–65	Yes, but the place is cursed. Each turn (15 minutes), each adventurer suffers a fear attack rolled with six Base Dice.	—
66	Yes, it really is empty. For now.	—

WHO HAS MOVED IN?

D66	WHO OR WHAT	HOW MANY (SMALL/ MEDIUM/LARGE)	GO TO
11–14	Bandits	D6/2D6/4D6	Page 183.
15–16	Traders	D6/2D6/4D6	Page 184.
21–23	Rust Brothers	D6/2D6/3D6	Page 40.
24–25	Soldiers	D6/2D6/4D6	Page 183.
25–32	Riders	D6/2D6/4D6	Page 49.
33–36	Orcs	D6/2D6/4D6	Page 64.
41–43	Goblins	D6/3D6/5D6	Page 72.
44–45	Whiners	4D6/6D6/8D6	Page 70.
46–51	Ogres	D6/2D6/2D6	Page 61.
52	Dwarves	D6/2D6/4D6	Page 58.
53	Halflings	D6/2D6/4D6	Page 71.
54	Wolfkin	D6/2D6/4D6	Page 68.
55	Elves	D6/2D6/2D6	Page 54.
56	Sorcerers	1/D6/2D6	Page 184.
61	Thieves	D6	Page 183.
62–66	Monster	1	A random monster in the Bestiary.



CASTLE ODDITIES

D66	ODDITY	D66	ODDITY
11-12	Odd architecture	41-42	Strange sounds
13-14	Blood colored	43-44	Covered by purple flowers
15-16	Surrounded by ravens	45-46	Always rains
21-22	Built out of a massive rock	51-52	Built around an ancient statue
23-24	Weird inscriptions	53-54	Windy
25-26	Surrounded by graves	55-56	Fungal fields
31-32	Built on a battlefield	61-62	Blackened by soot
33-34	Haunted	63-64	Decorated with skulls
35-36	Bad smell	65-66	Overgrown

NAME OF THE CASTLE

D66	FIRST WORD	SECOND WORD	D66	FIRST WORD	SECOND WORD
11	Stone	Hook	41	Deep	Hole
12	Red	Tooth	42	Alder	Gap
13	Purple	Spire	43	Rain	Shield
14	Blood	House	44	Eagle	Nest
15	Dead	Claw	45	Wolf	Mark
16	Winter	Jaw	46	Bear	Grove
21	Oak	Water	51	Dragon	Glade
22	Blue	Redoubt	52	Frost	Keep
23	Snow	Mound	53	Night	Fortress
24	Wind	Hill	54	Rose	Castle
25	Storm	Mountain	55	Fang	Keep
26	Fire	Tower	56	River	Lair
31	Rust	House	61	Sea	Stone
32	Griffon	Edge	62	Ice	Den
33	Dark	Home	63	Sun	Wall
34	Dim	Cliff	64	Moon	Mound
35	Wood	Pike	65	Wolf	Mark
36	Barren	Eye	66	Twilight	Fort



CREATURES AND NPCs

An important part of most adventure sites are the creatures and people that live there. Below, you'll find a table of typical NPCs to use whenever needed. Use the Personal Quirks table to give an NPC some personality.

CREATE YOUR OWN NPCs

You can easily create your own NPCs from scratch. A typical human being has 3 in all at-

tributes, so use this as a baseline and increase or decrease attributes as you see fit.

WHO CAN BE FOUND WHERE?

Stats for different types of beings can be found in several locations in this book.

- ❖ Monsters are to be found in Chapter 5.
- ❖ Typical individuals from the different kin are described in Chapter 4.
- ❖ Followers of religious orders are located in Chapter 3.
- ❖ Other typical NPCs can be found in the table below.

TYPICAL NPCs			
NPC	ATTRIBUTES	SKILLS	EQUIPMENT
Bandit	Strength 3 Agility 3 Wits 2 Empathy 2	Melee 2, Marksman- ship 1, Survival 2	Broadsword or axe, sling or short bow, leather armor, D6 copper, SIMPLE find
Soldier	Strength 4 Agility 3 Wits 3 Empathy 2	Endurance 1, Melee 2, Marksmanship 2, Survival 1	Broadsword or battleaxe, spear or long bow or heavy crossbow, large shield, leath- er armor or chainmail, open helmet, 2D6 copper, SIMPLE find
Rider	Strength 3 Agility 4 Wits 3 Empathy 3	Melee 2, Survival 1, Animal Handling 3	Broadsword or shortsword, dagger, studded leather ar- mor, open helmet, SIMPLE find
Thief	Strength 2 Agility 4 Wits 3 Empathy 3	Stealth 2, Sleight of Hand 3, Move 2, Melee 1, Marksmanship 1	Dagger, sling, leather armor, D6 silver, VALUABLE find



NPC	ATTRIBUTES	SKILLS	EQUIPMENT
Hunter	Strength 3 Agility 3 Wits 3 Empathy 3	Melee 1, Marksman- ship 3, Scouting 2, Survival 2, Animal Handling 2	Dagger, longbow, leather armor, 2D6 copper, SIMPLE find
Priest	Strength 3 Agility 3 Wits 4 Empathy 3	Lore 2, Manipulation 2, Performance 1, Healing 1	Staff, D6 silver, VALUABLE find
Trader	Strength 2 Agility 3 Wits 3 Empathy 4	Lore 1, Insight 2, Manip- ulation 2	Dagger or shortsword, 2D6 silver, VALUABLE find
Minstrel	Strength 2 Agility 3 Wits 3 Empathy 4	Lore 1, Insight 1, Manip- ulation 2, Performance 3	Instrument, dagger, D6 silver, VALUABLE find
Sorcerer	Strength 2 Agility 2 Wits 4 Empathy 3	Lore 1, Path of Runes, Stone, Blood or Death 2 (talent)	Staff, grimoire, D6 silver, VALUABLE find
Villager	Strength 3 Agility 3 Wits 3 Empathy 3	Endurance 1, Crafting 2	Tools, D6 copper

PERSONAL QUIRKS			
D66	OCCUPATION	CHARACTERISTIC	QUIRK
11	Soldier	Ice blue eyes	Dreaming about a family and a house. Will do anything to realize it.
12	Fortune Seeker	Fluffy hair	Skilled at gambling. Booted from three villages.
13	Bandit	Scarred face	Haunted by dreams of a family dying in a fire. Sometimes halluci- nates.
14	Slave Trader	Severed ear	Chewing on narcotic leaves, staring glare and foul mood.



D66	OCCUPATION	CHARACTERISTIC	QUIRK
15	Treasure Hunter	Eye patch	Very enthusiastic. Has a treasure map but no surviving friends.
16	Beggar	Missing teeth	Alder spy in disguise. Will not hesitate to kill.
21	Actor	Graceful	Too sensitive for this cruel world.
22	Lumberjack	Towering	Squeamish and weepy.
23	Hunter	Impressive beard or hair	Obsessed with finding a special monster. Will not give up until one of them is dead.
24	Farmer	Round cheeks	Cultist, looking for new victims.
25	Laborer	Distinct birthmark	Sleeps badly, sees holy visions at night.
26	Jester	Strange facial paint	Legendary pickpocket constantly changing identities.
31	Wanderer	Sad eyes	Only survivor of a burnt down village. Pyromaniac.
32	Fisher	Smells bad	Worships the god in the deep.
33	Noble	Perfumed	Possessed by quirky demon.
34	Child	Cocky	Planning to avenge dead parent.
35	Trader	Constantly smiling	Bankrupt, but has a grand plan to save the business. Just needs some help.
36	Brewer	Sullen	Hates a competitor and will do anything to get rid of him or her.
41	Carpenter	Constantly joking	Hides a dark secret.
42	Apprentice	Lovesick	Will do anything to achieve dream. Anything.
43	Thief	Elegant	Expensive habits. Leaves tab to others.
44	Druid	Tattooed	Likes to scare people.
45	Baker	Constantly eating	Believes self to be of royal lineage.
46	Refugee	Desperate	Wants revenge more than anything.



D66	OCCUPATION	CHARACTERISTIC	QUIRK
51	Assassin	Hateful	Interested in poetry.
52	Smith	Sweaty	A notorious cheat.
53	Gravedigger	Drunk	Knows a lot about people. Gossipy.
54	Rust Brother	Suspicious	Has doubts.
55	Shepherd	Very beautiful	Dreams of killing someone.
56	Braggart	Foppish	Likes to touch people as if old friends.
61	Cook	Fat	A brilliant storyteller.
62	Cultist	Seducing	Will take over, one day.
63	Guard	Lazy	Craving for a mug of beer.
64	Messenger	Very tired	Believes he or she is being followed.
65	Miner	Wiry	Swears all the time.
66	Academic	Unkempt eye-brows	Has a theory about the world. Wants to tell everyone about it.

TREASURE AND FINDS

Most adventurers will hunt for treasure and gold, so as to acquire enough wealth to build their own stronghold and make their mark on the Forbidden Lands. There are two categories of treasure in the game: finds and artifacts. This section deals with finds, which can be anything from valuable items to weapons and armor to coins and treasure. Artifacts are unique and powerful items and have their own chapter on page 128.

Finds are divided into three categories: SIMPLE, VALUABLE and PRECIOUS. What category a particular find belongs to is generally described in the text of an adventure site or decid-

CARRYING TREASURE

Finds use the rules for encumbrance found on page 37 in the *Player's Handbook*. Some items are very bulky and need to be carried by several adventurers. These items have a number listed in the Weight column, indicating how many normal items that this find counts as when it comes to encumbrance.



ed by you as the GM. Keep in mind that SIMPLE finds are much more common than VALUABLE ones, which in turn can be found more often than the elusive PRECIOUS finds.

The tables are divided into two categories:

“carried finds” and “finds in a lair.” The former category is used for all types of items that an adventurer may carry on them. “Finds in a lair” is used for items stored somewhere.

SIMPLE CARRIED FINDS			
D66	FIND	VALUE	WEIGHT
11–31	2D6 Copper coins	Value of the coins	—
32	Bone Statuette	2D6 copper	Light
33	Piece of Amber	2D6 copper	Tiny
34	Bronze Belt Buckle	2D6 copper	Light
35	Bone Dice	2D6 copper	Tiny
36	Bone Whistle	2D6 copper	Light
41	Bronze Bracelet	3D6 copper	Light
42	Copper Ring	3D6 copper	Tiny
43	Bronze Necklace	3D6 copper	Tiny
44	Bronze Medallion	3D6 copper	Tiny
45	Good Boots	3D6 copper	Normal
46	Good Gloves	3D6 copper	Light
51	Bronze Drinking Horn	4D6 copper	Normal
52	Lantern	4D6 copper	Light
53	Bronze Dagger	4D6 copper	Light
54	Bronze Shield	4D6 copper	Normal
55	Bronze Earring	4D6 copper	Tiny
56	One-handed Bronze Weapon	D6 silver	Normal
61	Book	6D6 copper	Normal
62	Simple Gemstone	6D6 copper	Tiny
63	Bronze Statuette	6D6 copper	Light
64	Bronze Helmet	D6 silver	Normal
65	Copper Headband	D6 silver	Normal
66	Copper Crown	2D6 silver	Normal



SIMPLE FINDS IN A LAIR

D66	FIND	VALUE	WEIGHT
11-31	4D6 copper coins	Value of the coins	—
32	Copper Bowl	3D6 copper	Light
33	Copper Plate	3D6 copper	Normal
34	Copper Mug	3D6 copper	Light
35	Knapsack	3D6 copper	Light
36	Waterskin	3D6 copper	Light
41	Belt Buckle	4D6 copper	Light
42	Hammer	4D6 copper	Normal
43	Saw	4D6 copper	Normal
44	Short Sword	1D6 silver	Normal
45	Small Shield	4D6 copper	Light
46	Axe	4D6 copper	Normal
51	Short Spear	5D6 copper	Normal
52	Bronze Pot	5D6 copper	Heavy
53	Bronze Lantern	5D6 copper	Light
54	Gaming Board	5D6 copper	Normal
55	Chest	5D6 copper	Heavy
56	Lute	5D6 copper	Normal
61	Bronze Armor	1D6 gold	Heavy
62	Bronze Mirror	2D6 silver	3
63	Palanquin with Copper Details	3D6 silver	4
64	Bronze Sarcophagus	4D6 silver	4
65	Bronze Altar	5D6 silver	5
66	Bronze Statue	6D6 silver	6

CARRIED VALUABLE FINDS

D66	FIND	VALUE	WEIGHT
11-31	3D6 silver coins	Value of the coins	—
32	Silver Box	2D6 silver	Light



D66	FIND	VALUE	WEIGHT
33	Pearl	2D6 silver	Tiny
34	Silver Bowl	2D6 silver	Light
35	Painting	2D6 silver	Light
36	Silver Mug	2D6 silver	Light
41	Silver Bracelet	3D6 silver	Light
42	Silver Ring	3D6 silver	Tiny
43	Silver Necklace	3D6 silver	Tiny
44	Well-Tailored Cloak with Silver Buckle	3D6 silver	Normal
45	Elegant Boots	3D6 silver	Normal
46	Calf Skin Gloves	3D6 silver	Light
51	Drinking Horn with Silver Details	4D6 silver	Normal
52	Embroidery	4D6 silver	Normal
53	Elegant Helmet	4D6 silver	Light
54	Elegant Large Shield	4D6 silver	Normal
55	Silver Earring	4D6 silver	Tiny
56	Elegant One-handed Weapon	4D6 silver	Normal
61	Rare Book	5D6 silver	Normal
62	Gemstone	6D6 silver	Tiny
63	Silver Statuette	7D6 silver	Normal
64	Silver Helmet	8D6 silver	Normal
65	Silver Headband	9D6 silver	Light
66	Silver Crown	D6 gold	Normal
VALUABLE FINDS IN A LAIR			
D66	FIND	VALUE	WEIGHT
34	Painting	3D6 silver	Heavy
11-31	4D6 silver coins	Value of the coins	—
32	Silver Medallion	3D6 silver	Light
33	Small Silver Chest	3D6 silver	Light



D66	FIND	VALUE	WEIGHT
35	Glass Bowl	3D6 silver	Light
36	Beautiful Vase	3D6 silver	Light
41	Silver Brooch	4D6 silver	Tiny
42	Silver Comb	4D6 silver	Light
43	Silver Box	4D6 silver	Light
44	Silver Amulet	4D6 silver	Light
45	Silver Goblet	4D6 silver	Light
46	Mask	4D6 silver	Light
51	Bottle of Expensive Wine	5D6 silver	Normal
52	Fine Hat	5D6 silver	Light
53	Tapestry	5D6 silver	Heavy
54	Cabinet	5D6 silver	4
55	Carpet	5D6 silver	Heavy
56	Armchair	5D6 silver	3
61	Candelabrum	6D6 silver	Heavy
62	Silver Mirror	6D6 silver	4
63	Palanquin with Silver Details	7D6 silver	5
64	Silver Sarcophagus	8D6 silver	6
65	Silver Altar	9D6 silver	6
66	Silver Statue	D6 gold	6

CARRIED PRECIOUS FINDS			
D66	FIND	VALUE	WEIGHT
11-31	D6 Gold Coins	Value of the coins	—
32	Gold Statuette	5D6 silver	Light
33	Pearls	5D6 silver	Tiny
34	Golden Bowl	5D6 silver	Light
35	Gold Amulet	5D6 silver	Tiny
36	Gold Mug	5D6 silver	Light



D66	FIND	VALUE	WEIGHT
41	Gold Bracelet	5D6 silver	Tiny
42	Gold Ring	6D6 silver	Tiny
43	Gold Necklace	6D6 silver	Tiny
44	Fur Cloak with Expensive Embroidery and Golden Buckle	6D6 silver	Normal
45	Dragonscale Boots	6D6 silver	Light
46	Velvet Gloves	6D6 silver	Light
51	Drinking Horn with Gold Details	D6 gold	Light
52	Golden Embroidery	D6 gold	Normal
53	Golden Helmet	2D6 gold	Light
54	Golden Large Shield	2D6 gold	Normal
55	Golden Armor	4D6 gold	Heavy
56	Golden Weapon	2D6 gold	Normal
61	Unique Book	2D6 gold	Normal
62	Rare Gemstone	2D6 gold	Tiny
63	Ring with Gemstone	2D6 gold	Tiny
64	Scepter	3D6 gold	Light
65	Golden Crown	4D6 gold	Light
66	Artifact (see page 128)	—	—

PRECIOUS FINDS IN A LAIR			
D66	FINDS	VALUE	WEIGHT
11-31	D6 Gold + 2D6 Silver + 4D6 Copper	Value of the coins	—
32	Golden Necklace	2D6 gold	Light
33	Beautiful Tapestry	2D6 gold	3
34	Embroided Carpet	2D6 gold	4
35	Gold Goblet	2D6 gold	Light
36	Painting with Golden Frame	2D6 gold	3
41	Golden Tray	3D6 gold	Heavy
42	Golden Statue of a Child	3D6 gold	4



D66	FINDS	VALUE	WEIGHT
43	Golden Diadem	3D6 gold	Light
44	Ceiling Candelabrum	3D6 gold	3
45	Golden Armchair	3D6 gold	3
46	Golden Cradle	3D6 gold	3
51	Necklace with Gemstones	4D6 gold	Light
52	Scepter with Gemstones	4D6 gold	Light
53	Crown with Gemstones	4D6 gold	Light
54	Beautiful Desk	4D6 gold	4
55	Pulpit	4D6 gold	4
56	Golden Table	4D6 gold	5
61	Large Rare Gemstone	2D6 gold	Light
62	Golden Mirror	5D6 gold	5
63	Golden Palanquin	5D6 gold	6
64	Golden Sarcophagus	6D6 gold	7
65	Golden Statue	7D6 gold	8
66	Artifact (page 128)	—	—

FIND ODDITIES		
Some finds are weirder than others, you can choose to use the table below whenever it fits the story or roll a die for each find, a roll of 5+ means that the find has an oddity.		
D66	ODDITY	EFFECT
11-12	Smells bad	-1 MANIPULATE
13-14	Someone has painted a strawman on it	—
15-16	Dirty	—
21-22	Bloodstained	—
22-23	Burnt	Halved value
24-25	Bitemarks	Halved value
26-31	Bent	Halved value



D66	ODDITY	EFFECT
32-33	Scratched	Halved value
34-35	Actually a toy	Halved value
36-41	Weird inscriptions	—
42	Contains the soul of a former owner. Speaks to the adventurer during the night.	Gain condition SLEEPY
43-44	Excentric shape	—
45-46	Heavily perfumed	—
51-52	Unaturally large	Double weight
53-54	Miniature version	Halved weight
55-56	Forgery	After the item is sold roll a die: 4+ means that the forgery is discovered and that the adventurer is hunted.
62-63	Marked with the sigil of the Rust Brothers	After the item is sold, roll a die: 5+ means that a Rust Brother or an Iron Guard finds out about it and starts looking for the adventurer.
63	Elven heirloom	Double value for an elf
64	Dwarven heirloom	Double value for a dwarf
65	Haunted by unhappy ghost	Roll a die everytime the adventurer strikes camp, a six means that the ghost manifests.
66	Part of dragon's treasure	The find used to belong to a dragon's personal treasure hoard. Roll D66 everytime the adventurer strikes camp on a roll of 66 the dragon has located the treasure and is very angry.





TYPE OF ADVENTURE SITE: Village

The village is a welcome sight. A bunch of well-to-do houses are standing close together, slightly obscured by billowing chimney smoke. You hear the sounds of kids playing and catch the smell of fresh bread. When you get closer, you can see a low stone wall, encircling the small settlement that is guarded by a few simple stone towers. You see a wooden sign, planted next to the road, with the written words: "Welcome to The Hollows – drink from our tankards, eat from our bowls, but honor the dead, walking by our sides."

BACKGROUND

The place where The Hollows is situated was once, long ago, a cemetery. Most of the people buried at the site were victims of the terrible

battles that ravaged the Ravenlands between the forces of Zygofer and King Algarod (see page 30). Many of the fallen were great warriors and leaders and were buried in costly graves. In order to care for the lost souls of the warriors, a circular temple was built on the nearby hillock, dedicated to the god Wyrn.

Many years later, when the Blood Mist descended on the Forbidden Lands, a number of Ailander free-thinkers arrived at the site. They sought protection against the mist behind the walls of the cemetery. The caretakers who used to work here were long gone and the cemetery had fallen into disrepair. The newcomers waited in the crypts and barrows for the mist to disappear. When they realized that the mist wasn't going to disperse, they started to build huts and shelters of stone and wood from the ruins.



Today, several centuries later, these huts have grown into a larger settlement. Approximately thirty houses and farms have been built on the old burial grounds, all the way down to the river running past the village. About a hundred people try to live in harmony with each other here in the settlement. Behind the old cemetery wall, they are protected against the Blood Mist and the other horrors of the Forbidden Lands. The people of the village have understood that the spirits of the dead are harmless as long as you avoid going out after nightfall, and they also follow the rules proclaimed by the elders of the village. Outside of the wall, they have fields for farming and hunters now dare to go further into the forest in search of game. The inhabitants are doing as well as anyone can hope to in the Forbidden Lands.

Since the Blood Mist dispersed the inhabitants have started to travel further and further away from the village. They meet other people and trade with other settlements. This also means that strangers have started to appear in the small community. Most of them are travelers stopping by for accommodation and provisioning, but some want to start fresh behind the village walls. This has resulted in a boom of business for many of the villagers, while some of the less favored are skeptical and claim that life used to be better. The absence of the Blood Mist has created new problems. Goblins and other pests are sneaking around the village and internal plots have started to grow, as there are no threats from the outside. The village has been divided into two camps, one following the village elder, Mrs. Pollmor, and one listening to Yawim, the brewmaster.

RECOMMENDED READING

Before playing *The Hollows*, we recommend that you read about the Fourth Alder Wars and King Algarod on page 30 in the History chapter, about the Rust Brothers and the Raven Sisters in the chapter on Gods, and the passage on ghouls on page 120 in the Bestiary.

GETTING HERE

The Hollows is designed to be a place the adventurers can visit in order to rest and recuperate between their ordeals in the Forbidden Lands. Before having gotten their keep in order, having a secure base to return to can be useful. They may even want to establish their keep in the vicinity of the settlement. You can choose between having the adventurers begin the game in the village or letting them find it while traveling.

Note that *The Hollows* must be located in a map hexagon next to a river.



LEGEND

The Hollows... Have you ever been to that dump?





It's a village at the back of beyond. Cowards and milksops hid from the Blood Mist in that sorry excuse for a village, waiting for better times. They were unaware of one thing, however... that their peaceful village was built on a site of blood and death.

LOCATIONS

The Hollows was built on the ruins of an old burial ground, southeast of a hillock covered by sharp rocks. The village has spread all the way down to the river, and is surrounded by a low

STRANGE EVENTS IN THE HOLLOWES

D6	EVENT	DETAILS
1	The Game	A small ghost girl suddenly materializes, skipping and singing in front of the adventurers. The little girl, Ona, urgently asks the adventurers if they want to play with her and will not take a no for an answer. The game consists of a very cruel retelling of the last battle at The Hollows, where King Algarod had the then current leader of Ravenland executed. Right in the middle of the colorful story, the ghost girl is suddenly transformed into the shape of King Algarod, and all of the adventurers suffer a fear attack (see page 112 in the <i>Player's Manual</i>) using four dice. The game immediately ends, and she asks the adventurers if they will comb her hair.
2	The Grave-digger	A ghostly apparition is whistling a song and at the same time "digging" at the earth with a spade that looks like it's dancing in thin air. This is the ghost of Ulm, the gravedigger, dead for three centuries, continuing the task of burying his fallen comrades. When the adventurers approach, he stops whistling, freezes in mid-movement and looks straight at them with his black eyes. "Have you been sent by the King?" he asks in a muddled voice. If the adventurers say that they have, Ulm will attack them in the form of a ghoul. If not, he will keep on digging.
3	Dead Man's Hand	One of the party stumbles and falls to the ground and then all the others feel that something is pulling on their shoes and breeches. Terrified, they realize that the earth around them has been pierced by grey hands, trying to drag them into the underworld. Let them all make a roll for STRENGTH in order to break free. Anyone who fails is temporarily dragged into the earth, and will suffer a fear attack using six dice.



stone wall. There are two sturdy wooden gates, one to the east and one to the south. Fields with rye, grain, turnips and various vegetables surround the village. A path leads from each gate towards the wilderness. After a few hundred meters, the paths turn into animal tracks and soon disappear completely. The paths and roads in the village are usually bordered by red-painted stones.

1. THE WALL

A low and badly worn stone wall, half as tall as a man, snakes around the parts of the village that aren't facing the billock. The entire wall is covered by winding rose and rose hip bushes, giving it a pungent but pleasant smell.

Climbing the wall is a prickly experience re-

D6	EVENT	DETAILS
4	The Ghost Minstrel	A sad tune can be heard in the fog, and soon a ghostly apparition can be seen. It has a dark hood and a noose around its neck, and is playing a lute. This is the long since executed minstrel Alma, playing her song of mourning for the dead of The Hollows. Any adventurer showing their appreciation by giving her a coin or something similar will receive Alma's gratitude, and the ghost may come to the person's aid some time later.
5	The Duel	A harsh and wordless shout breaks the silence of the evening. A knight in full armor strides out of the darkness, brandishing a broadsword and a shield. A couple of arrows are sticking out from his side, and a twisted skeleton face can dimly be seen under the helmet. The undead warrior points with his sword at the adventurer with the highest Strength, and then bangs his sword and shield together in a gesture that can't be interpreted as anything other than a challenge. The ghoul is going to fight whether the adventurer accepts the challenge or not, but instead of being hit by the weapon, the target will be thrown to the ground or forcefully kicked into a building. If the adventurer pulls out one of the arrows, the knight will get down on his knees and then slowly fade away.
6	The Funeral Feast	Elrand the miller died in an accident some twenty years ago, but his ghost hasn't accepted his fate yet and still visits Dead Man's Hand once a week for a tankard of beer that runs straight through his ethereal body, forming a small puddle on the floor. The regulars are amusing themselves by telling newcomers to ask the lonely man at the bar something, and then wait for their reaction when the newcomers discover the hideous face of the ghost. The victim will suffer a fear attack using four dice.







quiring a roll against MOVE to avoid suffering one point of damage.

2. THE WATCHTOWERS

Old and worn stone towers, almost as tall as two men. The towers don't seem to have any interior space and consist of stone blocks piled on top of each other. On the parts not covered by rose bushes and moss you can make out the remains of beautiful reliefs cut into the stone blocks.

The watchtowers are really just high cairns of stacked debris from the ruins, placed at strategic locations for keeping watch over the area. You reach the top by way of a ladder on the inside of the wall. Mrs. Pollmor has decided that the three towers should be manned around the clock, but in practice this is rarely the case. The militia guards prefer to quench their thirst at one of the village's two inns, or they climb down to talk to a villager passing by. The north watchtower between the new and the old burial grounds is naturally not a very popular assignment. The militia guards usually draw lots over it, and the tower stands unmanned most of the time.

❖ CREATURES: One militia guard.

3. THE GATES

The road enters the village by way of a massive, iron-bound gate made of oak. The gate has a shutter. Next to the gate, a worn copper bell is attached to the wall.

The gates are open during the day and closed at nightfall. There is a gate in the south and one

in the east. Visitors arriving during the night use the bell to alert the villagers. The task of opening the gate follows a predetermined rotation. Visitors often have to wait for quite a while before a sleepy villager arrives to open the gate. The shutter lets the villager study the visitors in order to determine if they are enemies or not.

4. THE WELL

A stone well lies at the center of the square. The rope and the pulley are mounted on a beautifully carved lintel. The well is surrounded by a low stone bench, worn down by many tired villagers who have availed themselves of it. A large bucket stands on the bench.

The villagers dug the well many years ago, as the water of the river is often tainted. At Springturn (see page 35) the villagers let the well overflow in a ceremony called "Flow's Delight." The water is thought to bring Flow's blessing to the soil (see page 42).

5. THE BRIDGE

A solid stone bridge crosses the creek snaking through the village. The bridge looks like it is hundreds of years old, and is covered by moss and algae. The foundation has crumbled, and in some places, it has been repaired using stone and mortar.

The bridge has become a symbol for the split in The Hollows. The dwarf Yawim has his operations on the south side of the bridge. The area north of the bridge is the domain of Mrs. Pollmor. Neither of them will cross the bridge unless they really have to.



6. THE HARBOR

East of the bridge is a newly constructed and sturdy wooden pier. Two wide boats are moored at the pier. Each has six oars and a mast, which is currently taken down. On the north side of the creek, a low wooden jetty can be found. The harbor smells of tar.

The pier was built for transportation up and down the creek. When the Blood Mist lay thick on the land, the creek was only used for fishing. The brewmaster Yawim owns two river craft, used to transport his beer to a number of settlements down the creek. The dwarf is willing to rent out a boat for two silver coins per day. A few shacks for storage of equipment can be found next to the pier. The villagers wash their clothes at the wooden jetty on the north side.

7. THE OLD TEMPLE

A narrow path winds its way up the hillock between sharp rocks to a flat section. In the middle of the flat section, the overgrown remains of a circular stone foundation can be seen. Twelve pillars placed along the edge of the foundation stretch like ugly teeth towards the sky. A crumbling obelisk with a hole near the top stands in the middle of the circle. An ominous feeling hangs over this place.

The old circular temple is dedicated to the god Wyrn. The site exudes ages long past, and most of the villagers avoid the hillock. If you study the obelisk carefully, you find the following text carved into the stone: "The road to Nepola's last resting place is shown at the midnight hour of the full moon." At midnight, when there is a full moon, the light shines



through the hole and points towards an overgrown rock in the side of the hillock. The stone is the entryway to the tomb of Count Nepola.

8. THE DEAD MAN'S HAND INN

A large two-story half-timbered building can be found at the south end of the square. Smoke is coming out of the three chimneys on the steep thatched roof. Where the window shutters are open, a warm light shines out. Above the double door is a sign and a pair of red-painted lanterns next to each other. The sign lets you know that you have reached the Dead Man's Hand Inn. The scent of grilled boar can be smelled all the way to the well.

The inn is run by Olm and his family. Formerly, the building was only used for the villagers who would meet each other over glasses of mead, but since the Blood Mist disappeared travelers have been a common sight, and the place has been turned into an inn. The upper story contains three double rooms and in the west wing is a dormitory and a room for six. A bed in the dormitory costs two copper coins, and the rooms cost five copper coins per person.





After dark, the villagers loyal to Mrs. Pollmor gather around the large open fire in the middle of the taproom. The villagers talk about the day's work, exchange gossip and look at the guard schedule for the next day. A rocking chair next to the fireplace is reserved for the old midwife, who usually visits the inn two or three times per week. The Rust Brother Sturkas drinks his compulsory tankard alone at a corner table.

The mead served at the Dead Man's Hand is watery and tasteless, but if you ask for something else to drink, Olm can offer a good wine from a barrel he bought from a merchant passing through the village. When Mrs. Pollmor isn't around, Olm brings out a barrel of Yawim's delicious beer. Wild boar, mutton and game birds are being grilled on the open fire. The meat is served with turnips and carrots. Visitors short on silver can get a stew of turnips and bacon rinds.

❖ CREATURES: Olm, various guests.

9. THE THREE SKULLS TAVERN, BREWERY AND MILL

On the river's southern shore lies a mill, the wheel of which slowly spins in the current. Connected to the mill is a large, windowless building. Smoke billows from a wide chimney, winding its way up the hillock much like the Blood Mist. On the other side of the street is two-story building, the upper story made from timber tarred black. From this building you can hear music and laughter. Three small casks hang in chains from the roof of the porch. A sign to the right of the door announces: "Welcome to Three Skulls. Dwarves and other beard-gobs: don't bother."

The mill (9a) belongs to the dwarven brewmaster Yawim who, due to a bitter history (see below), hates dwarves and no longer considers himself one of their kind.

Seeds are milled in the mill and then transported to the nearby brewery (#9b). There, the widely renowned dwarven beer is brewed. Travelers gladly make a detour to drink a tankard at Yawim's Three Skulls Tavern (#9c), where the mood is always merry. Yawim welcomes most but will shoot daggers at richly bearded people and wolfkin. People of dwarven heritage are invariably ousted. If anyone points out to Yawim that he himself is a dwarf, the entire place falls silent and what happens next is anyone's guess.

❖ CREATURES: Brewmaster Yawim, D6 guests in the daytime, 2D6 guests in the evening. There are D6 workers in the brewery and the mill.

10. HOUSE OF THE VILLAGE ELDER

At the base of the hillock, at the far end of the square, stands an impressive longhouse with beautiful carvings hanging from the lining of the roof. In the high, vaulted windows can be seen mosaics of multi-colored glass. A wide staircase leads up to a twin gate with iron fittings depicting meandering plants.

Mrs. Pollmor's great-grandmother had an impressive longhouse built into the hillside facing the river. When the village elder's husband was alive they held grandiose feasts here once each quarter, but now the dust lies thick on tables and benches in the great hall. Mrs. Pollmor



only furnishes the bedchamber, the study and the kitchen. The smith's daughter, Delia, helps her with her household chores, arriving at the house at dawn and leaving long after dark.

❖ CREATURES: Mrs. Pollmor and Delia.

11. THE OLD CEMETERY

The northern part of the village completely changes over to overgrown ruins. Headstones and once beautiful but now crumbling crypts testify to this area once being a cemetery. Here and there are gnarly trees and scrubby bushes, making it hard to move about. The entrances to the hollows of the dead gape empty along the hillside. Many of the gates that once held the undead at bay have moldered away long ago. An uneasy silence rests over the place.

The old cemetery is taboo to the villagers, and they don't venture here other than to man the northern watchtower. In the side of the hill are crypts excavated for the dead. Most of them are empty caves today, but behind an overgrown stone gate you can find the intact grave of Count Nepola (see The Crypt).

12. THE NEW CEMETERY


North of the village, outside the walls, are a number of hills overgrown with grass and lilac and heart-shaped flowers. A small stone building with a small oaken gate with iron fittings has been built beneath a large oak. Above the gate, carved into the stone, is the rune of the Nightwalker.

This is the burial site of the villagers. The small building is dedicated to the Nightwalker, and

under no circumstances can light be allowed to enter the building. Offerings are given to the god each new moon and then only on the cloudiest of nights, when the night is at its darkest.

13. CHAPEL

At one end of the square is a chapel. A pointed roof of painted tiles is built on top of a circle of wooden columns. On the columns are carved beautiful



WHO DOES WHAT?

Most of the inhabitants of The Hollows grow their own beets, bake their own bread and repair their own things, but they often turn to the blacksmith, the matron, the gamekeeper, or the brewmaster to repair complex items or bulk up their stock of food and drink.

The adventurers can purchase most everything in the village. For provisions they can turn to the matron. For tools they'd go to the gamekeeper or the fisherman. When it comes to weapons and armor, the blacksmith Ness might need a little time, since he only stocks spears and arrows. The prices adhere to the list on page 182 in the *Player's Handbook*.



reliefs of birds. The stone floor of the temple is covered with dried flowers, copper coins, crops and animal bones.

Once a month and on holy days, Olm conducts a ceremony at the chapel. During the ceremony, the gods Wail, Flow and the Nightwalker are worshipped. The villagers pray for bountiful harvests and uncomplicated births, and honor their dead. Small offerings of animals and crops are left for the gods at the chapel.

14. THE SMITHY

The clanging sounds of smithing incessantly reverberate from a building at the north end of the square during the daytime hours. Large sections of the building are open towards the square. Through the smoke, you can make out a forge and a massive anvil. Newly wrought tools hang from the roof.

The blacksmith Ness makes and repairs the tools of the village. If necessary, he can repair and make weapons and armor. The blacksmith lives with his wife Vira and three children in a wing on the back side of the smithy.

❖ CREATURES: The blacksmith Ness, Vira.

15. THE GAMEKEEPER'S CABIN

In front of a small cabin that borders on the old cemetery are racks with stretched skins and hides. Next to the racks is a massive wood table covered with bloodstains and scraps of meat. On the table are knives and other tools for slaughter, and a cloud of flies buzz around a bucket of innards. Close to the cabin is a roofed hanging rack

where some freshly slaughtered game hangs to be tenderized.

Gamekeeper Vike provides the villagers with game and wildfowl. He slaughters the animals and tan the skins if there is need for it. Inside the the cabin, aside from Vike's bunk, is a large, brick stove to cure and salt meat.

❖ CREATURES: Gamekeeper Vike.



16. THE FISHERMAN'S HOUSE

Down by the river, close to the southeast river gate, lies a skiff of black-tarred wood at a little jetty. On the jetty are racks where fishing nets hang, flapping in the wind. Connected to a small wood house is a large, bricked smokehouse. The entire area is filled with the smell of newly smoked fish.

The old fisherman Tolme and his wife Lita have provided the village with fish for over fifty years. They miss their son, Brenn, who left



the village seeking adventure in the Forbidden Lands when the Blood Mist lifted, and would love to hear from him again.

- ❖ CREATURES: The fisherman Tolme and his wife Lita.

17. THE ESTATE

A couple of buildings lie clustered around an open space where dirty children, hens and pigs run around. Standing and barking by the gate in the fence that encloses the area is a large, ragged dog. A scent of freshly baked bread comingles with the stench of manure.

The matron, Gremla, keeps cows, hens and pigs in these buildings. Her husband, Beidor, performs miracles in the estate's small bakery. They live here together with their six children, the work horse Ferga and the dog Ruts.

- ❖ CREATURES: Gremla and Beidor with their children.

18. THE HOUSE OF THE RUST BROTHER

By the river, near the west wall, is an unremarkable little stone house. The shutters are closed, but the thin line of smoke that rises from the chimney reveals that someone lives here. Connected to the main building is a small stable. In front of the cabin door is a roughly hewn statue that depicts a woman, at the base of which is a large wooden basin.

The Rust Brother Sturkas spends most of his time in the cabin. Every afternoon he makes

THE UNDEAD

At night, the streets of The Hollow crawl with ghosts and wraiths. The villagers have learned to live with it. To the right of every door on every building in the village is a small brass bell. Anyone going out after dark would be wise to ring the bell and speak the words: "I come in peace and amity in the hour of the dead." This is to warn the restless dead of one's arrival. In addition, one should preferably walk only along the paths lined with red-painted stones. Anyone who deviates from these rituals risks arousing the curiosity of the undead. The villagers have a habit of intentionally "forgetting" to explain this to newcomers, viewing it as an amusing prank.

his rounds in the village, making sure that everyone behaves. He usually concludes his rounds with a tankard of mead at the Dead Man's Hand. The statue outside the cabin represents the goddess Heme, and the villagers leave gifts of food and silver to the Rust Brother in the basin at its feet.

- ❖ CREATURES: The Rust Brother Sturkas.



19. THE MIDWIFE'S COTTAGE

On the hillside, between the gravestones and mausoleums, lies a cottage erected from reeds and mud. You reach the cottage by way of a detour from the path that leads to the old temple. An unclean animal hide covers the opening of the cottage, and from the jutting roof hang birdfeathers, skeletons of dead animals and sheafs of herbs. A warm light and smoke spills from the house's sole window.

In the house lives the midwife and herbalist, Nirvea. She helps the villagers with delivering children and provides medicinal treatments for the sick. All in exchange for alms and help with manual labor.

❖ CREATURES: The midwife Nirvea.

20. ENCLOSURE

Grazing in an enclosure by the eastern wall are a couple of cows and horses.

The matron Gremla keeps her animals in the enclosures.

21. THE CRYPT

A large stone is recessed in the greenery of the hillcock. Upon a closer look, you notice that the rock is hewn in the likeness of a gate. There is no handle.

The stone gate has to be unearthed and opened with a crowbar or similar tool. Succeeding in this requires a successful roll for MIGHT. There is room for three people to help each other. If the roll fails, the stone disk falls on someone's

foot (attack with four dice, Weapon Damage 1) or rolls down the hillside, crashing into a building. Inside, a short tunnel leads to a burial chamber.

CORRIDOR: *A dark corridor is excavated into the side of the hillock. The ceiling of the corridor is supported by stone columns adorned with reliefs depicting skulls and demonic faces. A green light flickers from a chamber a couple of meters further into the hillock. From the chamber you can hear a woman sobbing.*

BURIAL CHAMBER: *The corridor ends in a circular chamber, about six meters wide. Standing sarcophagi, hewn from rock, are placed in three alcoves. The sarcophagus opposite the entrance of the chamber is adorned with reliefs, the ones to the right and left are smooth. The left one is considerably smaller than the others and most likely belongs to a deceased child or halfling. In the middle of the chamber is a brazier, in which burns a green fire. At the base of the smaller sarcophagus, on the dusty stone floor, sits a woman dressed in a dress of black and blue. Her figure is semi-transparent and flickers slightly in the green glow from the brazier. She sobs and murmurs softly in an incomprehensible language.*

The woman on the floor is the undead countess, Ursula. She mourns her son, who was killed by Zygofer, and has done so for the last 300 years. She was placed here by Zygofer to make sure that the spirit of Count Nepola remains in its sarcophagus. Should the adventurers communicate with her, she will lament her child's death at the hand of the evil sorcerer, and try to convince them to avenge her and the child. For more information, see the section on Events below.



- ❖ **CREATURES:** The undead countess Ursula and the count Nepola.
- ❖ **TREASURES:** The countess has a comb of silver set with sapphires (worth 2D6 gold coins). She is, however, loathe to part with it. The count has an old circlet of gold with inscriptions describing the heroic deeds of his family (worth D6 gold coins). In the boy's sarcophagus is a gilded toy rattle (worth D6 silver coins).



MONSTERS AND NPCs

The most prominent individuals in the village, as well as the princely couple Ursula and Nepola, are described below. The other inhabitants are presented in a table.

MRS. POLLMOR

The village elder, Mrs. Pollmor, is an elderly woman whose family has run the village for generations. She makes sure that the wall is decently functional, runs a militia, maintains the well, keeps the river clean, is responsible for fire protection, tends to the temple and sees to it that the latrines are emptied, as well as collecting taxes from those who don't contribute to the aforementioned chores. Mrs. Pollmor is known as "The Bailiff" among those who dislike her. Ever since her man passed away she has become increasingly introverted and, aside from the occasional visit to Dead Man's Hand, keeps to her rocking chair in front of the fire-



place at home. Mrs. Pollmor lives in the shadow of her great-grandmother, who is held up as the founder of the village. With age, she has also become greedy and mean. She abuses her power and skirts her sense of justice more and more to misappropriate benefits for herself. The innkeeper, Olm and Ness, the blacksmith, are hoping that the conflict between the elder and Yawim, the brewmaster, will kindle an ember in the frozen heart of Mrs. Pollmor.

STRENGTH 2, AGILITY 2, WITS 4, EMPATHY 3

SKILLS: Lore 2, Insight 3, Manipulation 4

GEAR: A large bronze amulet with a piece of amber at its centre – a sign of her office (worth D6 silver coins)

BREWMASTER YAWIM

The brewmaster Yawim is an angry dwarf who was driven out of the Meromannian clan many



years ago, when it was revealed that he had been using a human recipe for making mead. Yawim drifted around for a while and ended up in The Hollows, where he settled. Over the years, he has developed a burning hatred towards all dwarves, repressing the fact that he himself belongs to this kin. He shaves every morning, simmering with rage.

Yawim possesses exceptional brewing skills and runs the Three Skulls Tavern, which has become very popular in a short amount of time. Yawim's rich beer is known far and wide and, through his grand plans for trade, the dwarf has wound up on a collision course with the elder. He dislikes Mrs. Pollmor's leadership and finds her increasing taxation of his brewery business extremely provocative. Yawim is constantly on the look-out for new allies, hoping to one day challenge the village elder for her office.

Yawim is a beardless dwarf with a shaved head and a gut that grows ever larger in step with his fondness for beer. He is boisterous and always close to laughter or anger.

STRENGTH 4, AGILITY 2, WITS 3, EMPATHY 3

SKILLS: Melee 3, Crafting 2, Insight 1, Manipulation 2

GEAR: Axe, ornamented chalice made from the horn of a minotaur hanging in a chain from his belt (worth D6 gold coins)

RUST BROTHER STURKAS

Few know Sturkas's name and most of the villagers only speak of him as "the Rust Brother" – usually with a hint of fear in their voices. Sturkas is a large, dark-haired man, dressed in



a yellow and red cloak adorned with details of rusted iron. His face is disfigured by the scars of innumerable battles. To the outside world, he strictly adheres to the laws of the Rust Brothers, but in truth, he is remorseful of cruel acts in his younger years. He turns a blind eye to the midwife and her witchcraft, and secretly cares for the "village idiot", Perko. Should he, however, discover that the midwife is a Raven Sister he will resolutely act according to the regulations of the Rust Brothers – i.e., kill her. The Rust Brother is on Mrs. Pollmor's side in the escalating conflict in the village, but may choose to switch sides if he feels that it suits him.

STRENGTH 4, AGILITY 3, WITS 3, EMPATHY 2

TALENTS: Path of Blood 2

SKILLS: Melee 3, Crafting 2, Insight 1, Manipulation 2

GEAR: Longsword, chainmail



MIDWIFE NIRVEA

Midwife Nirvea is secretly a Raven Sister and the only person, except for Vike, who had been in contact with the outside world even before the Blood Mist dispersed. The villagers see her only as a wise woman who delivers their children, provides them with medications and gives them advice. Nirvea has been on the run since her temple was put to the flame by the Rust Brothers, and hopes to one day find the strength to leave The Hollows and seek out her fellow sisters. She may consider joining the adventurers as a healer. She despises the Rust Brother Sturkas and everything he stands for, and will attempt to kill him if the opportunity arises.

Nirvea appears older than her 40 years and is dressed in dirty sheets of cloth and a hood. She speaks with consideration, softly and slowly.

STRENGTH 2, AGILITY 3, WITS 3, EMPATHY 3

TALENTS: Path of Healing 2, Path of Sight 1

SKILLS: Lore 2, Insight 2, Healing 4

GEAR: Satchel with herbs (Gear Bonus +2 to HEALING), leather pouch with raven bones for divinations

THE “VILLAGE IDIOT” PERKO

One morning almost ten years ago, Perko's parents were gone when he woke up. It is said that they were taken to the “other side” by ghosts and that Perko became wraithbit (half-undead) at the same time. Ever since that day, Perko has lived on the alms of the villagers and because of this, they consider it their right to mock and humiliate the boy.

Perko drifts aimlessly around town and is mostly ignored by the villagers. For this reason, he knows many of the villagers' secrets, and would surely have been a great source of information if he hadn't gone mute after his parents' disappearance.

Perko is a teenage boy with dirty, cut-off tights and a muddy tunic. His hair straggles in all directions and his stare is maniacal. He stuffs his pockets with dead birds, messy muck, insects and other items of interest that he gladly offers as gifts to those he meets.

STRENGTH 2, AGILITY 3, WITS 3, EMPATHY 1

SKILLS: Move 2, Sleight of Hand 3

GEAR: Nothing of value

COUNT NEPOLA

Nepola was ordered by Zygofer to muster his soldiers in the battle against King Algarod, which raged over three hundred years ago. The count refused, since he had heard of the sorcerer's abominable experiments, and stood neutrally aside during the battle.

Zygofer's revenge was of the cruelest kind. Nepola was buried alive and condemned to remain in the world in eternal undeath. By quenching the green flame that burns in the grave's brazier, the adventurers can free Nepola and send him to the realm of death.

The count is a tall and proud man with a bronze crown and a trimmed mantle. His ethereal face tells of sorrow and regret.





STRENGTH 5, AGILITY 3, WITS 3, EMPATHY 2

ARMOR: None. Ghosts are undead creatures, but immaterial, and can only be injured by fire or magic. Even if the ghost is defeated it will only be banished for a quarter of a day before it returns. The only way to permanently banish the ghost is through the spell **PURGE UNDEAD** (see page 124 in the *Player's Handbook*).

FOR MONSTER ATTACKS, see page 94.

COUNTESS URSULA

Ursula was persuaded by Zygofer to betray her husband Nepola in exchange for her son's life. The treacherous sorcerer broke his promise and buried both the son and the countess alive with the count. As a ghost, she is forced to guard her husband's sarcophagus and make sure that he is never allowed to flee his prison. She gladly tells her story, but leaves out the part of her betrayal against the count. She pleads with graverobbers to avenge the wrongs that Zygofer has committed against her family.



She is bound by Zygofer's magic to prevent anyone from freeing her husband from his prison. Should the adventurers try to open the count's sarcophagus, she will try to convince them not to. See more under Events, below.

STRENGTH 6, AGILITY 3, WITS 3, EMPATHY 3

ARMOR: See above.

FOR MONSTER ATTACKS, see page 94 in the Bestiary chapter.

THE UNDEAD

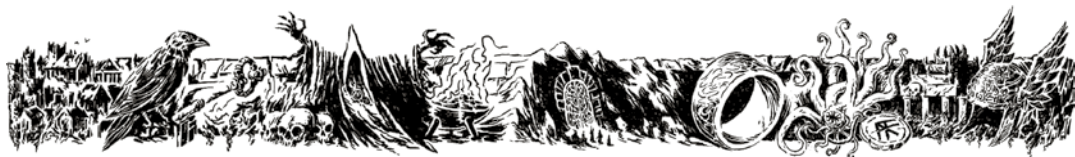
The undead that haunt The Hollows take many shapes. Some are just ethereal ghosts, others are decayed corpses of the dead who have risen from their graves. The undead keep within the walls of the village and are only active at night. In proximity to the old temple site they become especially active. For ideas on what the undead may be up to, see the table entitled Strange Events in The Hollows on page 196.

For stats for the undead, see the Bestiary in Chapter 5.



EVENTS

When the adventurers arrive at the village for the first time, the villagers will be averse towards them. The people here haven't really become used to strangers yet and will treat them with suspicion. People will close their



shutters, keep their children close and make signs to the gods when passing them in the street, but the adventurers are always welcome at the tavern of Dead Man's Hand or at

the Three Skulls Tavern. Let them struggle to get a hold of food, equipment and information. If the adventurers act good-naturedly, however, they will soon be accepted and

OTHER NPCs:

NAME	PROFESSION	ATTRIBUTES	SKILLS	OTHER
Olm	Innkeeper and religious leader	Strength 3 Agility 3 Wits 3 Empathy 3	Melee 1, Lore 1, Crafting 2	Dagger
Vike	Gamekeeper	Strength 3 Agility 4 Wits 3 Empathy 2	Melee 1, Marksman-ship 3, Crafting 3, Healing 1, Survival 2, Animal Handling 2	Longbow, knife
Gremla	Matron	Strength 3 Agility 2 Wits 4 Empathy 3	Crafting 2, Lore 1, Animal Handling 3	
Beidor	Baker	Strength 2 Agility 3 Wits 2 Empathy 4	Crafting 3	
Ness	Blacksmith	Strength 4 Agility 2 Wits 3 Empathy 3	Might 2, Melee 2, Crafting 3	Warhammer
Tolme	Fisherman	Strength 1 Agility 2 Wits 3 Empathy 3	Crafting 2, Lore 2	Knife
—	Militia guard	Strength 3 Agility 3 Wits 2 Empathy 2	Melee 1, Marksman-ship 1	Spear or axe, leather armor, some have short bows



sooner or later embroiled in the conflicts in the village. Below are described a couple of possible events.

THE BEER WAR

One of the villagers tells of the conflict between Mrs. Pollmor and brewmaster Yawim. Yawim refuses to pay tax, and is not conforming to the general order in the village. Mrs. Pollmor is attempting to impede the brewmaster's business through taxation and strict regulations. Skew the conversation in favor of either party, depending on who the adventurers are talking to. The visitors at Dead Man's Hand are generally positive towards Mrs. Pollmor and negative towards Yawim. At the Three Skulls it's the opposite. Feel free to let the adventurers speak to several different villagers who all tell different versions of the conflict.

YAWIM'S SPEECH: On a visit to the Three Skulls, Yawim gets up on one of the tables and delivers an impassioned speech to the guests. He says that now that the Blood Mist has lifted, the world lies at all of their feet. There are opportunities for trade, exchanging information and cooperation with other settlements, but the "greedy Bailiff" seeks to prevent this! If the adventurers ask him he will tell them, acid dripping from every word, of how the "Bailiff" has taxed his journeys downriver and how she makes his crew perform inane tasks like emptying latrines and guarding the wall. He concludes with a silent declaration that "the hag's number is up".

MRS. POLLMOR'S MISSION: On a visit to the Dead Man's Hand, the adventurers are discreetly approached by Mrs. Pollmor. She claims to have a mission for them, but won't say what it is until they have agreed to carry it out. As payment, she offers weapons, food, equipment and maybe a horse. If they accept, she says that the dwarf Yawim has gone too far. His business attracts strangers from other settlements and it's only a question of time before robbers, orcs and other pests attack the village.

Mrs. Pollmor wants the players to sabotage the brewmaster's river craft. She warns them to be discreet, and doesn't want any villagers hurt. When the adventurers carry out the mission, they'll be observed by Perko, the village idiot. With a successful roll for SCOUTING, they discover the boy. Should the adventurers turn down the mission, she will convince gamekeeper Vike to take on the mission. Vike will then set fire to the boats at night.

THE VENDETTA: Brewmaster Yawim is furious and accuses Mrs. Pollmor of the sabotage. He offers the adventurers 15 silver if they put "the old hag" down. He will extend this offer regardless of whether it was the adventurers who performed the sabotage. He is dead sure that it is Mrs. Pollmor and her underlings who have sabotaged his business. Should the adventurers say no, Yawim will gather a posse of loyal villagers to carry out the deed. He treats them to large quantities of beer and then incites them against Mrs. Pollmor. They arm themselves and cross the bridge, walking towards the village elder's



house. Gamekeeper Vike, Ness the blacksmith and Olm the innkeeper will rush to the elder's defense.

THE MUTE: The "village idiot" Perko has many hiding places and listens in on most everyone and everything. The GM can use the boy to give the adventurers information or to warn them. Maybe he saw when Vike set fire to the brewmaster's river boats or he'll warn them in time as Yawim is gathering his loyalists at the Three Skulls before storming Mrs. Pollmor's residence. Remember that Perko is mute and only communicates through sign language.

THE RUST BROTHER: The Rust Brother Sturkas will intervene as the situation escalates. As soon as the sabotage against Yawim comes to light, he will start interrogating the villagers and the adventurers to try and uncover who is responsible for the deed. Should it be revealed that Mrs. Pollmor is responsible it may very well be that Sturkas takes Yawim's side in the conflict. The old warrior acts decisively and won't balk at acts of cruelty in order to get his way. Use the Rust Brother to even out the odds in the conflict if it is skewed in the favor of either party.

A NEW AGE: If Yawim wins the conflict, he will name himself village elder. He will advocate more contact and more trade with other settlements. Soon, everything goes back to normal, with the difference that the village now dedicates itself mostly to trade instead of subsistence.

THE RAVEN SISTER

The Rust Brother exposes Nirvea as a Raven Sister. Maybe the adventurers or someone else finds a clue during a visit to the midwife. The Rust Brother accuses the woman of witchcraft, and announces that she will be burnt at the stake.

THE ATTACK

A band of robbers, goblins, or some other pests have heard of the village's "riches" and attack at night. The adventurers are forced to aid in the defense. The Hollows' undead may possibly be of assistance.

THE DWARVES

A delegation of dwarves arrive at the village. They are on the hunt for the traitor Yawim, and demand his surrender. Yawim attempts to convince the villagers and the adventurers of his innocence. Whether he speaks the truth or not is up to the adventurers to decide.

THE SECRET OF THE CRYPT

The adventurers will sooner rather than later discover the crypt in the hillside northwest of town. This is a possible scenario if they attempt to plunder the crypt:

- ❖ The villagers can impart that the temple site is haunted and warn the adventurers about venturing there. They can say that a mighty count is buried somewhere in the hillock.
- ❖ Those who examine the site are attacked or harassed by the undead. None of the



safeguards that the villagers use against ghosts and wraiths work here.

- ❖ If they find the entrance to the count's grave, they have to dig their way in.
- ❖ Once inside the count's crypt, they can talk to the countess. She tries to persuade the adventurers to avenge her husband and child. She tells of how the evil sorcerer Zygofer buried them alive in the crypt. The GM may choose to impart any information about Zygofer that she deems suitable for her campaign. Ursula will not reveal her betrayal of her husband to the adventurers. Her time locked in the crypt as one of the undead has made her quite insane. She attempts to convince the adventurers not to open her husband's sarcophagus, threatening them with his wrath.
- ❖ Should the adventurers still choose to open Nepola's sarcophagus, the count will manifest as a spectral phantasm. The count will accuse his wife of betraying him, at the same time as she accuses him of his prideful nature being responsible for their son's death. The adventurers may choose sides in the conflict or battle both of the undead.
- ❖ By extinguishing the green flame, they free the count and send his spirit to its eternal rest.



- ❖ If the adventurers defeat the countess, she will reform in the same spot after a quarter of a day, now with a bone to pick with the adventurers, and will haunt them until they return the treasures of the crypt. The only way to banish her is through the spell PURGE UNDEAD.



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. Bones from horses and humans are strewn along the road to the stronghold. A fire burns in the watchtower in front of the castle and the smell of food drifts on the wind.

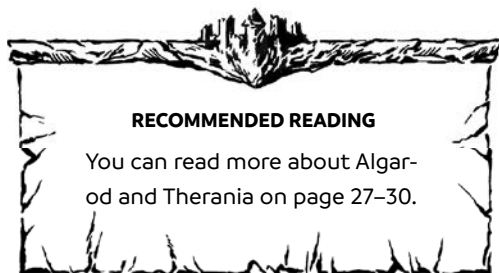
BACKGROUND

Since Algarod's army was defeated in the year 874, Zygofer'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 Zygofer 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 castle is no longer used by the demonic 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 – if the king's sword Rustbite is taken from him, the dead will rise again to claim it.

The demonic creatures in the laboratory broke free a long time ago. Zygofer, in his new



RECOMMENDED READING

You can read more about Algarod and Therania on page 27–30.

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 legend 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 trans-

formed itself into the form of the old bard Dalb (see location #1).

THE TIRED TREASURE HUNTER

A groan 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 "an 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 Zygofer. 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 suddenly broken and the undead king and his men finally went to their final rest. There





LOCATIONS

Major locations at the castle are described below. Each location is one zone for the purposes of combat, unless specified otherwise.

I. 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 vines have finger-like outgrowths. These are harmless, but emit horrible screams 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). Then he continues:

"You are not the first to ask about Weatherstone this evening. The treasure hunter Esgar Farthing and his followers shared these very quarters just



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 only partially true.

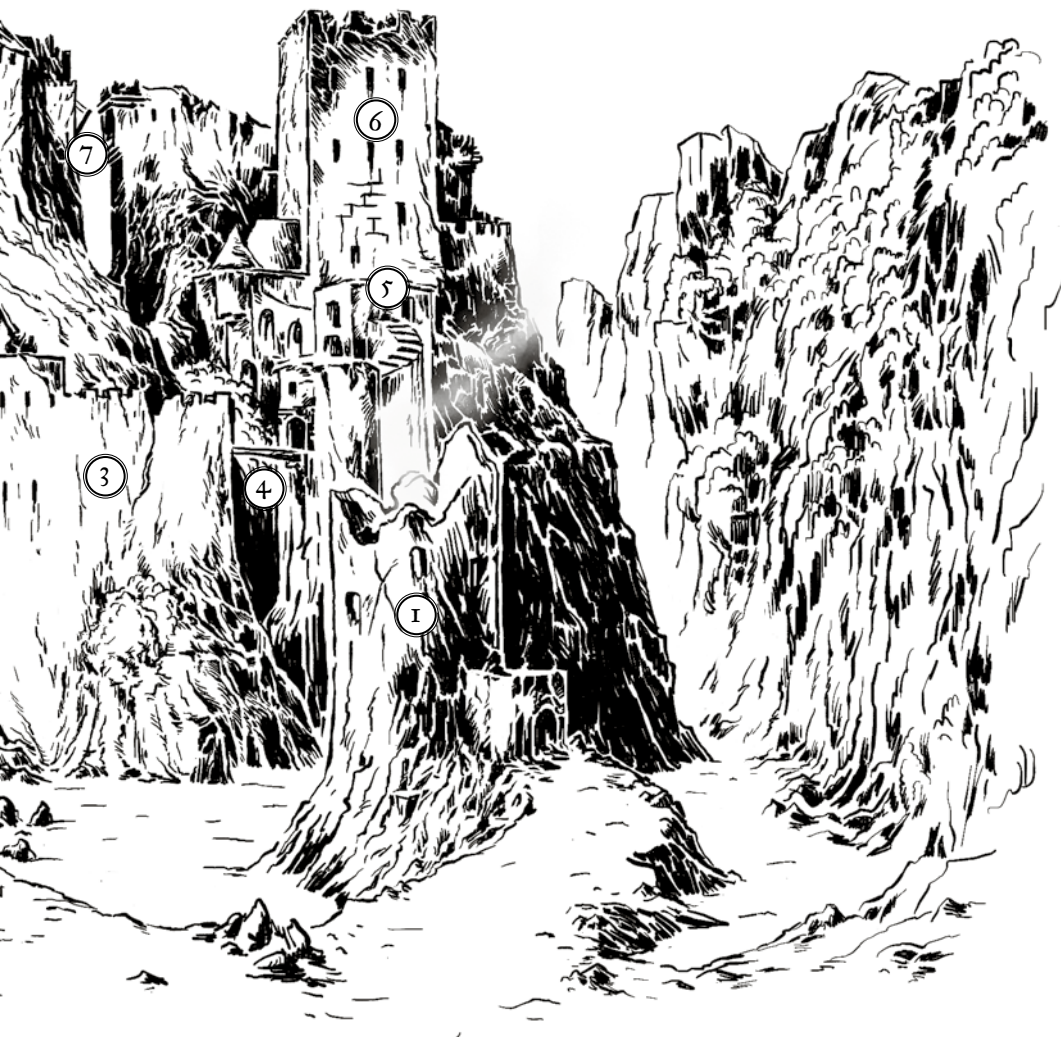
Esgar Farthing and his men are indeed entering the stronghold. There is a demon beast in the laboratory. King Algarod's sword Rustbite is indeed magical. But the sword is also the very item that is the key to the dormant curse over Algarod and his undead men. Whoever touches the sword activates the curse 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



WEATHERSTONE



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 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. Rumors say that an unboly beast lurks in there, a creature so vile that it can rip the limbs off an ogre. 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. That's what I've heard. 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. From time to time, you see ripples in the algae on the surface. There is a patch of some dark substance on the shore.

A muddy moat runs around Weatherstone into which a foul creature from the laboratory has escaped. The drawbridge has collapsed, so the adventurers need to find acces through other means. Nearby, there are a few rotting logs that can be used to CRAFT a makeshift bridge or raft to cross the moat). Another option is to simply wade or swim. In any case, the adventurers will encounter problems in the form of the hungry beast in the water (see The Moat under Events below). The dark patch on the shore is blood from the creature – one of Esgar's companions was attacked by the monster, which was injured

by the other treasure hunters' attempts to free their comrade. Who was grabbed, and if they survived or not, is up to you as GM.

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 surrounded by an audience hall, guest quarters, kitchen and servant's quarters. Each room is one zone for the purposes of combat. The soldiers' corpses still have mummified flesh on them.



WHEN THE UNDEAD HAVE RISEN

Where once silence reigned, now a macabre feast is taking place. A dozen soldiers sit at the tables and a dozen more move around in the hall. 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. Then, they spot you. Their rotting throats emitting a dry





gurgling sound, they draw their rusty blades and attack.

- ❖ CREATURES: None, unless the undead are awake (see #9). If so, two dozen skeletons.
- ❖ 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 cleft both the stronghold and the rock below in two, and left a deep, stinking wound. A single chain spans the darkness of the ravine, and it is obvious there used to be a bridge here. The opposite wall has a yawning portal into the eastern half of the stronghold.

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 (climbing across requires a MOVE roll). As the ravine was used as a dump site for the laboratory, it contains semi-living organic debris that may very well be aggressive.

At the bottom of the ravine, the rotting shells of two old wagons can be seen. There are chests emblazoned with an old symbol on the chests – a LORE roll will reveal it to be the heraldry of Alderland. These chests are the remains of king Algarod's warchest. They are locked, but empty aside from a few coins and the excrement of harpies. The harpies in the Theater Tower

(#6) have stolen most of the treasure and hid it in a crevice close to their nest a long time ago.

- ❖ 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 exudes from this hall. The chamber was grand once – the remains of silk and old portraits that haven't been torn down still hang on the walls. Now the room is 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 and scorpion is crawling around, looking for its missing body parts. It is very aggressive and wants to take parts from any intruders. See page 227.
- ❖ If you like, one of Esgar's companions is lying in a corner, critically injured by the scorpion beast and left to die by Esgar. If the adventurers help the dying treasure hunter, they may have won an ally.
- ❖ 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 HARPIES' NEST

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 a flock of 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. The treasure can be reached by climbing down on a rope from the terrace (MOVE roll).

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 – pebbles that appear 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 harpies' nest from infants they have stolen from a 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 the actual remains of the Alderlander war chest can be found: 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. There are a number of ways for the adventurers to cross:

- ❖ They can attach a rope to an arrow and shoot it at the drawbridge, and then pull it down. Shooting an arrow with enough force to embed it deep into the wood requires a successful MARKSMANSHIP roll.
- ❖ They can jump. This requires a MOVE roll with a -2 modification. If it fails, allow the falling adventurer another MOVE roll to grab on to something on the way down, thus avoiding a fall all the way to the bottom of the ravine. The fall is 25 meters. See page 112 in the *Player's Handbook* for rules on damage from falling.
- ❖ They can use magic.



- ❖ If you decide that Esgar Farthing (with or without companions at this point) has already made it across, he may have left the drawbridge down.

8. GUARD POST AND SERVANTS' QUARTERS

A room flanked by rows of spears and rusty swords along one wall and a number of viewing slits on the other. The mouldered corpses of a dozen soldiers rest on the cold floor.

The guard post consists of barracks and an armory. The rest of this building is made up of servants' quarters and a kitchen. Each room is one zone in combat.

- ❖ TREASURE: None, but a few rusty swords and spears.
- ❖ CREATURES: None, unless the undead are awake (see #9). If so, a dozen skeletons.



WHEN THE UNDEAD HAVE RISEN

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. When undead see you, they turn their skeletal visages heads against you, eager to kill.

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. A huge painting of a young woman, with a stern face and dressed in a regal gown, hangs on the wall next to the bed. You get the eerie feeling that the woman is watching you.

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.



The portrait of the woman has the words “Queen Therania” inscribed on the frame. If a player makes a LORE roll, reveal the story of Therania, daughter of the vile demon-king Zygofer, and how it is said that she killed King Algarod and took him as his undead lover. If you are playing *Raven’s Purge*, you might even let the player who makes the LORE roll recall the legend of Zytera at this time.

The painting was enchanted by Therania and contains a sliver of her soul, still controlling the undead king. If the adventurers approach, the portrait suddenly comes to life and screams at the top of her lungs (a fear attack with eight Base Dice against everyone in the room).

If an adventurer touches Algarod’s sword, the king, his guards, and every undead soldier and servant in the castle 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 and his men. Destroying the painting of Therania’s will break her hold over Algarod (below), but it will not stop the other undead.



WHEN THE UNDEAD ARISE

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.



Controlled by Therania, King Algarod will immediately attack anyone laying hands on his sword (treat this as a monster attack, page 73). The following round he will be joined by three undead bodyguards that will also attack. Even if the adventurers survive this, they are surrounded by dozens of undead in the castle and will desperately need to find a way to escape if they want to live.

- ❖ 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 three 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. If you want to introduce Stanengist here (see *Raven’s Purge*), it can be the king’s crown instead. You can also let Algarod have the Nekhaka spire here.



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 tall, there is a crane by which items can be hoisted up from the outside. The crane could be a last escape route (requiring MOVE rolls) if the alarm has been sounded and the place is crawling with aggressive undead. The chain and the windlass are worn and old, and might have to be smeared with lamp oil (CRAFTING roll) before they can be used.



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?”) 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 TREASURE HUNTERS

A motley crew of treasure hunters, led by Es-gar 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.

ESGAR FARTHING

A muscular and loud man who presents himself as a travelling merchant specializing in “rare goods.” Es-gar 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

TALENTS: Path of the Blade 1, Threatening 1

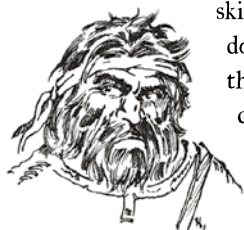
GEAR: Longsword, large shield, chainmail, D6 silver





KORDOMAR SULAM

Kordomar is a hunter from Harga who as a child was told many stories of Alderland, the lands south of the Iron Lock. Despite his greying hair and furrowed face, he is still skilled with bow and arrow. Kordomar came with Esgar to retrieve the sword of King Algarod, who he considers a hero. Kordomar wants to trade the sword for access to Alderland, where he has always dreamed of going. He does not trust Esgar.



STRENGTH 3, AGILITY 3, WITS 3, EMPATHY 2

SKILLS: Marksmanship 4, Scouting 2, Survival 2

TALENTS: The Path of the Arrow 1, Sharpshooter 1

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, 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

TALENTS: Path of Blood 1, Herbalist 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.

In fact, Dyndria is a thief and assassin hired by the rulers of Alderland, south of the Iron Lock. The new royal family wants to remove any traces of Algarod's line since political rebels have revealed that the old king still roams Ravenland

If Dyndria manages to take Algarod's head to the Iron Lock, she will be richly rewarded and awarded citizenship in Alderland – or so she believes. 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 intentions.



STRENGTH 3, AGILITY 4, WITS 2, EMPATHY 3

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

TALENTS: Path of Poison 1, Lightning Fast 1

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

KING ALGAROD

The once mighty King Algarod wears chain-mail 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 her portrait above the bed in the top room of the tower is destroyed, Therania 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, great helm, the Rustbite longsword. If you want to introduce the *Nekhaka* spire or even the *Stanengist* crown itself (see *Raven's Purge*), you can let Algarod have them in his chamber.

TWO ATTACKS: King Algarod is a powerful 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 dozens of undead Alderland-er soldiers, dead for centuries. When a living being touches Rustbite, they arise from their sleep.

SKELETON 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.

SKELETON 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-human, 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)

TWO ATTACKS: The scorpion beast can act twice every round. Draw two initiative cards at the beginning of combat.

D6 MONSTER ATTACKS

- 1 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.
- 2 CLAW TOSS!** With a roar, the beast grabs an adventurer with its giant claw. Roll for the attack with eight Base Dice and Weapon Damage 2 (slash wound). If it hits, the beast locks its claw around the victim and shakes the adventurer violently. The adventurer must make an opposed Strength roll against the beast (not an action). If the roll fails, the adventurer is thrown to NEAR distance and lands prone.





3 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

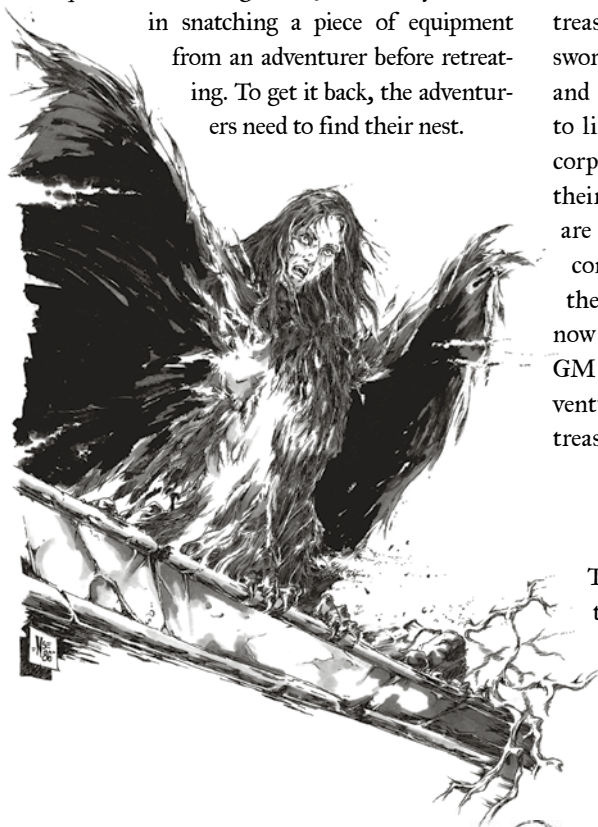
The treasure hunters led by Esgar Farthing enter Weatherstone at the same time as, or just before, the adventurers. The four companions go from room to room with lit torches and drawn weapons, looking for the



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 show 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 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 dozens of corpses of Weatherstone arise and continue their duty as if nothing ever happened. Most are peaceful if not disturbed, but they will consider all intruders hostile and attack if they spot them. 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 first 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 out-



side 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. 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. Many 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. The fire can be used as a threat to the adventurers, or give them an opportunity 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.





TYPE OF ADVENTURE SITE: Dungeon

The legends hinted of ancient temple ruins and the imposing tombs of kings, but instead you reach a stinking wound that delves into the guts of the wilderness itself. There is no majesty here, no monuments, only ragged rocks, carelessly chopped stumps and half-devoured cadavers of animals that came here by chance. Where is the history? Where is the giant who was supposed to guard the Temple of Silence? Would he even fit into these cramped canyons? That's when you catch a glimpse of ancient marble draped in greenery. You have found the site!

BACKGROUND

The bottom of the gorge once held the Temple of Silence, dedicated to the dead in the burial

vale within. The temple has been abandoned for several ages, but has become the settlement of a tribe of whiners. The timid creatures have contracted the help of a couple of “drifters” – exiled orcs (see page 66) – to keep others away. In return, the guards receive food and drink. The Vale of the Dead beyond the caves was in ages long past a beautiful place where many lay buried, and other dead wandered in pursuit of a peace they could not find. The temple priests cultivated berries and fruits in the valley and the dead aided them in concordance with their interests and abilities. The orchards have since gone to ruin and spread wildly, but an abundance of edible plants still grow in the valley, harvested by the whiners at night. The fruits and berries are completely harmless to ingest.





The one-eyed giant, Scrome, is the vale's guardian. He used to keep the restless dead in harmonious spirits by playing on an old crumhorn, but it was stolen by the whiners because they couldn't stand the sound, and the tune caused their hollow-rock to crumble. The orcs now use it as a cooling pipe for their improvised moonshine still. The whiners have covered the cave entrance to the vale with hollow-rock to prevent anyone from leaving the valley in search of the instrument.

Zygofer visited the valley frequently with his wife Martea three-hundred years ago in order to learn more about necromancy, but earned the ire of Scrome and has not been welcome in the valley since that time. The ruins of Zygofer's house and the remnants of his experiments still remain.



GETTING HERE

There are many roads that lead to the Vale of the Dead. The adventurers can hear the story and the track down the valley. They can encounter it by chance on their journeys across the Forbidden Lands, or they can run into one of the following groups who all have their own reasons for travelling to the vale.

THE BOUNTY HUNTERS

A party of eight bounty hunters that wants to capture a couple of whiners on behalf of a nobleman (his child has fallen ill, and he believes that the sweet-meat of the whiners

could be the cure). The hunters might meet the adventurers early on, being companionable and wanting to team up with them, but they are completely unreliable and unscrupulous as they are only interested in their payday.

THE STONE CHANTRESS AND THE DWARVES

The stone chantress Oralda and her six dwarven henchmen want to meet the whiners in order to learn how the small-folk produces hollow-rock, but dare not approach the temple because of the orcs. Both the whiners and dwarves would benefit from working together, but the small-folk are suspicious in the extreme. It's not unthinkable that the bounty hunters have ingratiated themselves with the dwarves to cloak their true motives.

KALMAX AND THE RIDERS

A group of Galdanes from Falende, under the leadership of spear-rider Kalmax, finding themselves short of cash but rich in gambling debts, have got it into their heads that there is probably treasure to be found and plundered in the Vale of the Dead. They are quarreling, however. Honor is important to a Galdane – to pay off their gambling debt is honorable, grave robbing is not. In addition to that, many of the horse-people balk at the prospect of venturing underground since they are prone to claustrophobia. If an opportunity to earn an honest wage were to present itself, they will go for it like grasping after straws, never mind the fine print.





LEGEND

Stories tell of how Zygofer the defiler visited the Vale of the Dead beyond the Temple of Silence during the Alder Wars. The sorcerer's spouse, Martea, taught him how to parley with the deceased, but when she learned how Zygofer abused the art – instead of seeking wisdom, he wanted to wake the resting bones to his service – she fled from him with two of their children. Zygofer continued his work in the vale until the keeper of the dead chased him away. In anger, the sorcerer drove the priests from the Temple of Silence, but before leaving the site, it is said that the holy men drowned its halls to keep them safe.



LOCATIONS

The most important sites of the Vale of the Dead are described below.

I. HIGHVALE

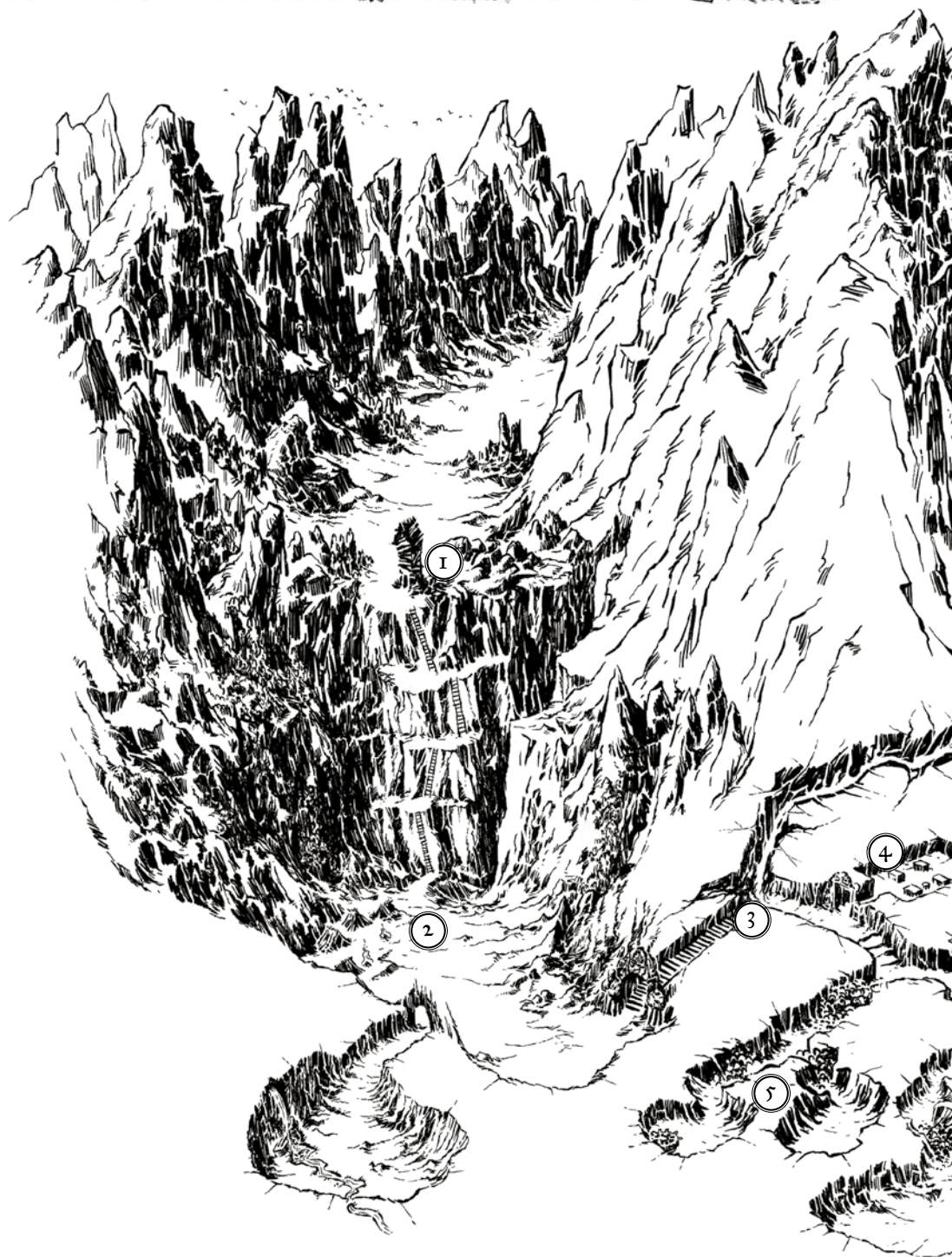
A fresh stench mars the pastoral impression of the canyon. Beyond the fallen watchtower lies another one, primitively hewn from fresh, debarked timber, around which filth has amassed: the remains of slaughtered animals, fruit peel and offal. Crude ladders descend into a ravine. Clamoring voices can be heard from below, possibly song of some sort. The light of campfires flickers in the deep.

The valley is hard to reach, situated high up in the mountains beyond overgrown trails. At this site, one finds a temple pagoda in ruins, so dilapidated that there isn't even any-

thing to rummage through. Snoring sounds can, however, be heard from a new, shoddily raised wooden watchtower. Around the tower lie left-overs, fruit peels and offal. Atop the tower is a sleeping, intoxicated orc. There is a chance that he'll wake up if someone tries to climb up (make an opposed roll with the adventurer's STEALTH against the orc's SCOUTING), in which case he'll sound the alarm on a metal bell that is actually the shoe of a suit of plate armor.

- ❖ CREATURES: The orc Xugg.
- ❖ TREASURES: The bell/shoe is worth no more than D6 copper pieces.







THE VALE OF THE DEAD



235

THE VALE OF THE DEAD



2. YARD AND DISTILLERY

Smoke, hooch fumes and smells from the latrine rise around you to the sounds of laughter, song and clatter as you descend the crude ladders. They lead down into a mountain pass, where a couple of faltering campfires impart a faint light. A couple of orcs lie sleeping on the ground whilst others stumble about.

At the bottom of the ravine and in the distillery located there, ten exiled orcs of various professions, competence and clan reside. They live in shabby huts and keep a couple of campfires glowing. Some are severely intoxicated, others are in various stages of intoxication. They own nothing of value and carry worn weapons.

In the cavern inside the yard, the orcs distill hooch from fermented juice given to them by the whiners. The juice is set to boil in a sealed suit of plate armor seated atop a fireplace. An odd cooling pipe has been attached to one of the arms of the armor with pitch, and then run beneath the cold waterfall that falls from the rocks above and flows back in to the mountain. From the pipes, the hooch drips down into a wooden tub.

The cooling pipe is an old crumhorn, a wind instrument that the whiners have stolen from the Vale of the Dead as it's low-pitched vibrato causes the small-folks' hollow-rock to become brittle and crack, exposing their lairs. The dead and Scrome the giant want to reclaim the horn, but cannot access the area where it's being held.

- ❖ CREATURES: Ten orc drifters.
- ❖ TREASURES: The crumhorn. Priceless to Scrome the giant, otherwise worth 2D6 silver.

3. THE TEMPLE OF SILENCE

In stark contrast to the misery without, a beautiful temple portal opens up into the mountain side. Marble steps rise along an artfully decorated stairwell towards a hall looming at the end of the stairs. Next to the entrance stand two statues, one of which has lost its head and the other of which is holding its hand over its mouth.

This is the once beautiful entrance to the Temple of Silence that was dedicated to the dead in the vale beyond. The stairs rise approximately eight meters from the bottom of the ravine to a hall of marble. Caved-in passages lead in several directions. The only things that remain are the crevice to the left, the embalming chamber and the dwellings of the whiners at the furthest end of the hall. The marble hall is pitch black and a source of light is required to see anything at all.

The priests and staff of the temple embalmed bodies for the eternal rest in the valley within. The work with the dead was performed in complete silence. The walls in the temple hall and the embalming chamber are constructed in such a way that any and all human speech is amplified ten-fold, causing even low-key conversation to echo and alert everyone in the vicinity. In addition, the surfaces of the walls are still covered with a specially cultivated yellow mold, the spores of which detach and seek sources of human speech. Inhaling the spores causes the respiratory tract to swell, choking and silencing the speaker. The effect is usually not fatal, but is painful (perform an attack with six Base Dice that causes damage to Agility). The squeaky voices of the whiners don't trigger the spores and one can



protect oneself from inhaling them by breathing through finely meshed fabrics such as silk.

The auditory effect means that a strong shout can stun living beings. Roll for MIGHT – if successful, all victims in the room must make an ENDURANCE roll to act in the round.

4. EMBALMING CHAMBER

The smell of mold and pungent alchemical fluids has left its mark on a marble hall that once must have been beautiful in its simplicity. Several stone tables with stone tubs fill the room, above which green and moldy copper chains ending in hooks hang from the ceiling. Large ornamented sections of the walls seem as if they are dressed in yellow fur. In the doorway lies the skeleton of an orc.

The priests of the temple prepared and embalmed the bodies of the dead left in their care from places far and wide here. Beneath the yellow mold coating of the ornamented walls one can carefully pry loose a couple of semiprecious stones. The orc skeleton has been left by the whiners as a warning. On one table, beneath a layer of dust, one can find a page from a soiled diary with the following passages still legible:

“Beyond the Temple of Silence entered the... caves to the underground. The priesting folk was so wroth... choked. Cameth we to a wondrous garden, tended by the dead... carefully... taste these fruits, for whoever do so shall lose... played music... graves lined the glen... Hargard worked the sarcophagus with... the guar... of the underground... in want of flight. Golden burden... left...”

❖ TREASURES: D6 gems (worth 2D6 silver coins each).

5. WHINER DWELLINGS

The passage is blocked by hollow-rock, a narrow network of rock that seems crafted rather than being natural. Squeaky, angry voices can be heard from within the narrow tunnels. “Go away! Shoo! Begone!”

Tiny humanoid creatures peek their heads out from time to time. Smells as if from a hen house mixed with fermented fruit waft towards you.

The small, winding caves of the whiners are so narrow in places that humans are forced to crawl. Some of the passages are also filled with hollow-rock, a three-dimensional network of rock that only whiners can crawl through but that can be broken with a sledgehammer with considerable effort (40 points of damage). The caves end in the dwelling caverns of the whiners, where they breed huge insect larvae for food and keep the harvest from the Vale of the Dead. There are approximately two hundred whiners in the colony, half of them children and the elderly.

In the innermost chamber resides the whiner queen, a large creature who was born inside the chamber and never leaves it. Incubating whiner eggs are stored here. The chamber is defended as a last resort by spear-wielding whiners.

From one of their inner chambers, the whiners are able to turn a wheel that cuts off the outflow from the waterfall in the distillery. If that happens, water will submerge the ravine of the orcs within twenty minutes, reaching a surface level of two meters above the gate to the Temple of Silence. The mechanism was one of



the temple's defense mechanisms and the water won't reach the temple caves proper. The orc camp will be flooded, causing some discontent, but they are easily able to reach safety by clambering up the ladders. The whiners can turn the wheel in desperation to stop the adventurers, if they are perceived as a serious threat. One can swim from the temple with relative ease, even after the entrance has been submerged.

❖ CREATURES: Several hundred whiners.

6. MOUNTAIN CREVICE

Tremors in the mountain have led to a wide crevice appearing in the left wall of the temple hall. The passage leads upwards and you can sense daylight at its furthest end.

The crevice leads all the way to the Vale of the Dead, where it ends at a plateau some four meters above the floor of the valley. One can climb down, but cannot climb up again with-

out the aid of a rope or a helping hand.

7. THE EXIT

A greater passage blocked with hollow-rock. Wind filters through towards you, carrying the sweet scent of flowers.

The whiners have blocked the original entrance to the valley with hollow-rock, as the undead have tried to break through ever since the small-folk stole Scrome's crumhorn. Scrome himself can't reach the entrance, as it is situated in a cleft.

8. THE VALE OF THE DEAD

Protected by high mountain walls, a beautiful verdant valley opens up before you. A mournful and restrained sense of waiting rests within the exuberance of this place, where the tall cypresses seem to reach for the sky, longing to leave. Aging tombstones rise from soil where the fog creeps, while larger slabs seal crypts in the mountain. You see the remains of buildings and overgrown orchards spilling over and out of their enclosures. Here and





D6	GHOST	ACTION
1	Morme, mournful miller's son, killed by the plague.	Looking for his mother (she died two hundred years ago). Would like some playmates.
2	Harb, greedy adventurer, killed by an arrow to the back.	Doesn't understand that he is dead. Thinks he is in the vale on a treasure hunt and wants to join the adventurers' party.
3	Garkhal, dwarven fighter, fell in battle with a demon.	Garkhal the dwarf fell two ages ago, but unfortunately, far from land of the dwarves. His greatest wish is to be returned to Stormunsel so that he can find peace.
4	Lanja, Raven Sister, burnt at the stake.	Murdered by the Rust Brothers, she now seeks revenge on the disciples of the god Rust. In the worst case, she may mistake the adventurers for Rust Brothers.
5	Lommo, halfling, drowned.	Keeps to himself and would kill for a puff from a nice pipe. Has an evil mind and won't hesitate to trick adventurers.
6	Visaja, sorcerer, killed by a rival.	Has lost her magical abilities. Wants to be brought back to life and promises to show the way to the rival's tower that she'll allow the adventurers to loot.

there, semi-transparent humanoid forms move in silence, while others stand still with empty stares.

around the valley can't be surmounted, but one can fly into the valley.

During the heyday of the temple, this site was a burial ground where relatives journeyed to honor their dead. Here were temple buildings, cypresses, orchards and edible snails that the priests of the temple lived off. Everything fell into disrepair long ago, but there is still an abundance of food. A score of ghosts hover about, some agitated, others uninterested or filled with sorrow. Scrome the giant is the guardian of the vale. He sometimes sleeps in a large cave in the farthest reaches of the valley. The mountains

❖ CREATURES: Ghosts. Roll or choose from the table below. Scrome the Giant.

9. HARAMA'S KITCHEN

A robust but simple wooden building has been erected on the rock foundation of an older building. It looks newer than the temple and in a different style, but is aged, leaky and dilapidated. Groans, moans and munching sounds can be heard from within.





Zygofer lived in the house with Martea when he studied necromancy in the vale 350 years ago. Also living in the house was the servant, Harama, a skilled Alderlander chef who also managed the couple's household. The house is partially collapsed, since Scrome stepped on it in a fit of rage. Harama still resides in the house as a shapeless, semi-human mass of tissue. Inside the house are the remnants of cooking equipment, baking ovens, griddles and such, as well as drawings on parchment made by Martea. In the pictures, one can see images of the loving couple, the couple respectfully communing with the dead, Zygofer contently standing in a giant hand and a little boy who's dancing with a skeleton.

- ❖ CREATURES: Harama the glutton.
- ❖ TREASURES: Harama's soup stone.

10. THE GRAVES

On closer examination, the surfaces of the tombstones have crumbled beyond all legibility. The stone doors to the mountain crypts loom larger still when you approach them, impossible to budge without a span of oxen.

The graves of the valley can be found here and there. There is some burial gold to be found behind the stone doors that only Scrome can open, unless the characters are using magic. If someone manages to steal the gold, Scrome can send a couple of ghosts after the thieves, ruining their everyday lives by causing confusion, poisoning their food and destroying their belongings. In other words, the burial treasure becomes cursed. If one helps Scrome reclaim the crumhorn, he will award the guests with a

piece of treasure (for instance, one of the four key artifacts of the *Raven's Purge* campaign).

One can also speak with the dead and glean information about the history of the Forbidden Lands and other places that the GM finds it suitable to reveal. The information is several hundred years old, of course.

- ❖ CREATURES: Ghosts.
- ❖ TREASURES: Roll on the treasures tables on page 186.

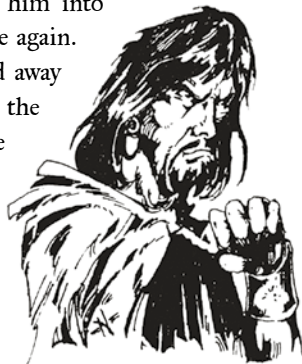


MONSTERS AND NPCs

The monsters and NPCs that the adventurers can meet in the Vale of the Dead are described below. Monsters and creatures not detailed here have the same stats as listed in the Kin and Bestiary chapters.

KALMAX

Kalmax of Falender was once a proud and renowned rider in his clan. However, his foolhardy nature led him into trouble time and time again. After having gambled away his family fortune to the heir of a rival clan, he was exiled by his own and left with a few trusted companions. To restore his honor, he needs





to find silver – lots of silver. He has heard of treasures hidden in the Vale of the Dead, and will do anything to get his hands on it, no matter what the cost.

STRENGTH 3, AGILITY 4, WITS 3, EMPATHY 3

SKILLS: Endurance 3, Melee 4, Move 2, Scouting 3, Survival 3, Animal Handling 3

GEAR: Short spear, broadsword, leather armor, riding horse

HORLO

The clanless orcs have been hired by the whiners to keep enemies away. In return, they are receiving food and fermented juice. The orc leader, Horlo, is a scarred battle tested orc from the Isir clan. He was driven away by Eldag the Ravager after an orc woman chose Horlo over the chieftain. Horlo rightly considers himself to have been wrongfully cast out and wants nothing more than to return to the Isir and kill Eldag. He may start negotiations with strangers if he thinks that they can be of use in this endeavour. Horlo and his two Isir companions, Chren and Argana, are the most capable fighters among the orcs and they never get severely drunk. If Horlo becomes angry he will start foaming at the mouth, producing green froth that makes his bite poisonous.

STRENGTH 5, AGILITY 4, WITS 3, EMPATHY 2

SKILLS: Might 3, Melee 4, Manipulation 2

GEAR: Scimitar, shield, chainmail, D6 copper, necklace with teeth

XUGG AND OTHER ORCS

The orcs in the Vale of the Dead are clanless orcs who have been hired for protection by the whiners.

STRENGTH 4, AGILITY 2, WITS 2, EMPATHY 2

SKILLS: Melee 2, Might 1

GEAR: Scimitar, studded leather armor

NASURA KAK

The chieftain of the whiners is called Nasura Kak. She and her people want nothing other than to live in peace and quiet inside the mountain. Like all whiners, she and her kin are terrified of tall-folk who want to take them for their sweetmeat. Nasura wants to keep the crumhorn away from Scrome at any cost, since his tunes cause their protective hollow-rock to wither as well as being grating on the sensitive ears of whiners.

STRENGTH 2, AGILITY 4, WITS 3, EMPATHY 2

SKILLS: Melee 2, Stealth 2, Manipulation 3

GEAR: Shortsword, knife, studded leather armor

WHINERS

The whiners living in the caves near the Vale of the Dead are typical of their kin. Short of stature, fleet of foot and skeptical of strangers.

STRENGTH 1, AGILITY 4, WITS 2, EMPATHY 2

SKILLS: Stealth 2, Melee 1, Survival 1

GEAR: Wooden club





GHOSTS

There are some hundred ghosts in the valley that normally exist in harmony with nature and death. Ever since Scrome's crumhorn was stolen, the atmosphere in the valley has changed. The ghosts have become increasingly restless and even dangerous. What was once a place of peace has become a death trap since the whiners' theft.

Stats for ghosts can be found on page 94 of the Bestiary.

SCROME

The one-eyed giant Scrome is usually of a peaceful and caring nature, but now he is angry and suspicious of all intruders since he has been robbed. He also harbors an indistinct fear for his other self and asks the strangers if they "bring the eye." Scrome is very old, not too clever and basically immortal. Not even the eye is vulnerable, since it is covered by thick glass. The giant's only weak spot is a tattoo on the top of his head, put there by the one who once upon a time turned him into a guardian. It keeps Scrome alive and should it be destroyed, he would age and wither to dust in minutes.

Scrome cares for the undead and tries to make them feel at home, among other means by playing an old crumhorn. He also plays with them, as if in a doll house, and builds enclosures by laying out rocks on the ground. If angered, he may lose his cool and become incredibly dangerous. He has perfect recall, no real concept of time and remembers Zygofer very well, though he seems to think that he has only been gone for a couple of days. To

speak to Scrome, one must defeat him or return the crumhorn to him. In the latter case, he will be very grateful and bestow a gift on the adventurers, possibly an artifact, maybe even the crown Stanengist (see the *Raven's Purge* campaign book).

If Scrome's second eye is reinserted (see page 144), he becomes a completely different and considerably more dangerous giant.

STRENGTH 24, AGILITY 2, WITS 3, EMPATHY 2

ARMOR: 3 (skin)

GEAR: Wooden club

HARAMA THE GLUTTON

Harama is a shapeless, very voracious mass of tissue that reminds one of a grotesquely fat human whose limbs and features have multiplied and shifted around. The creature can fight at the place where it's encountered with a colossal cleaver, but it cannot move. It is constantly in pain and hateful of all living things. Soothing its pain with healing magic or music will calm it down, and may prompt it to speak of Zygofer. It may then remember who it once was.

Harama was once the human servant and chef of Zygofer during his studies in the valley. The sorcerer couldn't keep from experimenting on him after acquiring his first slivers of necromantic knowledge. Scrome became upset and drove Zygofer and Martea from the valley. The giant feels sorry for Harama, and lets him stay and allows the undead to feed him, more often than not using recipes mumbled by Harama himself. In sympathy, Scrome has told Harama about his tattoo.



If the adventurers help Harama die, he may give them his magical soup stone as thanks. It is buried in the old herbarium outside the kitchen.

STRENGTH 6, AGILITY 2, WITS 3, EMPATHY 2

SKILLS: Melee 2, Lore 2, Manipulation 2

GEAR: Cleaver, soup stone

HARAMA'S soup stone looks like a piece of shimmering, milky agate shaped like the egg of a goose. Putting it in a soup or stew while cooking will make the food so delicious that anyone who eats it will become temporarily sympathetic to the chef. The chef gets +3 on all rolls for **MANIPULATION** directed towards people who have eaten of the meal.

EVENTS

Below are a number of events that can occur within the Vale of the Dead.

THE WRATH OF SCROME

The giant Scrome is the guardian of the valley, and views the undead as his children. With the help of his crumhorn, he plays for them and keeps them calm. However, since the whiners stole the horn to use in their hooch production, neither Scrome or the valley are the same. He bawls, stomps and swings his great club against the mountain walls in frustration. The more he sees the plight of the dead, the angrier he gets. He will view the adventurers as part of the intrusion that has disrupted the harmony of the valley from the first time they meet, and

be overtly hostile towards them. It is up to the adventurers to convince the giant of their good intentions.

NIGHT OF THE GHOSTS

Something is broken in the Vale of the Dead. Ever since the disappearance of the crumhorn, the ghosts have become increasingly agitated. They remember their injustices and their old lives. The dead are filled with overwhelming feelings of sorrow, rage and hate. For lack of better options, they will turn their frustration on the living intruding in the valley, be that the adventurers, bounty hunters, or Kalmax's Galdanes. Use the table on page 239 for inspiration, and portray the ghosts as alternately tragic, peaceful and hatefully violent. A ghost can talk of ages past at one moment, only to lash out in an effort to scare the life out of their conversational partner in the next. The only thing that helps is to grant the ghosts what they want. If Morme gets a playmate, Lommo gets a pipe or Garkhal is returned to the mountains, they will be at peace.

CAPTURED!

There is a terrible commotion among the whiners due to the bounty hunters managing to capture a young and careless whiner in a trap. They are celebrating in Highvale at this very moment. Nasura Kak reluctantly, but desperately, contacts the adventurers if they haven't proven hostile. She asks for help and tells them of the horrible fate that awaits the prisoner if they decline. In return, the adven-





CHAPTER II



turers will become the whiners' friends. They may even give them Scrome's crumhorn back. The orcs will protest this, since it means no more hooch. Oralda and her dwarves can, however, solve everything by making a new cooling pipe for the orcs as well as adjusting the crumhorn so that the harmful notes are blocked. This will gain them the trust of the whiners. A certain amount of diplomacy is required to stitch this solution together in a manner that is pleasing to all parties, obviously.

KALMAX AND THE TREASURE

Kalmax the grave robber is on the hunt for a great treasure to pay off his debts. He and his Galdane companions will open the stone doors to the mountain crypts at the most inopportune time. This will, of course, incite the rage of both Scrome and the ghosts and Kalmax will soon find that he has bitten off more than he can chew. A possible scenario is that Kalmax comes under siege by Scrome and the ghosts in the crypts, desperately trying to find a way out. Another option is that the Galdanes are slain and become ghosts (without themselves realizing it). If they are in luck, they may escape the valley with their ill-gotten treasure, such as the Stanengist crown (see the *Raven's Purge* campaign book). This may, of course, lead to additional adventures further down the road.

MORME!

Scrome anxiously roams the valley, shouting "Morme! Morme!" It appears that one of the

restless dead (see Morme in the table of undead on page 239) has disappeared. If the adventurers can return the runaway, it will earn them Scrome's gratitude. Morme has managed to climb up to the plateau and gotten lost in the temple. Maybe he is stuck in the whiners' hollow-rock. If the grave robbers or bounty hunters realize that the giant wants the undead, they may take Morme hostage and demand something in exchange.

THE FLOODING

If the whiner chieftain Nasura Kak feels that her domain is being threatened and that their future is at risk, she will trigger the submerision (see Whiner dwellings on page 237) and hope that in doing so, the adventurers and other intruders will drown or be swept away. The rushing water can, of course, lead to interesting complications for the adventurers as well as the bounty hunters or Kalmax and his men.

DANCE OF THE UNQUIET

If Scrome gets the crumhorn back, he will thank the adventurers by granting them a gift from the crypts in the mountain. For example, the crown of Stanengist (see the *Raven's Purge* campaign book) or something from the treasures tables on page 186. Then he'll settle down on a boulder and start playing a mournful, but breathtaking, tune on his crumhorn. Soon, the ghosts of the valley will gather in a ring about him and slowly start to dance around the ancient giant. The eerie dance is both a beautiful and horrifying sight to see.



CLAY'S ROSARY

It is said that Clay was much fatigued after having bridled the winds over Ravenland in ancient times. He needed to rest, but could not leave the newly tamed winds unattended. He therefore created a rosary of Maha signs that could control the weather and gave this to the maiden Thousand-Heart to use while he slept. Gargal, behemoth of the seas, who was used to playing at sea with the gales, was cross that his playmates had been taken from him and wanted to free them. While Clay slept, Gargal let himself rise from the sea foam at Maidenholm in the shape of the beautiful noble, Adembre. Thousand-Heart was so enamored that she forsook her duties to frolic with her guest. But Gargal let crabs sneak ashore to steal Clay's rosary while she was distracted.

When dawn broke, Adembre returned to the beach, where the crabs had hidden the rosary under a rock. He was just about to go into the sea with his loot when Clay woke. The god discovered the theft and turned the beach into a mire, trapping the thief. When Adembre found himself trapped, he threw the rosary into the ocean. But before Gargal's gargantuan shape could catch it, it was snatched up by the mischievous dolphin Puld, who absconded with it. Clay furiously ripped Adembre to shreds, which can still be seen in the red algae that lines the shorelines of the ocean. The god let the shores of the sea, rivers and lakes partially remain as mires henceforth, as protection against thieves. It is said that Thousand-Heart wept so profusely on the shore for her lover that the sea has been salt ever since, but since Clay had woken he no longer needed the rosary. After mastering the winds, he bestowed them on the goddess Wail to use as she wanted.



QUEEN AGATHA'S TWIN TABLETS

Queen Agatha of Dragon's Tooth was once a beloved queen of the dwarven Crombe clan. She wished to favor the stone singers of the clan so that their skill would rival that of the Belderans. When the gifted apprentice, Torwyld Gravel, by chance managed to return a slab of agate to its primordial, living form – the feat has never been reproduced – and the masters saw how the veins of agate surged beautifully like northern lights in the mountain, they decided to shape a tablet for the queen from the living rock, thanking her for her faith in them.

The work was done with a degree of anguish, for the living stone screeched and cried when cut, but after some time, the beautiful tablet could be presented to the regent. To the embarrassment of the stone singers, the agate veins would no longer surge, but it was discovered that when someone managed to move a vein on the stone tablet the same change appeared on the slab from which it had been taken. Master Homb realized that the stone tablet was missing its other piece and set out to form a second tablet from the remainder of the slab. Once it had been completed, and the tablets were brought together, they seemed to be more at ease and the agate veins became more fluid. They assumed the same pattern, and it soon became clear that if the pattern was changed by hand on one tablet, the same change immediately appeared on the other. Master Homb noticed that this occurred even if the tablets were separated, and realized that they could be used to send messages across long distances. After some years, one of the tablets was lost, however, at which time the other was forgotten, since it no longer served any purpose. The second tablet eventually went missing, too, lost to the unknown.



BARKHYDE

Barkhyde is believed to be an old, sacrificial mask in honor of the goddess Heme, and is also known as Heme's Devouring Mask. If placed over the face, tough tree roots will slither from it, enfolding the wearer in minutes, while they are subjected to a multitude of harmless, but unpleasant, pin pricks. The custom at the temples of Heme is to then remove the mask and sacrifice the individual.

ARROWS OF THE FIRE WYRM

It is said that the volcano god Horn first awoke when the demons that Zygofer let loose had already laid waste to Aslene. So awful was his rage that magma and ash were spewed across the heavens. Brought before the god were three snakes, who had bitten three prophets to death. These prophets had seen the coming of the demon flood, and had wanted to warn the people and wake Horn. The snakes groveled before Horn and opined that they had not intended the desolation of the land, that they had only followed their nature as the gods had created them. When Horn's priests still wanted to punish the reptiles by throwing them into the magma, they writhed, cried out and begged to atone for their crime by bringing vengeance to those who were truly responsible.

Horn listened to them and called his servant from the magma depths of the volcano, the mighty fire wurm, Erinya. She breathed on her lesser kin, whereupon they turned into arrows. These arrows would, when shot from a bow, mark the butchers of Aslene so that Erinya could find and devour them.



FEROXA'S CLAWS

Within the Rust Church, the tale is told of how the gods Rust and Heme first celebrated their wedding before the exultant fathers of the Rust Brothers and the praising mothers of the Sisters of Heme. From the divine embrace was eventually born the daughter, Feroxa, a beautiful child of the blackest hematite with freckles of rust on her stone skin.

But their happiness made the Raven god jealous. The bird of carrion swept down, stole the child from its cradle, and settled on a high cliff to devour it. Desperate and furious, the god Rust let his limb lengthen into an arrow of iron and the goddess Heme sacrificed a finger to form a bow, strung with Feroxa's umbilical cord. They sent their ironclad servant Teramalda to the crag and she shot the arrow at the Raven god, who gravely injured and terrified, fled to the woods. Raven took off with such force that Feroxa was pushed off the cliff and fell to the ground, shattering into shards beyond count that spread across the world as pieces of hematite. Teramalda tried to break her fall but was mortally wounded by the weight of the stone child. Feroxa's decapitated head came to rest next to Teramalda. It was bereft of sight since the raven god had already pecked out its eyes, but the god-child sensed its helper's lips and breathed her spirit into her. Ever since that day, Teramalda roams the world in search of vengeance on the Raven god and his followers.

The god Rust wished to bury the head of his dead daughter, but his wife Heme said that now was the time for vengeance, not sorrow. Together, they forged a set of hematite claws from Feroxa's remains, to be worn by the champion of the Rust Church in the hunt for the scum of the Raven god. The claws were lost, however, when their wielder – Gardkan, captain of the Iron Guard – fell in battle during the Alder Wars.



SCARNESBANE

The legends tell of how Scarne, the ancient mother of dragons, ruled in Ravenland when the dwarves arrived in an age long forgotten, and that her armor was of impregnable obsidian that she herself had melted around her body. But Oramund, the commander of the dwarves, prayed to the god Huga, who sent him a hammer the blows of which could crush anything. With it, Oramund slew the she-dragon. The dwarves then chased the serpent's offspring up into the mountains from whence they still plague the land. Oramund named the hammer Scarnesbane. The weapon has been lost for many years.

CARSKENFOOT'S BOOTS

Five hundred years ago, the renowned stone singer and prospector Aras Carskenfoot of the Belderan clan forged a pair of climbing boots to help him traverse difficult mountain terrain. The boots worked perfectly, but since Carskenfoot suffered from a severe case of foot sweat, he slid out of them when the fastening straps broke half-way up a sheer cliff, and the stone singer fell to his death. The widow handed the boots off so as to never see them again and neither she nor anyone else has since.



PHANTOM DAGGERS

It is said that when the Alderlanders invaded Ravenland, they sent the three siblings Vider to assassinate the leaders of the dwarves and elves. However, the elven masters ensnared the would-be assassins through their magic, slew them and bound their dark souls to three daggers.

WYRM'S KEY

There are no legends pertaining to the key, which was originally forged for the Psychopomp Natrrix. It is said, however, that no secret can be hidden from the god Wyrms gaze, no door locked against his passing.

VOLLER'S HELMET

The Elvenspring Voller is supposed to have been one of the early teachers in the druidic order of the Golden Bough. He possessed mental prowess unmatched by others, and it is rumored that someone who can channel their concentration just right will be able to fly with his helmet on their head. Others claim that the crucial part is trust as well as concentration, saying that the user has to brave the plunge with the helmet on, firm in the belief in their ability to fly for that ability to manifest.





THE NIGHTWALKER'S HOURGLASS

It is said that the stone singer Dordela was so vexed late one night over a mistake she'd made on an anniversary statue, that she begged the Nightwalker to return the stone slab to its original form, such as it was before she marred it with her high note. At the same time, there was a knock on the door to the workshop, frightening her. Outside the door was a mysterious figure with the features of a bat. In his arms he held a box, which he handed over without a word before turning around to leave. The only answer to Dordela's questions was a hiss:

"Fracture time, unmake mistake, bone break," and then the mysterious messenger was gone.

In the box, Dordela found three hourglasses lying in purple velvet and on the inside of the lid were the same words, written in black ink. She picked up one of the hourglasses, observed the sand running from the top to the bottom and, on a whim, broke the instrument in half. She immediately fainted, but when she woke the stone slab stood before her, untouched, just as she had wished. Delighted, she reached for her stone wand but found it impossible: her hand was missing.

They say that the second hourglass was broken when King Ardeburd had lost the battle against the Canides below the Icefang Mountains. He is then said to have allowed all the sand to flow from the hourglass and was never seen again. Without their leader, the dwarves lost the battle a second time.



ASINA

This weapon is very old, and the blade is said to be the fang of one of the gigantic earthworms that destroyed the ancestral lands of the humans, forcing them to flee to Ravenland guided by the Raven god. Raven had strictly forbidden the humans from bringing anything from the homeland on their journey, so as not to risk contaminating the new world. The smuggler who brought the fang was summarily thrown overboard during the voyage, but the priests did not dare to let the blade follow out of fear that they could infect some sea beast that would then follow them. Instead, it was decided that they would bring the tusk to the new land and there keep it under lock and key in a temple, until it had become clear how to securely and safely destroy it. Instead, once its origins had been forgotten, it was forged into a sword.



THE TEZAU

It is told that Duke Fargalon of Aslene had a son who was named Ungule, after the god Horn's master smith of the volcano, he who forges the hoofs of the holy steeds. After bones had been thrown in front of the newborn, the seeress proclaimed that it was the destiny of the duke's son to fall in love with a flautist of the wandering folk and take her as his bride. The proclamation angered Fargalon, and he forbade all forms of music in his domain. Riders were even sent out to cut down the reeds that rustled too loudly on the river banks. Ungule grew up to be a handsome young man, and one day when he was out hunting in the forest, he caught the eye of Tezara of the Tarn, who became fiercely stricken with love.

Tezara was a masterful singer, but she could not sing her love to the duke's son since he lived in a fortress of stone and always wore a helmet of silence when he ventured outside. Tezara sang her lament in the forest, where a naiad heard her. She took pity on Tezara, and gave the lovestruck maiden a silver flute, forged from the waters of a babbling brook. Anyone who plays the flute can walk through stone and iron and guards like light through water. With its help, Tezara made her way to Ungule and won his heart with her song.

In the morning, Duke Fargalon discovered the young lovers and went into a rage, threatening to imprison Tezara, but when she showed him her flute his thoughts were filled with the possibilities it presented. The duke had pawned his most treasured heirlooms in the capital to fund his military campaigns. When night fell, he went to the rich pawnbroker's house, played himself into the treasury and soon waded through silver and gold in a jolly fashion. The pawnbroker's guards heard him, however, and soon opened the gates to the vault. The duke had already gathered his heirlooms and wanted to play his way out with them, but in his fervor and greed he had dropped the flute and was unable to find it among the silver spread around him. The guards mistook him for a simple thief and killed him. Ungule was named duke and wed Tezara, but the flute was lost.



WAIL'S HORN

It is said that the goddess Wail visited the oceans in her youth, but that the great waters, overcome by love and greed, refused to let their guest go when she attempted to leave. Wail struggled in the depths, giving birth to the swirls and eddies of the world, but a toothed shark took pity on her, raised her on its tusks and threw her into the air so that she could blow away. Once free, Wail blessed the animal, and since she understood that the oceans would want to punish her savior, she made the creature larger and fatter so that it would never have to be frightened or cold in the oceans again. She also gave it the ability to breathe air so that she could blow life and courage into it henceforth. Thus, the walrus was created.



WELL OF TEARS

The Rust Brothers say that before creating humans, the god Rust wanted to create a race of mighty warriors to purge the land of the plague of elves, orcs and dwarves that tarnished it, thus making room for his true servants. To this purpose, he erected a man and woman made of pure diamond and then rested, intending to equip them for their task on the morrow. But the two-faced dwarves saw his plans, and on that very same night they slew the man before he was given a name, and as such was unable to defend himself. The woman, who was later given the name Hemla, was grief-stricken and fled, never to be seen again. The crystal race was never to be born, since she was now the last of her kind. When Rust awoke he became wroth and slew fifty thousand dwarves, but the rest cowardly hid beneath the earth, where they remain to this day. In his grief, Rust formed the chalice of the Well of Tears from the skull of the dead warrior. Every day it replenishes itself with the god's tears, tainted by blood. Rust had no more diamonds and realized that humankind now had to solve their own problems, to be tempered by the world. He created the humans and granted them the Well of Tears from which they were invited to drink, to waken them to the glory of battle.



MENKAURA'S TOOTH

It is said that the spider queen Menkaura and her thousandfold brood ruled over the Dankwood between Entwater and the Crombe river for a hundred years. The elves grew tired of them after a group of botanizing melderers were slaughtered by the beasts, and sent twenty war ents into the queendom of the spiders. The ents weren't susceptible to both the fangs and poison of the spiders, and possessed the strength to tear all their webs to shreds. They slew Menkaura but allowed the remaining spiders to live, since the unity of the beasts died with their queen. Menkaura's gleaming carapace was brought to the city of Stridebome where it was used in jewelry, weapons and other objects. One of these objects is her tooth.



IVELDE

It is rumored that the humans who were spending their first day in Ravenland fought over whether the raven that had led them across the ocean was divine or if the divinity belonged to the snake in the raven's claws. First of all, the new arrivals met a dwarven hermit and weaponsmith at a cliff by the beach, facing the sea. The first Raven Sister, she who was called Nightsbroud, is said to have given herself to the dwarf so that he in return forged the magical spear Ivelde for her to benefit the worshippers of the raven. The first worshipper of the wurm, Modreval, desired Nightsbroud and was struck with jealousy. He cursed the weapon so that the shape of a black snake grew from the back of the spear head, with fangs like barbs. Furious, Nightsbroud suggested that the wurm worshippers could keep the desecrated spear and threw it among them. They instantly started fighting each other until several lay dead. Both Nightsbroud and Modreval were horrified and agreed to make peace between the factions. They married and ordered the spear locked away.



TVEDRA'S TWIN RINGS

It is said that the witch Tvedra was so smitten with Hinrek of Falender that she gifted him with a ring that would protect him in the wars against the Alderlanders. She wore an identical ring herself, and claimed that her love would protect him even when they couldn't be together. Captain Hinrek found himself able to absorb more cuts and hits in the field, just as she had said, but when he was eventually badly wounded despite the ring, he journeyed home to rest and heal. To his sorrow and despair, he found that Tvedra had died. They said that she had inexplicably suffered horrendous wounds, and Hinrek understood that the wounds he had suffered in the field had been shared with her across the distance. However, she wasn't as strong as he was, and so the wounds had killed her. Hinrek threw away the rings and, grief-stricken, retired as a hermit.

THE HOLLOWS

The Hollows... Have you ever been to that dump? It's a village at the back of beyond. Cowards and milksops hid from the Blood Mist in that sorry excuse for a village, waiting for better times. They were unaware of one thing, however... that their peaceful village was built on a site of blood and death.



WEATHERSTONE

Ten generations before our time, the cruel king Algarod declared that Alder-land 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.



VALE OF THE DEAD

Stories tell of how Zygofer the defiler visited the Vale of the Dead beyond the Temple of Silence during the Alder Wars. The sorcerer's spouse, Martea, taught him how to parley with the deceased, but when she learned how Zygofer abused the art – instead of seeking wisdom, he wanted to wake the resting bones to his service – she fled from him with two of their children. Zygofer continued his work in the vale until the keeper of the dead chased him away. In anger, the sorcerer drove the priests from the Temple of Silence, but before leaving the site, it is said that the holy men drowned its halls to keep them safe.



INDEX

A

Abyss Worm 76
Adventure Sites 167
Ailander 48
Alderland 16, 19, 22
Alderlander 45, 49
Alderstone 30
Alder War, First 23
Alder War, Second 24
Alder War, Third 27
Alder War, Fourth 30
Algamar 22
Algarod 30, 215, 226
Alvagar 24
Animals 126
Arrows of the Fire Wyrms 128
Artifacts 128
Asina 130
Aslene 21, 24
Aslenes 49

B

Barkhyde 131
Belderranians 58
Bestiary 73
Blackwings 38
Bloodling 78
Blood Mist 34

C

Calendar 35
Canides 59
Carskenfoot's Boots 132

Castle 178
Clan of the Sons 58
Clay 18, 41
Clay's Rosary 132
Congregation of
 the Serpent 20, 31
Consumables 11
Crombe Clan 59

D

Death Knight 86
Demons 27, 80
Divide, The 16
Dragon 88
Drakewyrm 90
Dungeon 172
Dwarven Clans 57
Dwarves 20, 56
Dwellers 60

E

Elders, The 60
Elven Rubies 52
Elvenspring 26, 50
Elves 52
Encounters 146
Ents 54, 92
Events, Stronghold 12

F

Failure 11
Falender 22, 29
Feroxa's Claws 134

Finds 186
Flow 42
Frailer 48
Frailers 19

G

Galdane 31
Galdanes 50
Gamemaster, The 4
Garmar Four-Beard 24
Ghost 94
Giant 96
Giant Squid 98
Glethra 22
Goblins 70
Gods 36
Golden Bough, The 55
Gray Bear 100
Gryphon 102
Guardian Clan, The 59

H

Halflings 70
Harga 23
Harpies 104
Heme 23, 38
Heme Sister 40
History 16
Hollows, The 194
Horn 21, 42
Huge 40
Humans 43
Hydra 106





I

Insectoids 108
 Iron Dog Clans 59
 Iron Guard 40
 Iron League 22
 Iron Lock, The 18, 22, 32
 Isir 65
 Ivelde 135

J

Jamharda 20

K

Kartorda 39
 Kin 43
 Krasylla 31

L

Law Of The Land 21
 Lumra 23, 28

M

Maha Language 41
 Maiden Druid 51
 Manticore 110
 Marga 27, 28
 Martea 26, 27, 28
 Melders 55
 Menkaura's Tooth 136
 Merigall 27, 31, 217
 Meromannians 58

Mining Clan, The 58
 Minotaur 112
 Misgown 29, 51
 Monster Attacks 73
 Monsters 73
 Mount Bilica 20

N

Nexus 31
 Nightwalker, The 42
 Nightwalker's
 Hourglass, The 139
 Nightwargs 114
 NPCs 9, 183

O

Ogres 60
 Opposition 11
 Orc Clans 64
 Orcs 62

P

Phantom
 Daggers 137
 Precious Finds 190
 Principles of the Game 6
 Protector, The 36
 Psychopomp 20, 32
 Pyronax 34

Q

Quards 21
 Queen Agatha's Twin
 Tablets 137

R

Raven God, The 20, 37
 Ravenland 16
 Raven Sisters 20, 23, 37
 Redrunners 56
 Roka 65
 Rust 22, 38
 Rust Brothers 33, 40
 Rust Church 22
 Rust Prince, The 33

S

Saurians 68
 Scarnesbane 138
 Scrome 27, 242
 Sea Serpent 116
 Shadowgate Pass 21
 Shardmaiden, The 41, 51
 Shift, The 18, 20
 Silent, The 32
 Silent Guard 49
 Simple Finds 187
 Stillelves 53
 Stillmist 19
 Stonegarden 22
 Strangling Vine 118
 Swarms 127



T

Teramalda 22, 33
Tezaur, The 140
Therania 27, 32, 229
Traps 176
Treasure 186
Troll 120
Tvedra's Twin Rings 142

U

Undead 122
Unruly, The 54
Urhur 64

V

Vale of the Dead 231
Valuable Finds 188
Village 44, 168
Viraga 66
Voller's Helmet 142
Vond 21, 24
Wail 18, 41
Wailer's Hold 23, 28
Wail's Horn 143
Watchers 55
Weatherstone 215
Well of Tears 144
Whiners 69
Wolfkin 67
Wyrms 16, 22
Wyrms 36
Wyrms' Key 145, 251
Wyvern 124

Z

Zertorme 26, 33
Zygofer 17, 24, 32
Zytera 32