

FREE LEAGUE

FORBIDDEN LANDS



PLAYER'S HANDBOOK

THE FORBIDDEN LANDS

Feulenmark

Harmsmoor

Arina Forest

Harga

Begrand

Groveland

Dankwood

Lake Varda

Shadowgate Pass

The Iron Lock

John Overbak (Order: 1000000)

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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. Below, all significant clarifications and changes from previous printings are listed:

- ❖ Page 44: Pushing a successful skill roll is only allowed if rolling additional ✕ will increase the effect of the roll.
- ❖ Page 46: The GM cannot gain Willpower Points.
- ❖ Page 62: Clarifying that INNER PEACE cannot regrow lost limbs.
- ❖ Page 63: NPCs no longer need Willpower Points to activate kin talents and professional talents.
- ❖ Page 63: The kin talent for goblins is changed to Nocturnal.
- ❖ Page 68: The previous Path of Gold talent has been renamed Path of Treasure and mechanically modified.
- ❖ Page 69: The previous Path of Lies talent has been renamed Path of Words.
- ❖ Page 78: Clarifying that a MELEE CHARGE is a slow action.
- ❖ Page 101, 103, 106: Prices for some weapons and armor have been modified.
- ❖ Page 103: The ranges of some weapons have been modified.
- ❖ Page 105: Cover is not degraded by damage.
- ❖ Page 108: Clarifying that healing someone can be done in combat as a slow action, but not with an enemy at ARM'S LENGTH.
- ❖ Page 113: Clarifying that poison has no effect on monsters.
- ❖ Page 120: The base Power Level of a spell cast by an NPC is always equal to the NPC's rank in the magic discipline.
- ❖ Page 122: The effects of BIND MAGIC have been modified.
- ❖ Page 124: Clarifying that MEND WOUNDS cannot regrow lost limbs.
- ❖ Page 144: New art added.
- ❖ Page 177: Clarifying the effect of PCs taking part in stronghold battles.
- ❖ Page 168: The Garden can now also produce HERBS.
- ❖ Page 180: The typical village healer now has Empathy 4.
- ❖ Page 184: The effects of the cauldron and field kitchen have been modified.
- ❖ Page 196, 198: Clarifying that slit throat and impaled neck kill after D6 rounds.

GAME CONCEPT

Christian Granath, Tomas Härenstam,
Nils Karlén, Kosta Kostulas

LEAD DESIGNER

Tomas Härenstam

SETTING & ADVENTURE SITES

Erik Granström

MAIN ILLUSTRATOR

Nils Gulliksson

OTHER WRITERS

Christian Granath, Nils Hintze, Nils Karlén, Kosta Kostulas

GRAPHIC DESIGN

Christian Granath

ILLUSTRATIONS & GRAPHICS

Niklas Brandt

COVER ART

Simon Stålenhag

MAP OF THE FORBIDDEN LANDS

Tobias Tranell

PROOFREADING

John M. Kahane

ART RESTORATION & PREPRESS

Dan Algstrand

TRANSLATION

Martin Dunelind, Carl-Johan Svensson,
Karin Tidbeck, Olle Sahlin, Fredrik Johansson



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INTRODUCTION

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



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

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

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

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

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

They are the raiders of the Forbidden Lands.

FORBIDDEN LANDS

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





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

THE PLAYERS

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

THE GAMEMASTER

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

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

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

Make sure the players help move the story forward! Being the GM can be overwhelming and fraught with responsibility, as if the whole game rests on your shoulders. It does not. There are plenty of tools and materials you can use in the *Gamemaster's Guide* (the second book in this box). And perhaps the most important piece of advice: have the courage to let the players help you. If your imagination runs dry when you are about to describe an NPC or a ruin? Let a player describe it instead.



WHAT DO YOU DO?

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

EXPLORE THE WORLD

The demonic Blood Mist that covered the lands for three centuries, draining the life out of anyone who dared to wander too far from their village, has suddenly and inexplicably





lifted. You, and other restless souls like you, are finally free to leave your homes and travel far and wide in the Forbidden Lands, looking for treasures and adventures.

To explore the Forbidden Lands, you will use the big map in the box. It is divided into ten different types of terrain and has a hexagonal grid that will help you navigate through the wilderness. How all this works is described in Chapter 7. All the tools the GM needs to create exciting encounters along the way for your adventurers are available in the *Gamemaster's Guide*.

DISCOVER ADVENTURE SITES

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

There are three complete adventure sites described in the *Gamemaster's Guide*, as well as a plethora of tools for the GM to create their own adventure sites using dice. Another large number of adventure sites are available in the campaign book, *Raven's Purge*, which is sold separately, and even more will be published by Free League Publishing over time.

UNCOVER THE SECRETS OF THE LAND

When the game begins, your adventurers don't know much more than you do as players. The Blood Mist covered the land for centuries and

contact between the different regions of the Forbidden Lands has been sporadic. The history of the land has been forgotten or become myth.

During the course of the game, you will discover the history and secrets of the *Forbidden Lands* piece by piece. This happens through so-called *legends*, short stories about a place, a person, or an artifact. The GM will give you these legends in the form of handouts. Some such handouts are collected at the back of the *Gamemaster's Guide*, and more are available as for download from the Free League website. By collecting the legends you will be able to piece together the history of the Forbidden Lands.

SEARCH FOR THE FOUR ELVEN GEMSTONES

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

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

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



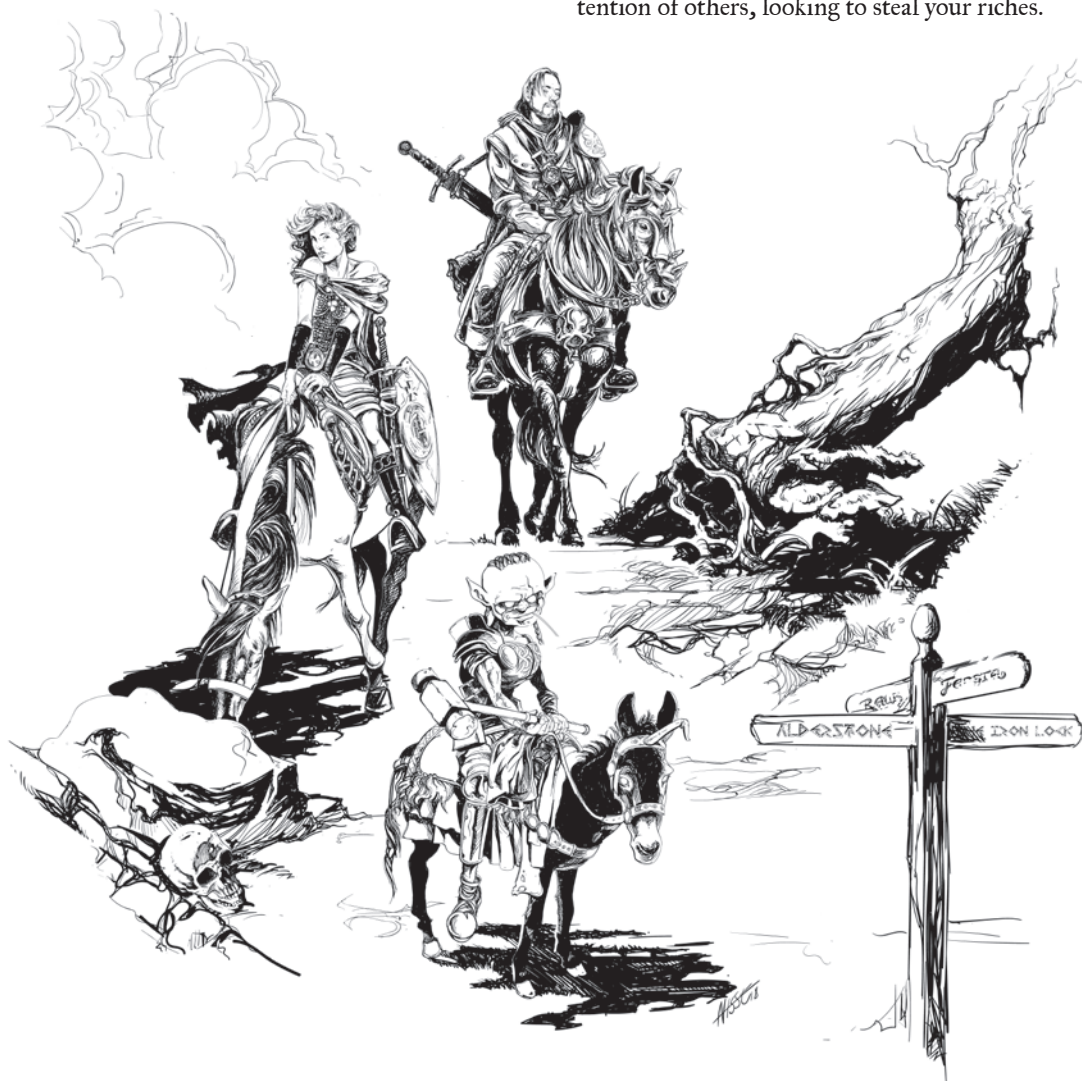


BUILD YOUR STRONGHOLD

If your characters make it back from the ancient ruins alive, they will hopefully bring gold and other treasures with them. Eventually, you might feel the need to spend that treasure on something lasting – a *stronghold* of your own.

Having conquered an old castle or dungeon, your characters can turn it into a strong-

hold. Using fast and effective rules found in Chapter 8, you can develop your stronghold, adding functions such as a forge, mill, or ramparts. You can also hire NPCs to staff the stronghold when you are out on another adventure. The stronghold is a place to rest between adventures and a safe haven against the beasts that ravage the land. However, the stronghold needs upkeep and it might also invite the attention of others, looking to steal your riches.





RAVENLAND – THE FORBIDDEN LAND

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

A few years ago, the Blood Mist disappeared inexplicably, and now people look over their shoulder anxiously. The bravest sharpen their blades and prepare to leave. They can't bear the oppressive weight of their homes and hearths any longer. Perhaps they hope to find that which was lost and take back what was theirs. Perhaps they are simply driven by an insatiable lust to see what lies beyond the horizon, to discover if the myths are true, to conquer that which remains or has been stolen, and to carve out their own place as lords of some abandoned castle ruin.

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

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

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

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

Ravenland is holding its breath for tomorrow.



PLAY IN OTHER WORLDS

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





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

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



TOOLS OF THE GAME

Forbidden Lands demands a lot when it comes to your capacity for improvisation and creativity. Yet the game also provides a number of tools to help you create your own story.

CHARACTER SHEETS

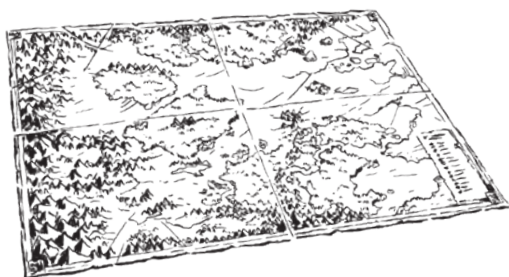
As an adventurer in the *Forbidden Lands*, you are a unique individual, someone unafraid to



leave the poor but safe haven of home. You have attributes and abilities far beyond the capacity of regular folk, and you have big dreams and strong relationships that drive you forward. All this is documented on your *character sheet*. There is an example of a completed character sheet on page 35, and there is a blank sheet at the end of this book. On the Free League website you can download character sheets for free to print. How you create your character will be described in the next chapter.

MAP & STICKERS

The beautiful game map in the box, showing the *Forbidden Lands* in all their glory, is the centerpiece of the game. The map is divided into ten different terrain types, and uses a hexagonal grid to regulate movement. How this works is explained in detail in Chapter 7. In the *Gamemaster's Guide*, the GM will find all the tools needed to create exciting encounters along the way for your adventurers.



The box also contains a sheet of stickers. These are used to mark adventure sites on the map once your adventurers have discovered them. There are also stickers for grave sites to be



placed on the map if one of your adventurers dies. By using the stickers during the game, the map will be unique for your own game, a living and permanent record chronicling your adventures in the Forbidden Lands.

The game map is double-sided, so it can be used more than once, and several sets with a map and stickers can be bought separately in case you play many campaigns.

DICE

As an adventurer in the Forbidden Lands, you will have to take risks. Sooner or later, you will end up in situations where the outcome is




uncertain, no matter how skilled you are. It's time to break out the dice.

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

A set of dice specifically created for *Forbidden Lands* is available for purchase separately. You will manage with one of those sets, but having two might make playing the game easier. The special dice have unique symbols on some sides. Read more in Chapter 3 about how to use them.

CUSTOM CARDS

Another valuable accessory for *Forbidden Lands* is a unique deck of cards, sold separately. The deck contains cards describing powerful artifacts, mounts, initiative in combat, and maneuvers in close combat. Read more about how to use the cards in combat in Chapter 5. The cards



ROLLING DICE

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



START PLAYING!

You can start playing *Forbidden Lands* quickly. The Gamemaster should familiarize herself with both the *Player's Handbook* and the *Gamemaster's Guide*, but for the players it is enough to familiarize themselves with the basics in this book.

1. You start by creating your player characters. Grab a character sheet and follow the instructions in Chapter 2 of this book.
2. Discuss together where on the map you want the game to begin. We recommend that you start the game out in the wilderness, perhaps already on your way to an enticing ruin in the distance...

When both these steps are completed, you can start playing!





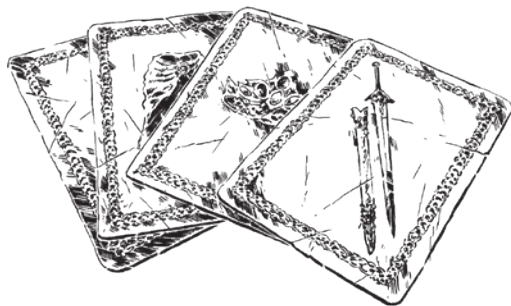
A TYPICAL GAME SESSION

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

1. Get the map, your character sheets, dice, and the custom cards if you are using them.
2. Summarize the last session.
3. Play your characters. Live their lives and act as if they were actual people – but play daringly and push the limits of your character! Close the session at an appropriate moment.
4. Finish with a discussion about the session. Discuss which of your actions are worthy of awarding Experience Points for (see page 39).
5. Decide if you want to change your relationships to other characters, and if you want to change your character's Dark Secret (see page 36).

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

are not necessary to play *Forbidden Lands*, but they will make the game run more smoothly.



WHAT IS A ROLE-PLAYING GAME?

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

The strength of roleplaying games is also a challenge – the freedom to create the story yourselves can be overwhelming. But *Forbidden Lands* contains plenty of exciting events, places and people you can populate your story with, and very specific tools for the GM to use. If you need advice or ideas, there is a forum for *Forbidden Lands* as well as our other games on our website, freeleaguepublishing.com.

Welcome!



INTRODUCTION



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



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

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

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

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

CHARACTER SHEET: To create your player character, you need a character sheet. You can download it from the Free League website.

KIN

Many different creatures live in the *Forbidden Lands*, from ordinary humans to horrifying demonic monstrosities. There are eight different kin you can choose between for your player character: human, elf, half-elf, dwarf, halfling, wolfskin, orc, and goblin. Humans are the most common kin, but you can choose freely. Each kin is described briefly below, and



in more detail in Chapter 4 in the *Gamemaster's Guide*.

Your choice of kin affects your attributes. Every kin also has a unique kin talent that no other kin can have. For each kin, typical professions are also listed. You are not strictly bound to follow these however – there are always unique individuals who walk unusual paths in life.



HOW TO CREATE YOUR PLAYER CHARACTER

How you create your player character is explained in detail in this chapter. The summary below is a helpful overview. Grab a character sheet, a pencil, and follow these steps:

1. Choose your kin.
2. Pick your profession.
3. Decide on your age.
4. Spend points on your attributes.
5. Spend points on your skills.
6. Choose your starting talents.
7. Determine your Pride.
8. Choose a Dark Secret.
9. Define your relationships to the other player characters.
10. Pick your gear.
11. Decide your appearance.
12. Choose your name.



ALTERNATIVE METHOD

The standard method for creating a character in *Forbidden Lands* described in this chapter is quick and effective. You can create a unique character in 15–30 minutes. If you want to spend more time creating your character, you can use the alternate method described in the separate pamphlet named *Legends & Adventurers*. This method will allow you to give your player character a deeper backstory from the start of the game.





HUMAN

Humans came to Ravenland as intruders. Yet, you have earned the respect of the other kin by showing them what organization and skill can do. While some fear or dislike you, the more open-minded among the native kin should understand that humans are a blessing, if only they could see past their prejudices – while also giving up some land and gold, of course.

Some of your ancestors came with the armies from Alderland to fight against elves, dwarves, and orcs. Others sought sanctuary from the war as refugees and settlers. You came from across the southern mountains or rode from Aslene in the west, and stayed after the din of battle faded, the roads were closed, and demons feasted on whatever remained.

When the Blood Mist fell like a shroud across Ravenland, your ancestors were forced to huddle together for ten generations, till the soil, and simply try to survive. But now the Mist has lifted, and the world has opened up again. You have exchanged the plow for a sword. You were born here, and you will take what you want, whether those who stand in your way be other humans or even stranger beings.

KEY ATTRIBUTE: Empathy

KIN TALENT: Adaptive

TYPICAL PROFESSIONS: All

TYPICAL FEMALE NAMES: Garmelda,
Halinde, Nirmena, Sindia, Talene

TYPICAL MALE NAMES: Brynde, Hardar,
Orovald, Pasinder, Vergevil

ELF

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



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

Then, the humans arrived. Their Raven God bought half the land for them and gave you the orcs in exchange. But the humans' intentions were false and they soon attacked you, with demons in tow. Since you were few in number, you sent the orcs into battle, but those craven creatures failed you. Your elders claim that

everything will return to the way things were if you only wait, that humankind will wither and eventually die, just as time eats away at all the stoneless kin. But the younger among you do not want to wait. While some desire to coexist with the humans peacefully, a growing number say the upstarts must be driven out.



KEY ATTRIBUTE: Agility

KIN TALENT: Inner Peace

TYPICAL PROFESSIONS: Druid, Minstrel, Hunter

TYPICAL FEMALE NAMES: Bleinella, Erimi, Kriblenda, Simene, Vorovallia

TYPICAL MALE NAMES: Dorm, Harakrond, Orgodan, Radnar, Vergello



HALF-ELF

You are the best of two kin, born from the union of humans and elves after they traded hostages during The Shift. You were conceived because those things that are good, strong, and vibrant always find their way to each other. Your elven ancestors taught you the ways of magic, granted you wisdom and long life, but you rejected their torpid languor. Your human ancestors gave you vigor, but you rejected their foolishness and falsehood, as well as their smell and crude appearance. You are the future. Both elves and humans know it in their hearts – but let them be blind to your superiority if they can't stomach realities. The half-elves are the crown of creation and you will mold the world into what the gods and your own glorious kin intended.



YOUR ADVENTURER



DWARF

In the beginning, the god Huge gave your ancestors a small pebble and the task of building a world around it. They stoked their forges and sang their stone songs, so their words took hold and the sphere grew. Over many generations, the dwarves expanded the sphere. Soon, the curve of the world was barely visible. And so, you will continue building until the sphere reaches the god's fiery hearth in the sky. The feeble elves were given the task of growing grass and trees across the surface of the sphere, to keep it moist and prepare it for new layers, like the carpenter who prepares a wooden surface before it is glued to another. Thus, the elves have a task to fulfill and you accept them.

The arrival of humans slowed down your holy task of building the world. You were given the orcs as servants in exchange for a piece of



KEY ATTRIBUTE: Wits

KIN TALENT: Psychic Power

TYPICAL PROFESSIONS: Druid, Rogue, Sorcerer

TYPICAL FEMALE NAMES: Hivena, Holerva, Korena, Sonilia, Trimellia

TYPICAL MALE NAMES: Gaverin, Galivan, Horderan, Jyrman, Sandarme





the forged land, but orcs have limited skills and questionable loyalty, as was displayed in the inevitable war that broke out. Humans may be resourceful but have no purpose and thus fail to understand your work as the chosen ones of Huga. They must be kept in check so your work may continue. Some younger ones are tempted to meet the harsh light of the world and run around on the surface like humans. Let them! Hopefully, they will come of age and return with more sense than when they left.



KEY ATTRIBUTE: Strength

KIN TALENT: True Grit

TYPICAL PROFESSIONS: Fighter, Minstrel, Peddler

TYPICAL FEMALE NAMES: Hamhelda, Hilleva, Skorinda, Torbenia, Trindi

TYPICAL MALE NAMES: Bodlo, Gandeman, Hargamar, Tyrgar, Wulfred



HALFLING

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

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



KEY ATTRIBUTE: Empathy

KIN TALENT: Hard to Catch

TYPICAL PROFESSIONS: Minstrel, Peddler, Rogue

TYPICAL FEMALE NAMES: Dondella, Gilina, Lylla, Mollia, Sanarsi

TYPICAL MALE NAMES: Arland, Brollo, Hender, Horgeman, Vilgo





WOLFKIN

You are part of this land. The other kin are pitiful and spoiled, needing to go inside to warm their paws by the fire after a day in the woods

and boil their meat so their weak stomachs can handle it. They couldn't stand the breath of the Huntress, so they died like weak pups. It's known that rot springs from such weakness. You and your pack live as was intended. You hunt. You howl together and do not beat wood or tin cans because your own voices have grown weak.

You will roam day and night, basking in the far parts of the creation of the goddess. You long to wander unknown forests, to smell the distant scents and drink the intoxicating blood of strange prey.



KEY ATTRIBUTE: Agility

KIN TALENT: Hunting Instincts

TYPICAL PROFESSIONS: Druid, Fighter, Hunter

TYPICAL FEMALE NAMES: Alani, Einia, Gaeta, Keawa, Lagini

TYPICAL MALE NAMES: Alane, Auhone, Jabari, Kekoa, Naako



ORC

Orcs are an ancient and free kin, but the elves and dwarves of Ravenland enslaved your ancestors. When war came, they needed the courage and strong arms of the orcs. Your masters fled as the tide of battle turned, when humans, fearing the onslaught of your brethren, resorted to sorcery and to demons sprung from their unclean dreams. Now, you are free again, and the time has come for the world to learn to respect the orcs. You are many and you are strong, and you will show the other kin what



your perseverance can accomplish. The clans grow. You will make Ravenland great again. But first, you will go out into the world to ravage and have a bit of fun.

KEY ATTRIBUTE: Strength

KIN TALENT: Unbreakable

TYPICAL PROFESSIONS: Fighter, Hunter, Rogue


TYPICAL FEMALE NAMES: Gerina, Hiria, Okande, Shala, Sirsene

TYPICAL MALE NAMES: Archa, Gol-Garra, Hrassa, Hrod, Nanga



GOBLIN

The elders say you are the dark brothers of the halflings. Like you give a shit! All you know is that you live while the lardbags don't even try. What do halflings know about howling with wolves, licking blood off drippertrees un-



PLAYING AN ORC

Orcs are feared and hated by most other kin. Playing an orc will therefore present unique challenges to you and your group. If you want to play an orc, it's a good idea to discuss it with your group first.

der a full moon or making love among nettles? If you didn't keep nightwatch over their pretty villages, trolls and wolfkin would have torn them apart a long time ago. You say enough and be gone with that! The world's out there, swollen with smells and flavor and silver and thrills. You'll be taking off into the dark, fingers dug deep into your wolf's fur,



froth washing your face. The night's alive and you're the ones living it!

KEY ATTRIBUTE: Agility

KIN TALENT: Nocturnal

TYPICAL PROFESSIONS: Hunter, Rider, Rogue

TYPICAL FEMALE NAMES: Hargia, Solga, Someria, Chilia, Velatula

TYPICAL MALE NAMES: Gormer, Groms, Hemdan, Hulmar, Nissel



PROFESSION

The next step is to select a profession for your character. All the player characters are adventurers, but you have learned a thing or two before the game begins. Your choice of profession will determine much about your character.

Your profession will influence your attributes, your skills, your starting gear and what special talents you can learn.

There are eight professions to choose from, all described on the following pages. Each kin description lists typical professions for that kin, but you are free to choose any profession you like.



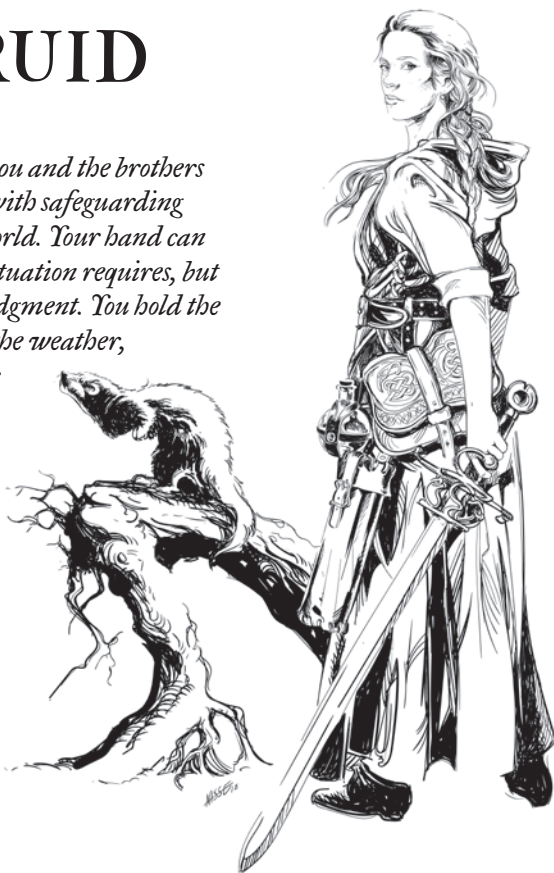
DRUID

Ever since the god Clay shaped the world, you and the brothers and sisters of your order have been tasked with safeguarding nature. You maintain the balance of the world. Your hand can be gentle or cruel, depending on what the situation requires, but you always act with respect and exercise judgment. You hold the forces of nature in your hands – the earth, the weather, the plants and the animals all listen to your voice. You are a Druid.

KEY ATTRIBUTE: Wits

SKILLS: Endurance, Survival, Insight, Healing, Animal Handling

TYPICAL NICKNAMES: Windwalker, Raven Claw, Wood Dweller



PRIDE

Choose an option below or create your own:

- ❖ You are nobler than other people and the gods love you more.
- ❖ You sense unnatural phenomena before anyone else.
- ❖ Demons instinctively fear you.

DARK SECRET

Choose an option below or create your own:

- ❖ You enjoy wallowing in the mud and to live off what others would never eat.
- ❖ As everyone and everything are part of Clay's creation, you lack respect for other's property.
- ❖ You are a moralizing know-it-all who thinks you always know the will of the gods.

RELATIONSHIPS

Choose an option below or create your own:

- ... doesn't understand her role in the world.
You shall guide, but not teach.
- ... is drawn to dark arts and must be kept under close watch. If needed, it's your duty to stop her.
- ... is a slender oak that could grow into something great, given the right care.

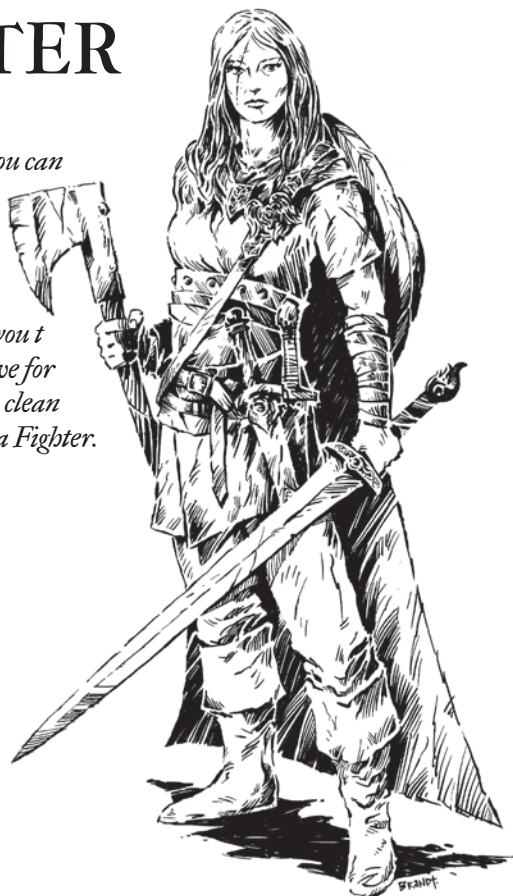
GEAR

Staff or knife, one item of your choice from the list of trade goods (see page 182), D6 Silver.
Resource Dice: Food D8, Water D8



FIGHTER

You have followed the way of the sword as long as you can remember. Wiped the blood of countless enemies from your blade. Felt many wounds heal into ugly scars on your body. You fear battle, yet you yearn for it. The battle is your life. Your task is to protect your weaker friends from all enemies and you take that task very seriously – but the truth is, you live for the thrill of battle itself. When the fight is over, you clean your blade and get ready for the next fray. You are a Fighter.



KEY ATTRIBUTE: Strength

SKILLS: Might, Endurance, Melee, Crafting, Move

TYPICAL NICKNAMES: Gravemaker, Grimjaw, Ironboot

PRIDE

Choose an option below or create your own:

- ❖ You never back away from a fight.
- ❖ You can endure any injury.
- ❖ You never betray your friends.

DARK SECRET

Choose an option below or create your own:

- ❖ You sometimes take to the bottle to chase away the memories of all those you have killed.
- ❖ Secretly you enjoy inflicting pain and injury on others.
- ❖ Once, you killed a Rust Brother, and you are now wanted by them.

RELATIONSHIPS

Choose an option below or create your own:

- ... is the weak link of the group. Can you teach her?
- ... has saved your life several times. How will you repay her?
- ... is creepy. She must be up to no good.

GEAR

A one-handed weapon of your choice, studded leather armor, one item of your choice from the list of trade goods, D6 Silver.

Resource Dice: Food D8, Water D6



HUNTER

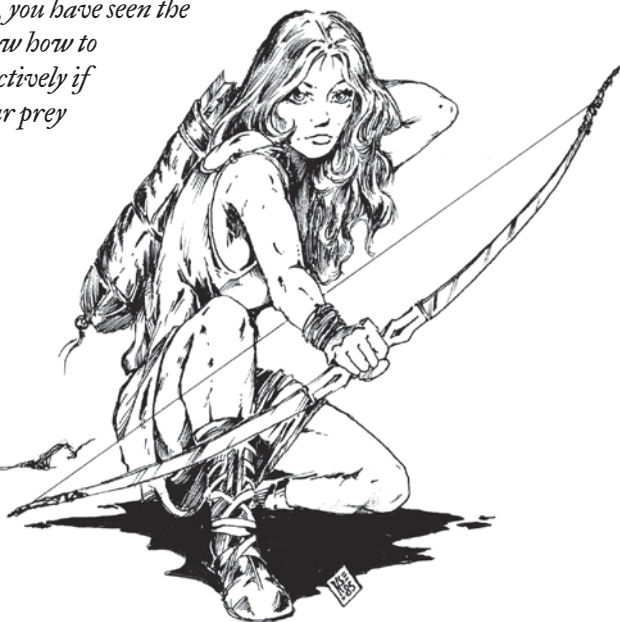
The wild lands are your home. In the forests and the mountains, on the open plains and by the winding rivers – that's where you find inner peace. People say that the wilds are dangerous, that they are evil. Granted, you have seen the monsters that roam the lands. But you know how to move unseen and unheard, and to kill effectively if you need to. And when you bring home your prey to the camp and it's time to eat, no one is complaining. You are a Hunter.



KEY ATTRIBUTE: Agility

SKILLS: Stealth, Move, Marksmanship, Scouting, Survival

TYPICAL NICKNAMES: Wolfkiller, Pathfinder, Red Fox



PRIDE

Choose an option below or create your own:

- ❖ You can survive alone in the wilds for weeks.
- ❖ Your arrow always hits its mark.
- ❖ The animals of the forests are your friends and do you no harm.

DARK SECRET

Choose an option below or create your own:

- ❖ You feel uncomfortable among other people and prefer to be alone.
- ❖ The old wound from the claw of a demonic beast never fully healed.
- ❖ Once, you left a wounded friend to die in the woods to save yourself.

RELATIONSHIPS

Choose an option below or create your own:

- ... always makes a lot of noise. Stay away from her.
- ... is always hungry and eats all the food you catch.
- ... has no respect for nature and its creatures.

GEAR

Bow or sling, two items of your choice from the list of trade goods, D6 Silver.

Resources: Food D8, Water D8, Arrows D10



YOUR ADVENTURER



MINSTREL

When the road is long, when the wind is fierce or the night is black, everyone needs a light in the darkness. A reminder of past deeds or treasures waiting to be found. Whether through song, poetry or prose, it's your job to spread a little hope and joy by the campfire. You have the ability to chase away despair and inject courage and hope into the hearts of your friends. And if you should all one day meet your final fate, your chronicles will let the world know of your adventures. You are a Minstrel.



KEY ATTRIBUTE: Empathy

SKILLS: Lore, Insight, Manipulation,
Performance, Healing

TYPICAL NICKNAMES: Silvertounge,
Beguiler, Madrigal

PRIDE

Choose an option below or create your own:

- ❖ Your songs can bring warmth to the coldest of hearts.
- ❖ You remember all the tales and legends of the Forbidden Lands.
- ❖ Your friends trust you with their lives.

DARK SECRET

Choose an option below or create your own:

- ❖ You are haunted by doubt and don't believe in the songs you sing.
- ❖ You are secretly deeply in love with an NPC or another PC.
- ❖ You once served the Rust Brothers as their jester, but managed to escape.

RELATIONSHIPS

Choose an option below or create your own:

- ... is the hero of your chronicle, but does not realize it.
- ... does not understand what's good for her, and needs your guidance.
- ... is doomed. It's only a matter of time.

GEAR

Lyre or flute, knife, one item of your choice from the list of trade goods, D8 Silver.

Resource Dice: Food D8, Water D6



PEDDLER

Bargaining, buying for little and selling for more, turning two silvers into three, has always been your way to survive. While the Blood Mist lay thick across the lands, trade between the villages was limited and very local. Now, the mist has lifted, and the Forbidden Lands and its treasures are yours for the taking or buying, then selling to the highest bidder. You are a Peddler.



KEY ATTRIBUTE: Empathy

SKILLS: Crafting, Sleight of Hand,
Scouting, Insight, Manipulation

TYPICAL NICKNAMES: Goldtooth,
Silversmile, The Honest



PRIDE

Choose an option below or create your own:

- ❖ You have honest eyes.
- ❖ You can make anyone trust you.
- ❖ When you hear of treasure, nothing can stop your pursuit of it.

DARK SECRET

Choose an option below or create your own:

- ❖ You owe silver to a powerful individual. A lot of silver.
- ❖ You conned a Rust Brother and now they are bent on revenge.
- ❖ You don't trust anyone and think they all want to take your silver.



RELATIONSHIPS

Choose an option below or create your own:

- ... owes you silver but doesn't seem to want to repay it.
- ... saved your life once. What does she want in return?
- ... is your ticket to fame and riches. Stay close.

GEAR

Knife, three items of your choice from the list of trade goods, D12 Silver.

Resource Dice: Food D8, Water D8





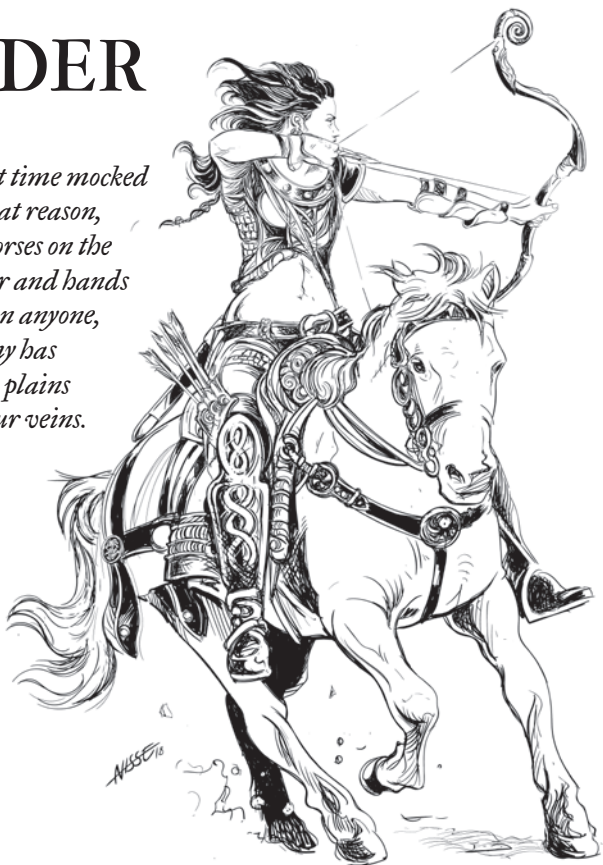
RIDER

The legends say that the animals in ancient time mocked the humans for having only two legs. For that reason, your ancestors allied themselves with the horses on the great plains. Now, you have six legs together and hands to wield spear and bow. You ride faster than anyone, you strike, and you are gone before the enemy has realized what happened. You love the open plains as the fiery blood of Aslene runs through your veins. You are a Rider.

KEY ATTRIBUTE: Agility

SKILLS: Endurance, Melee, Marksman-ship, Survival, Animal Handling

TYPICAL NICKNAMES: Spearrowhawk, Black Mane, Windrider



PRIDE

Choose an option below or create your own:

- ❖ Aslenians are nobler than other people.
- ❖ On your horse, you are faster than the wind.
- ❖ Horse or no horse, you never lose your balance.

DARK SECRET

Choose an option below or create your own:

- ❖ You enjoy setting things on fire – ostensibly in the name of the god Horn, but you like it, too.
- ❖ Your horse is more important to you than any human. Others cannot understand your bond.
- ❖ You panic in closed and cramped chambers.

RELATIONSHIPS

Choose an option below or create your own:

- ... has the soul of a slave and needs to be set free.
- ... is a loyal friend for whom you would give your life if it came to that.
- ... shows you no respect and needs to be taught a lesson sooner or later.

GEAR

A riding horse (choose one from the *Forbidden Lands* custom card deck if you have it), spear or handaxe, short bow or sling, one item of your choice from the list of trade goods, D6 Silver.
Resource Dice: Food D8, Water D8, Arrows D10



ROGUE

No one will ever give you what you wish for. To get what you want, you will have to take it for yourself. This is a lesson that you learned at a young age, and already as a child you became very skilled at liberating others from belongings that you needed more. Before, people used to spit at you and kick you. Now, as an adventurer with the Forbidden Lands at your feet, your expertise in the arts of moving silently in the shadows has become highly sought after. You are a Rogue.



KEY ATTRIBUTE: Agility

SKILLS: Melee, Stealth, Sleight of Hand, Move, Manipulation

TYPICAL NICKNAMES: Half-Finger, Redeye, The Rat

PRIDE

Choose an option below or create your own:

- ❖ No one has a softer step than you.
- ❖ You only steal from those who deserve it.
- ❖ No one can catch you.

DARK SECRET

Choose an option below or create your own:

- ❖ You compulsively steal valuables you catch sight of.
- ❖ Once, you stole something valuable from a Rust Brother and now they seek revenge.
- ❖ Your purse is often empty, for you spend silver as swiftly as you obtain it.

RELATIONSHIPS

Choose an option below or create your own:

- ... despises you and what you do, and thinks she is better than you.
- ... treats you like a child to be chastised. Very annoying.
- ... always grabs the best treasures for herself. Maybe it's time to teach her a lesson?

GEAR

Dagger, two items of your choice from the list of trade goods, D10 Silver.

Resource Dice: Food D6, Water D6



SORCERER

Let them stare at you in fear and disgust. Let them shy away from you, afraid that your dark arts will infect them. They fear you, but they need you. Who else can force nature itself to bend to their will? Who else can make fire roar, water freeze and the earth shake? You, and only you, have seen what is beyond the veils of the world and stared into the inner core of existence. This insight is your burden to bear, so that others don't have to. You are a Sorcerer.

KEY ATTRIBUTE: Wits

SKILLS: Crafting, Sleight of Hand, Lore, Insight, Manipulation

TYPICAL NICKNAMES: Roothearth, Greycap, The Wise



PRIDE

Choose an option below or create your own:

- ❖ Nothing scares you, as you have seen the world behind the veil.
- ❖ Whoever threatens you will die a painful death.
- ❖ You have read many books and you know the ways of the world.

DARK SECRET

Choose an option below or create your own:

- ❖ You are haunted by visions of the world behind the veil.
- ❖ Your yearning for more magical power is stronger than anything else.
- ❖ Zygofer the Spellbinder haunts you in your dreams and makes you obey him.

RELATIONSHIPS

Choose an option below or create your own:

- ... looks at you sideways and seems afraid of you.
- ... doesn't realize her own inner strength. Can you bring it forth?
- ... doubts your magical powers. The fool!

GEAR

Staff or knife, one item of your choice from the list of trade goods, D8 Silver.

Resource Dice: Food D6, Water D8



AGE

The next step is choosing your age. Many adventurers leave their village at a young age, but sometimes older individuals are forced out to hunt for treasure among the ruins.

Age is divided into three categories: young, adult, and old. You choose your age freely. Write down your choice on your character sheet. Your chosen age category affects your attributes and your skills. Read more about these below.

Elves don't age in the normal sense of the word. Technically, they all count as adult.

EXAMPLE

*The player Josie creates a new character.
She chooses an adult half-elf Sorcerer.*



ATTRIBUTES

Your adventurer has four attributes that indicate your basic physical and mental capabilities. Your attributes are used when you roll dice to perform actions in the game, and also how much damage of various kinds you can withstand before you become Broken. Read more about this in Chapter 5.



AGE							
	HUMAN	HALF-ELF	DWARF	HALFLING	WOLFKIN	ORC	GOBLIN
Young	16–25	16–30	20–40	16–25	13–20	13–20	16–25
Adult	26–50	31–100	41–80	26–60	21–40	21–45	26–60
Old	51+	101+	81+	61+	41+	46+	61+



STARTING SCORES: When you create your player character, you can distribute a number of points across your attributes. How many points is determined by your age – see the table below. You can assign no less than 2 and no more than 4 points to any attribute. However, you can assign 5 points to the attribute listed as the “key attribute” for your kin or your profession. If the same attribute is key for both your kin and your profession, you can assign up to 6 points to this attribute.

AGE	ATTRIBUTE POINTS
Young	15
Adult	14
Old	13

STRENGTH

Raw muscle power, brawn, and stamina.

AGILITY

Body control, speed, and motor skills.

WITS

Sensory perception, intelligence, and sanity.

EMPATHY

Personal charisma and the ability to manipulate others.

EXAMPLE

Josie has 14 points to spend on her attributes and gives her character Strength 3, Agility 3, Wits 5 and Empathy 3.



SKILLS

Your skills are the knowledge and abilities you have acquired during your life as an adventurer or prior to it. They are important, as they determine, along with your attributes, how effectively you can perform certain actions in the game. There are sixteen skills, and they are all described in detail in Chapter 3. They are measured by skill level on a scale from 0 to 5. The higher the number, the better.

NO SKILL LEVEL? You can always roll for a skill even if you have no level in that skill – in





that case you only use the associated attribute for the skill in question, and gear. Read more about how skills work in the next chapter.

STARTING SKILL LEVELS: When you create your player character, you distribute a number of points to your skills. How many points is determined by your age – see the table below. You can assign up to three points to each of the skills listed for your profession. You can assign a single point each to any other skills you choose. You can increase your skill levels during the game (see page 39).

AGE	SKILL POINTS
Young	8
Adult	10
Old	12

EXAMPLE

Fosie has 10 skill points to spend and gives her half-elf Sorcerer MELEE 1, CRAFTING 2, LORE 3, INSIGHT 2, and MANIPULATION 2.



TALENTS

Talents are tricks and abilities that give you a small advantage in the game. They are more specialized than skills and provide you with a way of fine-tuning your character. Talents are described in Chapter 4. There are also special talents for your kin and your profession. At the

start of the game, you get a number of talents that depend on your kin, your profession and your age:

- ❖ Your kin talent
- ❖ A profession talent of your choice
- ❖ A number of general talents of your choice depending on your age (see below)

Every talent has three ranks. You normally start the game with rank 1 in each talent, but you can choose to forgo one general talent for starting the game with rank 2 in another. You can increase your talent levels and learn new talents during the game.

AGE	GENERAL TALENTS
Young	1
Adult	2
Old	3

MAGIC TALENTS: A special category of the profession talents are the magic talents. These are needed to cast spells and are generally only available to Druids and Sorcerers. Read more about magic in Chapter 6.

EXAMPLE

Fosie's character gets the PSYCHIC POWER kin talent and chooses the PATH OF BLOOD professional talent. As an adult, she gets to choose two general talents. She uses one to increase her rank in PATH OF BLOOD to 2, and the other to get rank 1 in LIGHTNING FAST.





PRIDE

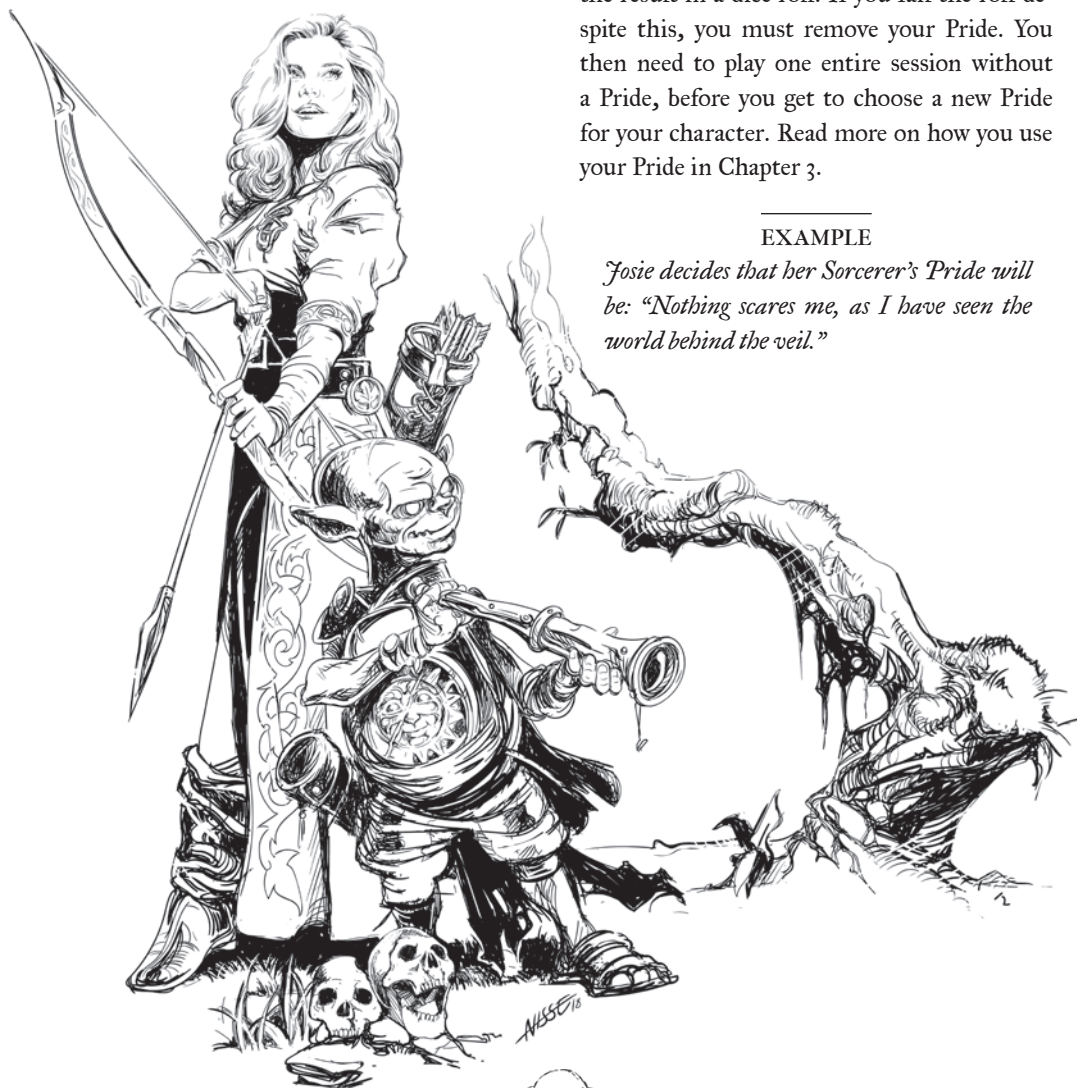
Adventurers are not like other people. Leaving home and family to set out on the way of the sword requires both courage and the conviction that you are an individual beyond the norm. This is represented in the game by your Pride – something specific that you are very proud of. It can be an ability, an event in

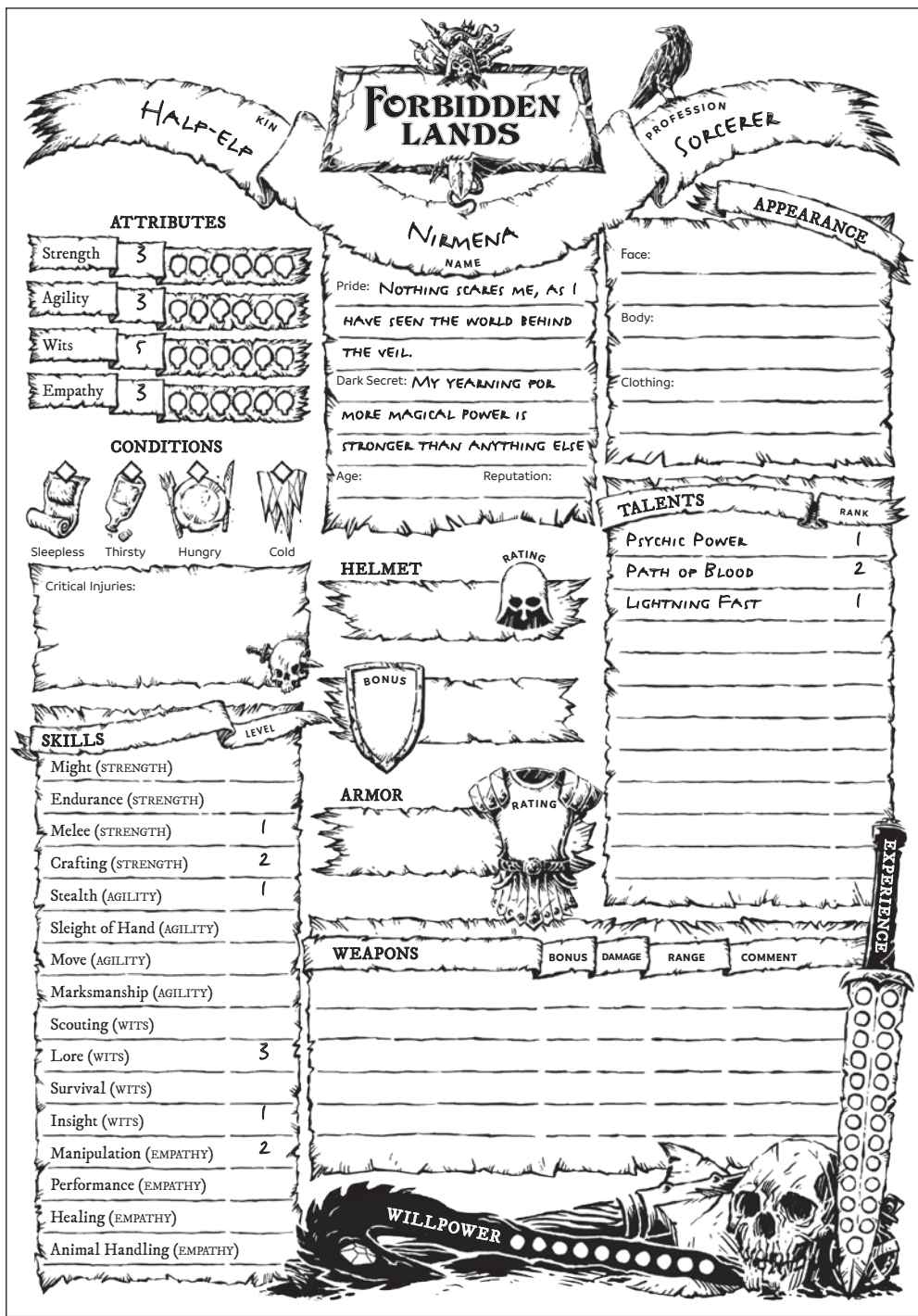
your past, or something else. Your profession provides three suggestions, but you are free to make up your own Pride.

Once per game session you can activate your Pride, when you fail a skill roll in a situation where your Pride is relevant. The GM has the final say, but they should give you the benefit of the doubt. When activating your Pride, you get to roll an extra D12 and include the result in a dice roll. If you fail the roll despite this, you must remove your Pride. You then need to play one entire session without a Pride, before you get to choose a new Pride for your character. Read more on how you use your Pride in Chapter 3.

EXAMPLE

Josie decides that her Sorcerer's Pride will be: "Nothing scares me, as I have seen the world behind the veil."







DARK SECRET

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

There are three suggestions for Dark Secrets for every profession – choose one of these or make up your own, if you prefer that. The Dark Secrets that you and the other PCs have are first and foremost tools for the GM to create stories with, but can also affect how many Experience Points you get after a game session (page 39).

EXAMPLE

Josie decides that her character's Dark Secret will be: "My yearning for more magical power is stronger than anything else."



RELATIONSHIPS

As an adventurer, you look for riches in the wild, but you are also an individual with personal relationships with the other player characters. You have been part of the same adventuring group for a while and you know each other fairly well.

When you create your player character, you should describe your relationship with each of the other player characters you know, with a short sentence for each on your character

sheet. There are suggestions to choose from for each profession. You can also use them as inspiration for your own ideas.

Your choices are also important for the GM, as they can use them to create interesting situations in the game.



GEAR

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

STARTING GEAR: Your profession determines what gear you can choose from at the start of the game. As a rule, you get one or more items from the list of trade goods on page 182 (no RARE items however). If it says, "a weapon of your choice," pick one from the weapon tables in Chapter 5. You cannot choose a magical artifact.

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

COINS

Monetary transactions in the *Forbidden Lands* are generally made with silver coins or just "silver" (see the boxed text on this page for more information). Copper coins are used for smaller transactions and for larger sums, gold



COINS IN THE FORBIDDEN LANDS

Silver coins are the common currency in the Forbidden Lands. There are no silver mines in the land and no one is coining silver here. Instead, the coins now used are old and worn remains from the Alder Wars. Even copper coins come from Alderland in the south, although these are used less often as common folk tend to exchange services directly instead. There are some gold deposits in the Forbidden Lands, and gold from these are used for trade alongside old gold coins. Anyone trading with gold coins is wise to check their weight personally.

is used. Ten copper coins equal one silver, and ten silver coins equal one gold coin.

You roll a die determined by your profession to see how much silver you have at the start of the game. Starting gear is free, but you can buy extra gear at the start of the game if you'd like.



ENCUMBRANCE

You can carry a number of regular items equal to double your Strength. Use your base Strength score, not the temporary rating reduced by taking damage (see page 104).

HEAVY & LIGHT ITEMS

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

TINY ITEMS

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

COINS: Single coins count as **TINY** items and don't encumber you. However, 100 coins count as a **LIGHT** item, 200 coins count as a normal item, and 400 coins count as a **HEAVY** item.

OVER ENCUMBERED

You can temporarily carry more than your normal encumbrance limit (Strength x 2 items). In this case, you need to make a roll for the **ENDURANCE** skill whenever you want to **RUN** in a round of combat (see page 88) or **HIKE** for a



Quarter Day (see page 144). If the roll fails, you must either drop what you are carrying, stay where you are, or suffer one point of damage to Agility (see page 104) and keep going.

MOUNTS

If you have a horse or other mount, you can let it carry some of your gear. The animal can carry a number of normal items equal to its Strength doubled, and twice that number if you dismount and lead it. Stats for typical mounts are found on page 124 of the *Game-master's Guide*. There is space for your mount on the back of your character sheet.



CONSUMABLES

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



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

Starting Resource Dice are indicated by your profession. You don't roll these when creating your character, instead simply note the die type on your character sheet.

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

STOCKPILES: Having a D12 Resource Die means you are carrying as much of the consumable as a single individual can. Of course, your group might come across larger stockpiles of a particular consumable, such as a wagon filled with food. These are measured in units of consumables (below).

FINDING & BUYING: When you find or buy consumables, they are counted in *units* (see the equipment lists in Chapter 9). A unit of a consumable increases your Resource Die one step.

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



EXAMPLE

Josie gives her character a staff and a lantern. She rolls a D8 for silver and gets 5. She gets a D6 Resource Die for FOOD and a D8 for WATER. Her friend's character has a D12 Resource Die for FOOD. He decreases his die to D10, which increases Josie's die to D8.

APPEARANCE

You can describe your player character's face, body and clothing on your character sheet. Consider your kin, your profession and your age, and freely choose an appearance that you think fits your adventurer.



NAME

Finally, you give your adventurer a name. Every kin (page 14) has a list of five male and five female names that are typical for that kin. Choose one of these names, or make up your own if you prefer.

NICKNAMES: A common custom in the *Forbidden Lands* is to take a nickname, often one that says something about your appearance, your personality, or your personal history. You can choose a nickname at the start of the game, or add one later if you prefer. A number of typical nicknames are listed by your profession.

EXAMPLE

Josie names her Sorcerer Nirmena Greycap.

EXPERIENCE

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

The things you learn during the game are measured in Experience Points (XP). You receive XP after the end of each game session. Talk it through and let the whole group discuss what has happened. For each of the below questions that you can reply "yes" to, you get one XP:

- ❖ Did you participate in the game session? You get one XP just for being there.
- ❖ Did you travel through at least one hex on the game map that you had not visited before?
- ❖ Did you discover a new adventure site?
- ❖ Did you defeat one or more monsters?
- ❖ Did you find a treasure (1 gold or more)?
- ❖ Did you build a function in your stronghold?
- ❖ Did you activate your Pride?
- ❖ Did you suffer from your Dark Secret?
- ❖ Did you risk your life for another PC?
- ❖ Did you perform an extraordinary action of some kind?

The GM has the final word when it comes to how much XP each character should get. Write down the XP on your character sheet.

SPENDING XP

You can use your XP to improve your skills and talents, or to learn new ones. You can only spend XP during a **Quarter Day** when you **REST** or **SLEEP** (see page 155).





SKILLS: To increase a skill level by one step costs a number of XP equal to the skill level you want to attain multiplied by 5. For example, an increase from skill level 2 to 3 costs 15 XP. You can only increase a skill level one step at a time.

Learning a new skill (at skill level 1) costs 5 XP. Also, you must either have used the skill and succeeded (without skill level) during the session, or be instructed by a teacher (at skill level 1 or more) during a Quarter Day.

TALENTS: To increase your rank in a talent by one step costs a number of XP equal to the rank you want to attain multiplied by 3. For example, an increase from rank 1 to rank 2 costs 6 XP.

Learning a new talent (at rank 1) costs 3 XP. It also requires a Quarter Day of practice and a successful Wits roll. If you fail, you keep the XP and can try again next Quarter Day. If instructed by a teacher with the talent, no roll is needed. You can only learn profession talents for your own profession, and never kin talents.

MAGIC: To develop magical talents, you should try to find a willing teacher with a higher rank in the talent than you. Without a teacher, the cost in XP for increasing the rank in a magical talent or learning a new one is *tripled*. Read more about magic in Chapter 6.

You can also change your Pride, your Dark Secret and your relationships to the other PCs.

CHANGE YOUR PRIDE

If you activate your Pride in a skill roll, but still fail, you must immediately erase your Pride. You must then play one entire game session without a Pride, and after that you get to choose a new Pride for yourself. Read more on how you use your Pride in Chapter 3.

CHANGE YOUR DARK SECRET

If you, after the end of a game session, feel that your Dark Secret is no longer relevant, you can erase it and come up with a new one. Perhaps your secret has been revealed, or the ominous threat is no longer an issue. Come up with a new Dark Secret together with the GM. Try to connect the new Dark Secret to something that has happened during the course of the game.

CHANGE RELATIONSHIPS

After the end of a game session, you are free to redefine your relationships to the other PCs as you see fit.



DEVELOP YOUR CHARACTER

Experience Points are not the only way to change your PC during the course of the game.

REPUTATION

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





determine the chance of you being recognized and can affect social conflicts.

Your Reputation score only tells you how well known you are, not if you are feared or admired – that depends on the type of deeds for which you are known. Your starting Reputation score depends on your age (see the table below).

AGE	STARTING REPUTATION
Young	0
Adult	1
Old	2

BEING RECOGNIZED

When you arrive at a new settlement in the *Forbidden Lands*, there is a chance that the people there have heard of you. You must be introduced by name or have a truly distinctive appearance for this to happen.

Roll a number of D6 equal to your Reputation score. If you roll one or more sixes (the ✕ symbol on the custom dice), your Reputation precedes you and people have heard of you and your deeds. Whether they react negatively or positively depends on which deeds you are known for, and is for the GM to decide.

KIN: If the settlement you visit is primarily populated by another kin than your own, your Reputation score counts as two steps lower than normal.

THE GROUP: When an entire fellowship of adventurers arrives at a new settlement, you don't

roll for Reputation for each PC. Instead, roll only for the adventurer with the highest Reputation score. The roll applies to the entire group.

NPCS can also have a Reputation score. When you meet such an NPC, roll dice in the same way as outlined above to determine if you have heard of this person.

MANIPULATION

When you try to MANIPULATE someone, your respective Reputation scores can affect the outcome. Read more about the MANIPULATION skill in Chapter 3.

GROWING YOUR REPUTATION

During the game, your Reputation score will increase. After a game session in which you have performed one or more great or terrible deeds of some kind, one which was made known to the world and will be spoken of for years to come, your Reputation score increases one point. What counts as a “great or terrible deed” is up to the GM, but here are some examples:

- ❖ A prominent NPC was killed, or saved from certain death.
- ❖ A feared monster was slain.
- ❖ A legendary treasure or artifact was found or stolen.
- ❖ The deed permanently altered the overall situation in an adventure site.
- ❖ The deed will have significant consequences for one of the major powers in the *Forbidden Lands*.
- ❖ You have built a certain function in your stronghold (see page 160).



SKILLS

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



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

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

Then you roll all the dice at once.

SIXES MEAN SUCCESS

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

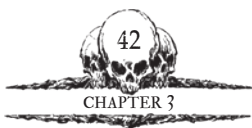
ROLL THE DICE

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

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

ONES WEAR YOU DOWN

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





DIFFERENT COLORS

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

CUSTOM DICE

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

ROLLS WITHOUT SKILL

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

EXAMPLE

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

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

THE ART OF FAILURE

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

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

THE 16 SKILLS

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



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

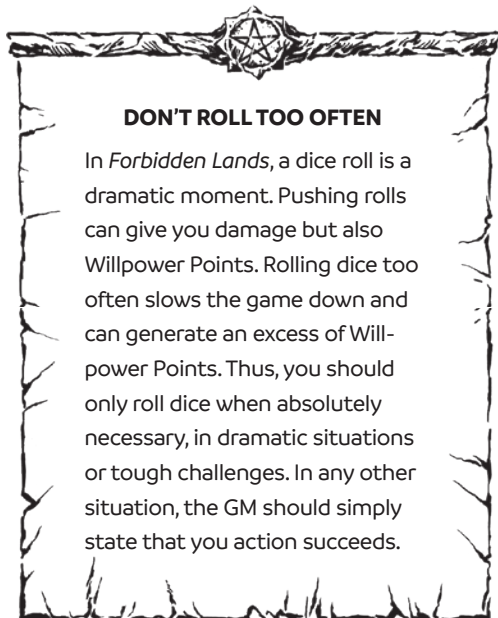
You have one last chance if you really want to succeed – you can push the roll.



PUSHING YOUR ROLL

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

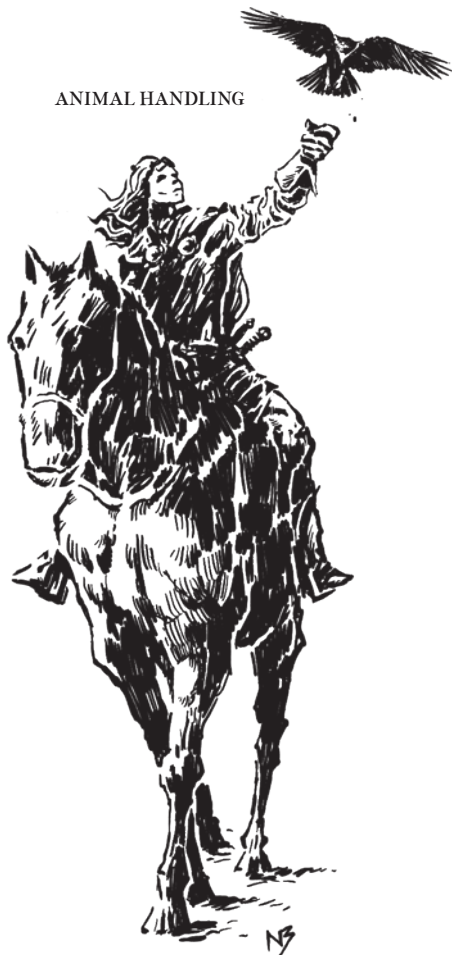
You cannot choose which dice to reroll.



DON'T ROLL TOO OFTEN

In *Forbidden Lands*, a dice roll is a dramatic moment. Pushing rolls can give you damage but also Willpower Points. Rolling dice too often slows the game down and can generate an excess of Willpower Points. Thus, you should only roll dice when absolutely necessary, in dramatic situations or tough challenges. In any other situation, the GM should simply state that your action succeeds.

ANIMAL HANDLING



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

You are allowed to push rolls even after a successful roll, but *only* if rolling additional X will increase the effect of the roll in some way. The GM has final say on this. Pushing a roll is not without risk – more on that below.

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



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

LORE

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

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

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



☠ IS ACTIVATED

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

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

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

DESCRIBE YOUR ACTION

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




CHANCE OF SUCCESS

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

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

WILLPOWER

To push yourself to the brink of your abilities is risky, but it can also have positive effects – it gives you the force of will required to use the powerful kin talents and profession talents. Read more about these in Chapter 4.






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

any damage you suffer. The Willpower Points are required to use your powerful kin talents and profession talents.

You can gain additional Willpower Points from your stronghold (see Chapter 8). Mark your WP on your character sheet. You can never have more than ten (10) WP at any one time.

THE GAMEMASTER can push rolls for NPCs, but she never gains Willpower Points. Read more about this in Chapter 4, on page 63.

EXAMPLE

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

ONLY ONE CHANCE

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



This rule does not apply to combat, where you can attack the same enemy over and over until he is sprawled bloody on the ground.

GROUP ROLLS

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

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



SLEIGHT OF HAND



MODIFICATION

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

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

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

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

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

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

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



DIFFICULTY

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



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

There are also cases when modifications are imposed by the rules, like when you aim carefully with a ranged weapon (see page 97), shoot at long distance, or if you're in a bad bargaining position when you attempt to MANIPULATE someone. Some talents can also give you a positive modification in certain situations.

HELP FROM OTHERS

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

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

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

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

EXAMPLE

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





OPPOSED ROLLS

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

Sometimes you and your adversary roll for different skills, sometimes the same. Opposed rolls are common when you MANIPULATE or use STEALTH, and when someone uses those skills against you. The GM can also use opposed rolls when she deems it appropriate.

DODGING and PARRYING in close combat are technically *not* opposed rolls, as they require an action by the defender and can be pushed.

EXAMPLE

Moving through the old tower, Nirmena spots another undead guard. She tries to sneak by it, into the ancient library beyond. Nirmena has a current Agility score of 2 and skill level 1 in STEALTH, and thus gets to

PERFORMANCE



roll two Base Dice and one Skill Die. The undead has Wits 1 and skill level 2 in SCOUT, and rolls one Base Die and two Skill Dice. Nirmena rolls one ✕ but so does the guard. Nirmena stumbles, but Josie decides to push the roll. She gets lucky and rolls another ✕! She manages to stay silent, and sneaks past the undead guard without being spotted.



NPCS AND SKILLS

Non-player characters use skills in the same way as player characters. The GM rolls dice for them, and they can push their rolls just like PCs can. But the GM only has to roll for actions that affect a PC directly – for example, if the NPC is attacking a player character or is attempting to save them. When an NPC performs an action that does not directly affect a PC, the GM can simply decide what happens.



GEAR

To increase your chance of success, you can use gear. Gear can take the form of a weapon in combat, a rope to climb, or an old book to understand a legend. You will find many weapons in Chapter 5 and lists of other gear in Chapter 9.

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



GEAR GETS WORN

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

Luckily, damaged gear can be repaired. It takes a few hours of work and a successful roll with the CRAFTING skill. If the roll is successful, the Gear Bonus is recovered by one point for every ✕, up to the starting value. If the roll fails, the Gear Bonus is permanently decreased to its current score. If the Gear Bonus has been reduced to zero and the attempt at repair fails, the item is permanently destroyed. Advanced items require special talents to repair (see page 74).

EXAMPLE

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



ARTIFACT DICE

Usually, gear only adds extra D6 to your roll. However, there are master crafted artifacts

and magic items that adds an extra D8, D10, or even a D12, in addition to the normal Gear Dice. Artifact Dice are never degraded by wear. Rare items of this kind are described in the *Gamemaster's Guide*. Items that give you Artifact Dice to roll are divided into three categories, depending on the type of dice they give:

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

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

RESULT	D8	D10	D12
6	✕	✕	✕
7	✕	✕	✕
8	✕✕	✕✕	✕✕
9	—	✕✕	✕✕
10	—	✕✕✕	✕✕✕
11	—	—	✕✕✕
12	—	—	✕✕✕✕

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



PRIDE

Once per game session, you can use your Pride (see page 34) when you have failed a skill roll. When you use your Pride, roll a D12 and add

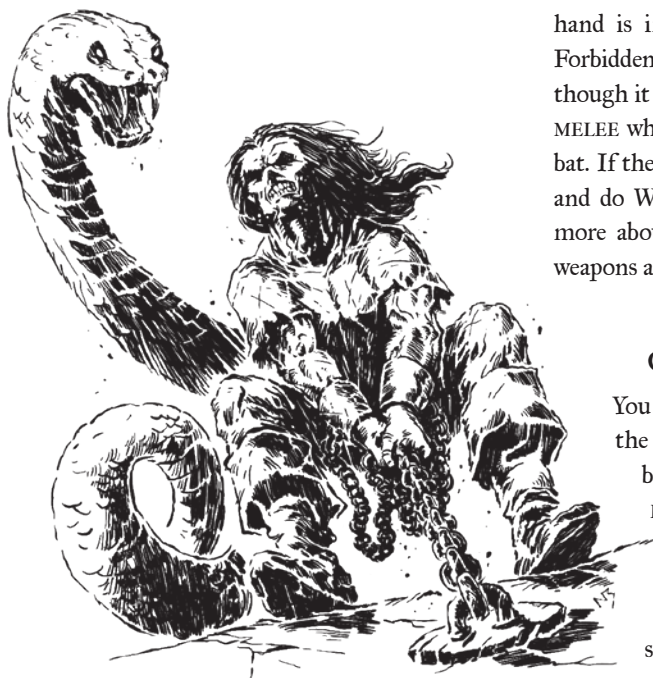


the result to your roll. You can activate your Pride no matter whether you have pushed the roll or not, but you cannot push the roll after using your Pride. If you fail despite using your Pride, you must erase your Pride. You must play a whole game session without Pride, then you can choose a new one. Read more about Pride in Chapter 2.



THE SKILLS

This section describes the sixteen skills in this game.



MIGHT

MIGHT (STRENGTH)

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

ENDURANCE (STRENGTH)

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

MELEE (STRENGTH)

To be able to defend yourself with weapon in hand is important to all adventurers in the Forbidden Lands, regardless of your profession, though it is most important for a Fighter. Roll MELEE when you attack or parry in close combat. If the roll succeeds, you hit your adversary and do Weapon Damage (see page 100). Read more about close combat in Chapter 5. How weapons are used is also described there.

CRAFTING (STRENGTH)

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

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



SIMPLE AND ADVANCED ITEMS

All items in the game fall into one of two categories: **SIMPLE** and **ADVANCED**. **SIMPLE** items are items anyone can make and repair with the **CRAFTING** skill, while **ADVANCED** items require specific talents to make or repair. Every item in the Gear List in Chapter 9 is categorized, and the talent required for **ADVANCED** items is listed for each item.

step for every **X** rolled. You cannot go above the original Gear Bonus. If the roll fails, the Gear Bonus is permanently decreased to the current level. If the Gear Bonus has been decreased to zero and the repair fails, the item is permanently destroyed. Advanced items require specific talents to repair (see the boxed text).

CRAFT: Creating new items requires far more work than repairing existing ones does. It requires a **CRAFTING** roll (and the right talent, for **ADVANCED** items) just like repairing, but you also need raw material, in most cases special tools, and usually a lot more time. Some items are very complicated to craft and the roll will be modified negatively. All these requirements and prerequisites can be found in the gear tables in Chapter 9. Note that some raw materials might be items which in turn must be crafted.

If your roll is successful, you make the item, of the same quality as listed in the equipment lists. If you fail, the item is unusable, the raw materials are spent, and you must increase your **CRAFTING** skill or wait a week before you can attempt to craft the same item again.

ENDURANCE

RAW MATERIALS

Raw materials are divided into categories and are counted in units, for example a unit of **IRON** or a unit of **CLOTH**. You can find raw materials in the Gear Lists in Chapter 9.



ADDITIONAL TIME: By spending more time than the minimum required to craft an item, you increase your chance of success. If you spend twice as much time as the requirement, you get a +1 modification on your roll, and if you spend four times as much time, you get a +2 modification. You cannot get a higher modification than +2 by spending additional time.

MASTER CRAFTING: Skilled craftsmen can create items above and beyond what a normal craftsman can. Using talents, you can create items with better game stats than normal. Read more in Chapter 4.



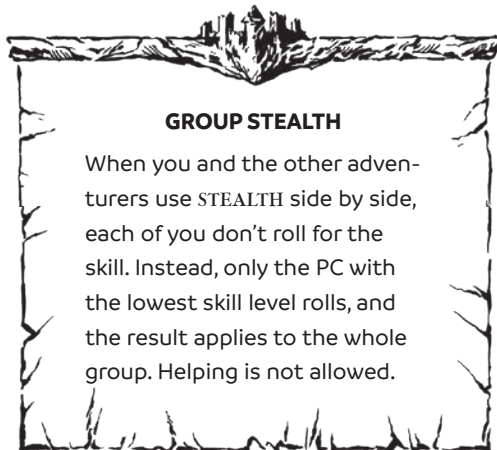
NEW ITEMS

You can attempt to craft items that are not listed in the weapons and gear lists. You can determine the item's properties and the requirements to craft it in consultation with the GM. The GM has the final word.



STEALTH (AGILITY)

It is often wise to avoid combat and sneak past the enemy instead. Roll an opposed roll (see page 49) with your **STEALTH** skill against your adversary's **SCOUT**. If you win, you manage to sneak past them without being spotted. You



GROUP STEALTH

When you and the other adventurers use **STEALTH** side by side, each of you don't roll for the skill. Instead, only the PC with the lowest skill level rolls, and the result applies to the whole group. Helping is not allowed.

can also use this skill to remain hidden and avoid discovery when you are stationary. A third way to use this skill is to make a sneak attack (see page 90).

MOVE (AGILITY)

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



MELEE





SLEIGHT OF HAND (AGILITY)

When you are trying to steal the queen's jewel unnoticed, pick a lock, or perform any other action that requires fine motor skills, you roll SLEIGHT OF HAND.

MARKSMANSHIP (AGILITY)

Using a bow and arrow, sling, or a simple rock, you can stop enemies at a distance and can avoid bloodying your hands. Roll MARKSMANSHIP when you throw or fire a weapon at an enemy at a distance. If you succeed, the shot hits its target and you do weapon damage (see page 100) to your enemy. Read more about ranged combat in Chapter 5.



CRAFTING

SCOUTING (WITS)

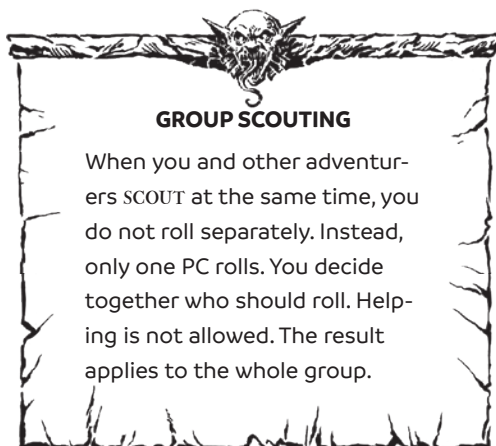
As an adventurer in the Forbidden Lands, you always have to be on your guard, or you won't live long. You use your SCOUTING skill to discover anyone sneaking up on you (opposed roll, see above).

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



DON'T USE SCOUTING TO FIND HIDDEN THINGS

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



GROUP SCOUTING

When you and other adventurers SCOUT at the same time, you do not roll separately. Instead, only one PC rolls. You decide together who should roll. Helping is not allowed. The result applies to the whole group.



LORE (WITS)

Myths and legends are not just tales to amuse around the campfire. They often contain vital knowledge about the Forbidden Lands that has been passed down through generations. Roll for **LORE** when you want to know more about an adventure site, an important NPC or an artifact. If you succeed, you will remember a legend (see page 6) about it. Some legends are available as premade handouts.

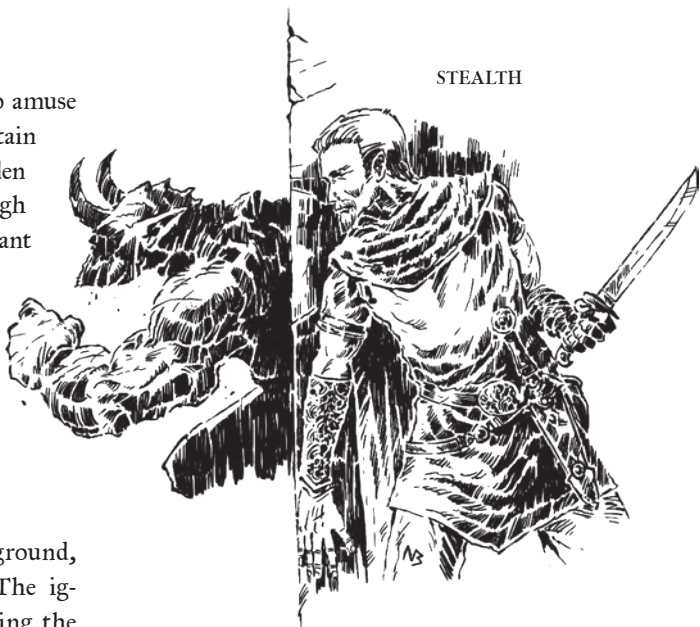
SURVIVAL (WITS)

The Forbidden Lands are dangerous ground, where wild beasts roam the land. The ignorant can lose their lives by choosing the wrong path through the woods or drinking from the wrong water source. You can roll **SURVIVAL** in a number of different situations when you are traveling in the wilderness. Read more in Chapter 7.

INSIGHT (WITS)

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

STEALTH



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

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

MANIPULATION (EMPATHY)

Life in the Forbidden Lands is bloody, but you can often reach your goals without violence, through charm, threats, or sensible reasoning. There are many methods to make another person see things your way. Make an opposed roll (see page 49) with your **MANIPULATION** against your adversary's **INSIGHT**. Your chances are af-



MARKSMANSHIP





NOT MIND CONTROL

When you **MANIPULATE** someone, you do not take control of their mind. What you are trying to convince your adversary about must be somewhat reasonable, otherwise the GM can disallow it.

SCOUTING



affected both by your bargaining position and your Reputation (see page 40).

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

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

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

HEALING (EMPATHY)

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



MANIPULATION

RECOVERY: A person who has had their Strength or Agility reduced to zero is Broken, and cannot act any further.

If you apply your **HEALING** skills to her (slow action) and your roll succeeds, they get back on their feet and immediately recover a number of attribute points equal to the number of **X** you roll. Read more about damage in Chapter 5.



SAVE A LIFE: The most important application of **HEALING** is giving first aid and saving the life of a fallen comrade who has suffered a critical injury. A failed roll at this point could mean the end for your patient, so be careful! Read more about critical injuries on page 108.

PERFORMANCE (EMPATHY)

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

RECOVERY: When someone's Wits or Empathy is reduced to zero, you can use **PERFORMANCE** to bring them back to their feet (slow action), in the same way as **HEALING** can recover Strength and Agility. Your subject immediately recovers a number of attribute points equal to the number of **X** you roll. Read more in Chapter 5.

SURVIVAL



TAUNT ENEMIES: You can use a slow action (see page 85) to taunt an enemy in combat. The enemy must be in **SHORT** range and be able to understand your language. You cannot taunt monsters or animals. Roll an opposed roll for **PERFORMANCE** versus **INSIGHT**. If you succeed, choose one of the following effects:

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

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

INSIGHT





ANIMAL HANDLING (EMPATHY)

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

RIDE: Any adventurer can sit on a horse or another type of mount without falling off, but more advanced maneuvers can require a skill roll. ANIMAL HANDLING replaces MOVE when you attempt difficult jumps or other maneuvers on beastback. Use the mount's AGILITY in these cases to determine the number of Base Dice for the roll, not your EMPATHY. You can push the roll, but you run the risk of exhausting the mount.

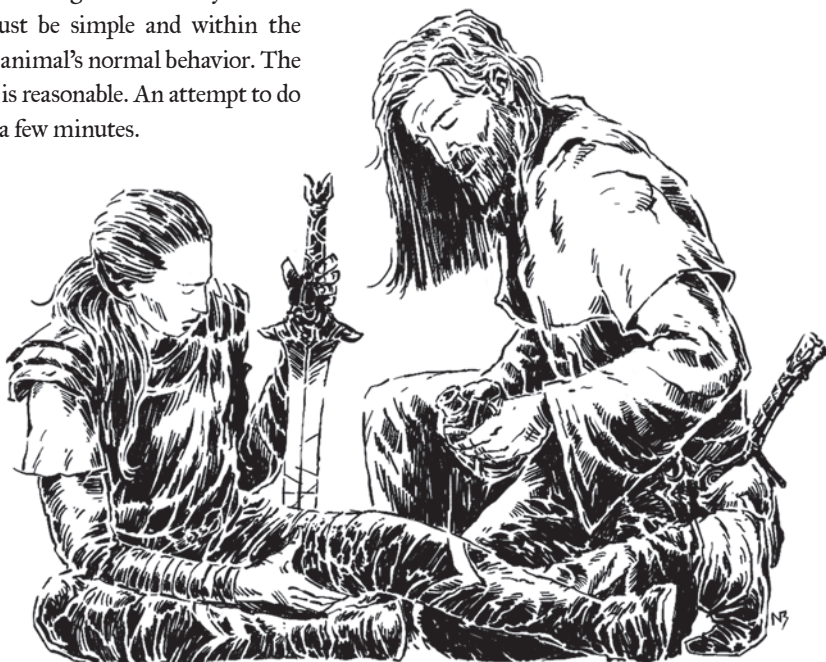
COMMAND TAME ANIMALS: Using ANIMAL HANDLING, you can attempt to command a tame animal to do your bidding. The actions you want it to perform must be simple and within the framework of the animal's normal behavior. The GM decides what is reasonable. An attempt to do this takes at least a few minutes.

TAME WILD ANIMALS: When you encounter a wild animal, you can attempt to discourage it from attacking by communicating on a primal level. You must be at CLOSE range or closer, and you must be aware of the animal's presence. Roll an opposed roll for ANIMAL HANDLING against the animal's STRENGTH – larger animals are harder to frighten off.

Through a longer period of work, you can also use ANIMAL HANDLING to tame a wild animal. The animal must be caught, and to successfully tame it you must use ANIMAL HANDLING successfully as many times as the animal's STRENGTH, spread out over an equal number of days. You must spend a Quarter Day (see page 144) every day taming the animal, or the process begins anew.

Please note that you cannot tame monsters, only animals (see the table on page 124 of the *Gamemaster's Guide*).

HEALING





TALENTS

Bredeman the minstrel sang through broken teeth and lips to please his captors, in a voice much too large for his scrawny body. Not until blood poured from the ears of the warriors and giant Handra fell from her bench, did the horsemen realize what was going on. By then it was already too late.



As adventurers in the Forbidden Lands you work towards a common goal, but you also need to find your own niche, something no one else can do. Such tricks and abilities are called *talents*. Talents can change how you use skills, how you recover from damage, or allow you to do things that would be impossible for others.

and profession talents are more powerful than general talents, but they require that you spend Willpower Points (WP). You gain WP by pushing dice rolls (see page 44).

STARTING TALENTS

At the start of the game, you can choose a number of talents based on your kin, your profession, and your age. Read more about this in Chapter 2. You can increase the rank of your talents and learn more talents during the course of the game.

TYPES OF TALENTS

There are three kinds of talents: kin talents, profession talents, and general talents. Kin





LIST OF TALENTS

KIN TALENTS

The Human Talent: Adaptive

The Elf Talent: Inner Peace

The Half-Elf Talent: Psychic Power

The Dwarf Talent: True Grit

The Halfling Talent: Hard to Catch

The Wolfkin Talent: Hunting Instincts

The Orc Talent: Unbreakable

The Goblin Talent: Nocturnal

THE DRUID'S TALENTS

Path of Healing

Path of Shifting Shapes

Path of Sight

THE FIGHTER'S TALENTS

Path of The Blade

Path of The Enemy

Path of The Shield

THE HUNTER'S TALENTS

Path of The Arrow

Path of The Beast

Path of The Forest

THE MINSTREL'S TALENTS

Path of The Hymn

Path of The Song

Path of The Warcry

THE PEDDLER'S TALENTS

Path of Gold

Path of Lies

Path of Many Things

THE RIDER'S TALENTS

Path of The Companion

Path of The Knight

Path of The Plains

THE ROGUE'S TALENTS

Path of The Face

Path of The Killer

Path of Poison

THE SORCERER'S TALENTS

Path of Blood

Path of Death

Path of Signs

Path of Stone

GENERAL TALENTS

Ambidextrous

Axe Fighter

Berserker

Bowyer

Brawler

Builder

Chef

Cold Blooded

Defender



GENERAL TALENTS	GENERAL TALENTS
Dragonslayer	Pathfinder
Executioner	Poisoner
Fast Footwork	Quartermaster
Fast Shooter	Quickdraw
Fearless	Sailor
Firm Grip	Sharpshooter
Fisher	Sharp Tongue
Hammer Fighter	Shield Fighter
Herbalist	Sixth Sense
Horseback Fighter	Smith
Incorruptible	Spear Fighter
Knife Fighter	Steady Feet
Lightning Fast	Sword Fighter
Lockpicker	Tailor
Lucky	Tanner
Master of the Hunt	Threatening
Melee Charge	Throwing Arm
Pack Rat	Wanderer
Pain Resistant	

TALENT RANKS

Talents generally come in three *ranks*. Every talent describes what the various ranks mean and what benefits they provide. When you increase the rank of a talent, you retain the effects of the lower ranks as well.

If the ranks of a profession talent have separate effects, you can only spend WP on one effect at a time. For example, a Hunter with rank 3 in *PATH OF THE ARROW* can *either* ignore armor *or* increase damage – not both in the same attack.

It is allowed to combine the effects of different talents in a single action. If you have rank 3 in both *DRAGONSLAYER* and *SWORD FIGHTER*, you can add two D8 to an attack with a sword against a monster.

DEVELOP TALENTS

During the game you will gain XP, which you can use to increase the rank of your talents, as well as learn new talents (see page 39).





KIN TALENTS

Your kin gives you a special talent. You have the talent from birth, and it cannot be traded for another. You can never learn a kin talent from another kin. Kin talents only have one rank.

THE HUMAN TALENT: ADAPTIVE

Humans are new to the Forbidden Lands and are seen as intruders by the other kin. But no other kin can adapt to new situations and living conditions the way the humans can. If you spend a Willpower Point when you are about to roll for a skill, you can roll for any skill of your choice to achieve the same result. You must be able to motivate how you use the chosen skill. The GM has final say, but should give you some leeway.

THE ELF TALENT: INNER PEACE

Elves have a connection to the inner nature of their own, far beyond that of any of the other kin. Their immortality makes them less susceptible to the trials of the world compared to the other kin. By spending a WP, you can enter a state of deep meditation. This lasts for a Quarter Day during which you must remain undisturbed. When you emerge from the meditation, you have healed all damage as well as any critical injuries, except lost limbs.

THE HALF-ELF TALENT: PSYCHIC POWER

The dual heritage of the half-elves makes them particularly suited to channel their force of will to achieve feats beyond the natural. Every



time you spend one or more Willpower Points to activate a talent or cast a spell, the first WP count as two. If you spend two WP it counts as three, and so on. Note that this also increases the risk of magic mishaps (see page 118).

THE DWARF TALENT: TRUE GRIT

Dwarves are far more stubborn than others, and can fight on when other kin have no strength left. You can push a dice roll multiple times (see page 44) by spending Willpower Points. Every point spent allows you to push the roll one more time.

THE HALFLING TALENT: HARD TO CATCH

Halflings are notoriously hard to get a grip on, and they can easily evade even the most tena-



cious of pursuers. You can spend Willpower Points in combat to avoid being hit by physical attacks (see Chapter 5). Every WP spent eliminates one ✕ the attacker rolls.

THE WOLFKIN TALENT: HUNTING INSTINCTS

The wolfskin have a powerful sense of smell and can track their prey for days once they have caught their scent. You can spend Willpower Points to designate a person or a creature as your prey. Your prey must be within line of sight, or there must be a scent to follow. The number of WP you spend equals the number of days that you can follow your prey's scent. In combat, all your attacks against your prey get a +1 bonus per WP spent, until the creature is Broken or until you choose to let your prey go.

THE ORC TALENT: UNBREAKABLE

The orcs were created to serve. Their bodies are strong, and they are very resilient when it comes to pain and punishment. When you are Broken by any kind of damage (see page 107), you can spend Willpower Points to immediately get back on your feet. For every point you spend, you recover one point in the Broken attribute. You cannot use this talent unless you are Broken. The talent does not affect critical injuries.

THE GOBLIN TALENT: NOCTURNAL

Goblin prefer the night and hate daylight, which hurts their eyes. They can see in the dark and

WILLPOWER FOR NPCS

Unlike PCs, NPCs don't spend Willpower Points. Instead, an NPC may activate a kin or profession talent at the most once per round, as if having spent one Willpower Point for non-magical talents. For spells, a magic-using NPC may choose a Power Level up to their rank in the talent. The GM should consider carefully when to use kin and profession talents against PCs, only doing so when dramatically appropriate.

are thus not affected by darkness at all (see page 112). Also, when rolling for STEALTH in a dark or dimly lit environment, you can spend Willpower Points which are automatically turned into extra ✕. You may even roll first and spend WP after you see how the roll goes.



THE DRUID'S TALENTS

As a Druid, you can learn the following three profession talents. The Druid's talents are all about magic, and determine which spells you can cast. You get rank 1 in one of these talents at character creation. Read more about magic in Chapter 6.





PATH OF HEALING

Your calling is to use the forces of nature to heal and nurture the injured and the lost souls. The rank of this talent determines which spells you can use. Read more about magic in Chapter 6.

- ❖ RANK 1: You can cast rank 1 spells from the Healing discipline.
- ❖ RANK 2: You can also cast rank 2 spells from the Healing discipline.
- ❖ RANK 3: You can also cast rank 3 spells from the Healing discipline.



PATH OF SHIFTING SHAPES

You are one with the feral creatures of the world and can assume their attributes or even take their form. The rank of this talent determines which spells you can use. Read more about magic in Chapter 6.

- ❖ RANK 1: You can cast rank 1 spells from the Shapeshifting discipline.
- ❖ RANK 2: You can also cast rank 2 spells from the Shapeshifting discipline.
- ❖ RANK 3: You can also cast rank 3 spells from the Shapeshifting discipline.

PATH OF SIGHT

You can see beyond sight, and your inner eye can see what has happened and what will happen. The

rank of this talent determines which spells you can use. Read more about magic in Chapter 6.

- ❖ RANK 1: You can cast rank 1 spells from the Awareness discipline.
- ❖ RANK 2: You can also cast rank 2 spells from the Awareness discipline.
- ❖ RANK 3: You can also cast rank 3 spells from the Awareness discipline.



THE FIGHTER'S TALENTS

The following three profession talents are available to Fighters. You get rank 1 in one of these talents at character creation.

PATH OF THE BLADE

You are one with your blade. You practice with your weapon every day and know all its qualities, as if it were part of your own body.

- ❖ RANK 1: When you hit with a close combat attack, you can spend a Willpower Point to find a weakness in your opponent's armor or natural armor. The armor has no effect against your attack.
- ❖ RANK 2: Once you have used up all your actions in a round, you can spend a WP to immediately attack one more time in close combat. Can only be used once per round.
- ❖ RANK 3: When you hit with a close combat attack, you can increase the damage. Every WP spent increases damage by one. You must state how many WP you use before your opponent rolls for armor.





PATH OF THE ENEMY

You see through your opponent and anticipate his next move before it happens. Observe that this talent is only applicable if you use the system for hidden combinations in close combat (see page 94).

- ❖ RANK 1: If you spend a Willpower Point when you and your opponent choose your hidden combinations, your opponent must choose his combination first and then reveal his first or second card to you before you choose your own combination. Your opponent chooses which card to show.
- ❖ RANK 2: As per rank 1, but you decide if your opponent shows the first or second card of his combination.
- ❖ RANK 3: As per rank 1, but your opponent must show both his actions before you choose your own actions.



PATH OF THE SHIELD

You are a rock in the heat of battle, immovable and hard to kill. This talent affects how you PARRY attacks, regardless of whether you do it with a shield or a weapon.

- ❖ RANK 1: When a friend within NEAR

range is attacked, you can spend a Willpower Point to PARRY the attack for him. Your PARRY follows the normal rules and counts as one of your actions in the round. Any unparried damage continues to the intended target, not you.

- ❖ RANK 2: When you PARRY, you can immediately spend a WP to not count the PARRY against your actions in the round, making it. You can do this several times in a round, as long as you have WP to spend.
- ❖ RANK 3: When you PARRY successfully, you can decrease damage further by spending WP. Every point you spend decreases damage by one. You must state how many WP you use before you roll for armor.



THE HUNTER'S TALENTS

The following three profession talents are available to Hunters. You get rank 1 in one of these talents at character creation.

PATH OF THE ARROW

You are a master archer and fire arrows as if they were controlled by your own will.

- ❖ RANK 1: When you hit with a ranged weapon attack, you can spend a Willpower Point to find a weakness in your opponent's armor or natural armor. The armor offers no protection against your attack.



- ❖ RANK 2: Once you have used up all your actions during the round, you can spend a WP to immediately attack again using a ranged weapon. However, said weapon must have been PREPARED earlier, and you can only do this once per round.
- ❖ RANK 3: When you hit with a ranged weapon attack, you can increase the damage. Every WP spent increases damage by one. You must state how many WP you use before your opponent rolls for any armor.

PATH OF THE BEAST

You have an animal as a trusted companion. Pick the type of animal yourself from the table on page 126 of the *Gamemaster's Guide*, and give your animal a name. You cannot choose a riding animal.

- ❖ RANK 1: Your animal can scout for you. You can spend a Willpower Point to send the animal ahead to check out a place

nearby, and the animal will warn you if there is a threat there.

- ❖ RANK 2: Your animal can help you when you are Broken (see page 107). Every WP you spend recovers one point of the attribute that has reached zero. You cannot use this effect when you are not Broken.
- ❖ RANK 3: You can send your animal to fight for you. If you spend a WP when it is your turn to fight, the animal will also fight and follow your orders for one round, at your turn in the initiative order. Roll normally for the animal's attacks.

COMMENT: Your animal will protect itself if it is attacked, but if you want it to fight for you, you need rank 3 of this talent. If your animal dies, you can tame a new one (read more on page 58). Once you have tamed an animal, you can choose to use it as a new companion. You keep your rank of PATH OF THE BEAST.



PATH OF THE FOREST

You are a master at surviving in the wilderness. Read more about journeys in Chapter 7.

- ❖ RANK 1: When you FORAGE, HUNT, or LEAD THE WAY, you succeed automatically if you spend a Willpower Point. You can roll first and spend the point if you fail.
- ❖ RANK 2: When rolling to endure cold (see page 111), you automatically succeed if you spend a WP. You can roll first and spend the point if you fail.
- ❖ RANK 3: By spending a WP, you don't need to eat or drink during one full day.



THE MINSTREL'S TALENTS

The following three profession talents are available to Minstrels. You get rank 1 in one of these talents at character creation.

PATH OF THE HYMN

Your songs can help your comrades get up on their feet, even in the heat of combat. Using the talent in combat counts as a slow action.

- ❖ RANK 1: You can help a Broken comrade within SHORT range to get up on her feet. For every WP you spend, your comrade recovers one point of the attribute that has been reduced to zero.
- ❖ RANK 2: A number of your comrades, equal to the number of WP you spend and within SHORT range, each recover one point of damage to an attribute (see page 104). You decide which attribute they all recover.
- ❖ RANK 3: Your song grants a portion of your power to one of your comrades within LONG distance. You simply give a number of WP of your choice to your friend. The half-elf kin talent PSYCHIC POWER cannot be combined with this effect.

PATH OF THE SONG

Your beautiful voice can captivate any audience, and can even torment the listeners if you so choose.

- ❖ RANK 1: By spending Willpower Points and singing, you can draw the attention

of everyone in NEAR range to yourself for a few minutes. They stop what they are doing, and any SCOUTING roll they make is modified negatively by the number of WP you spend. This has no effect in combat.

- ❖ RANK 2: As per rank 1, but you can also persuade your audience to pay for your singing. They will pay what they can, up to a number of silver pieces equal to the number of WP you spend.
- ❖ RANK 3: You can sing so powerfully that your song cuts into the ears of any listeners within SHORT range. Your song causes one point of damage to Strength per WP you spend. You can distribute the damage across as many opponents as you want. The targets may attempt to resist the effect by rolling for INSIGHT – each ✕ rolled negates one point of damage. No effect against monsters.





PATH OF THE WARCRY

Your voice inspires your comrades and strikes fear into the hearts of your enemies. Using this talent in combat counts as a slow action (see page 85).

- ❖ RANK 1: You can emit a warcry that grants all your comrades within SHORT range a bonus to all attacks during one round, until it's your turn to act again in the next round. Their rolls are modified by +1 for every WP you spend.
- ❖ RANK 2: You can emit a roar that modifies the close combat attacks of all opponents within SHORT range until it's your turn to act again in the next round. Their rolls are modified by -1 for every WP you spend. Note this has no effect against monsters.
- ❖ RANK 3: Your cry can strike fear into the heart of the most savage of opponents. Your cry inflicts one point of damage to Wits in a single opponent within SHORT range for every WP you spend. The target may attempt to resist the effect by rolling for INSIGHT – each ✕ rolled negates one point of damage. No effect against monsters.



THE PEDDLER'S TALENTS

The following three profession talents are available to Peddlers. You get rank 1 in one of these talents at character creation.

PATH OF MANY THINGS

You carry a knapsack that contains a seemingly endless supply of stuff and knick knacks. The knapsack is a HEAVY item (see page 37).

- ❖ RANK 1: When you spend Willpower Points, you can find almost any item from the list of trade goods (see page 182). It cannot be a HEAVY object and it cannot cost more than 1 piece of silver per WP spent.
- ❖ RANK 2: As per rank 1, but you can also find a weapon (from the weapon tables) in your knapsack.
- ❖ RANK 3: As per rank 2, but the item can cost up to 1 piece of gold per WP spent.

COMMENT: Once you have pulled an item from your knapsack, you must write it down on your character sheet, and you cannot put it back in your knapsack again. If you lose your knapsack, you must get a new one before you can use this talent again. This requires a visit to a trading post of some kind and that you spend a WP and 2D6 silver.

PATH OF TREASURE

You are a master at bargaining and have an unerring ability to find the items you need, however rare or hidden they are.

- ❖ RANK 1: When you are about to buy an item, you can spend a Willpower Point to automatically negotiate the price down. The price is decreased by one-fifth for every WP you spend. You can spend a maximum of 4 WP per item, which decreases the price to one-fifth.



- ❖ **RANK 2:** At the cost of 1 WP, you automatically succeed with a Supply roll (see page 179) for an Uncommon item. For 2 WP, you will make the roll for a Rare item. You can roll first and then spend WP if you fail.
- ❖ **RANK 3:** When you search a room, you can spend a WP to automatically find all secret doors and hidden treasure in it.

PATH OF WORDS

You are a master negotiator, skilled at both seeing through deception as well as persuading others to see things your way.

- ❖ **RANK 1:** If you spend a Willpower Point when speaking with an NPC, the GM must reveal if the NPC is being truthful or not. The GM does not have to reveal what an NPC is lying about.
- ❖ **RANK 2:** When you MANIPULATE an NPC to make him believe what you are saying, you can spend a WP to succeed automatically. You can roll first and use this talent if you fail.
- ❖ **RANK 3:** When you MANIPULATE someone and succeed, you can spend a WP to avoid doing something in return (see page 99) and your opponent also loses the ability to attack you. What you are asking must still be reasonable according to the GM's assessment.

THE RIDER'S TALENTS

The following three profession talents are available to Riders. You get rank 1 in one of these talents at character creation.

PATH OF THE COMPANION

Your horse (or another riding animal) is your closest friend and companion, and will help you if you are in trouble.

- ❖ **RANK 1:** If you spend a Willpower Point when you are Broken (see page 107), your horse will stay by your side and defend you. The horse will attack any opponents that attempt to attack or move you.
- ❖ **RANK 2:** Your horse can help you get up on your feet when you are Broken. For every WP you spend, you recover one point of the attribute that has been reduced to zero. You can only use this effect when Broken.
- ❖ **RANK 3:** Your horse can kick opponents when you are in the saddle. If you spend a WP when it is your turn to act in the round, the horse can also attack in close combat, right after your action. Roll normally for the horse's attack.

COMMENT: If your mount is killed, you can buy or tame a new one and use your talent with the new mount.



PATH OF THE KNIGHT

You are a master at fighting mounted. All the effects of this talent require that you are mounted and that you are in an OPEN zone in combat (see page 88).

- ❖ RANK 1: You can spend Willpower Points to draw extra initiative cards during the initiative draw, and choose the best card. Every WP allows you to draw one extra card, and you can choose the best one. The cards you have discarded are shuffled back into the deck before the other combatants draw their cards. This talent can be combined with LIGHTNING FAST, letting you draw even more initiative cards.
- ❖ RANK 2: When mounted, you can spend WP to defend against attacks. Every WP eliminates one X your enemy has rolled. You spend your WP before you roll for armor.
- ❖ RANK 3: When you attack from a mount in close combat and your attack roll succeeds, you can spend WP to increase damage. Every point spent increases the damage by one. You must state how many WP you use before your opponent rolls for armor.

PATH OF THE PLAINS

Your mount is fast like the wind.

- ❖ RANK 1: For every Willpower Point you spend, your mount can move one extra hex square in a Quarter Day (see page 144), in normal terrain. Difficult terrain requires two WP per extra hex square.
- ❖ RANK 2: When you are mounted, you can spend a WP to escape from combat without rolling dice (see page 89). All other limitations apply.

- ❖ RANK 3: You can coax your mount into running at breakneck speed for a short period of time. Every WP you spend increases the mount's Movement Rate (see page 115) one step, but only during one round.



THE ROGUE'S TALENTS

The following three profession talents are available to Rogues. You get rank 1 in one of these talents at character creation.

PATH OF THE FACE

You are a master of disguise and can easily assume the appearance of others.

- ❖ RANK 1: By spending a Willpower Point and preparing for a moment, you can assume the appearance of another person, but not their voice or demeanor. The person must be of the same sex and kin as you are. Anyone who knows the person and sees you at NEAR range can discover your ruse by rolling INSIGHT. Every extra WP you spend when you create your disguise modifies any roll to see through it by -1.
- ❖ RANK 2: As per rank 1, but you can also mimic voices and demeanors. If you talk to someone who knows the person you are imitating, he can see through your disguise as per rank 1 above.
- ❖ RANK 3: You can assume another person's appearance completely, even if they are of the opposite sex or another kin. In other respects, treat this the same as per rank 2.





PATH OF THE KILLER

Battles are not always fought in the open and with steel clashing against steel. Another, less heroic type of fight takes place in the shadows, with hidden weapons and unsuspecting victims.

- ❖ RANK 1: When you succeed with a SNEAK ATTACK (see page 90), you can spend Willpower Points to increase damage. Every WP you spend increases damage by 1.
- ❖ RANK 2: By spending a WP, you can slither your way out of any restraints or push yourself through the smallest of openings, down to a few inches wide.
- ❖ RANK 3: You can make others do your bidding using hypnosis. By spending a WP, you can force your victim to perform a specific action at a time of your choosing. You must speak to your opponent for a few minutes to use this talent. You cannot force your victim to hurt themselves.

PATH OF POISON

You always carry an assortment of poisons. Your collection counts as one TINY item and doesn't encumber you.

- ❖ RANK 1: By spending a Willpower Point, you can pull out one dose of lethal poison

(see page 113) with a Potency equal to the number of WP you spend multiplied by 3.

- ❖ RANK 2: As per rank 1, but you can also choose another kind of poison. See the examples on page 113.
- ❖ RANK 3: As per rank 2, but you can also choose to have the poison already applied to one of your weapons, for example, right before an attack (see page 114). Using this talent does not count as an action.

COMMENT: If you lose your collection of poisons, you must get a new one before you can use this talent again. This requires a visit to a trading post of some kind and that you spend a WP and 2D6 silver.



THE SORCERER'S TALENTS

As a Sorcerer, you can learn the following four profession talents. The Sorcerer's talents are all about magic, and determine which spells you can cast. You get rank 1 in one of these talents at character creation. Read more about magic in Chapter 6.

PATH OF BLOOD

The rank of this talent determines which spells you can use. Read more about magic in Chapter 6.

- ❖ RANK 1: You can cast rank 1 spells from the Blood Magic discipline.
- ❖ RANK 2: You can also cast rank 2 spells from the Blood Magic discipline.





- ❖ RANK 3: You can also cast rank 3 spells from the Blood Magic discipline.

PATH OF DEATH

The rank of this talent determines which spells you can use. Read more about magic in Chapter 6.

- ❖ RANK 1: You can cast rank 1 spells from the Death Magic discipline.
- ❖ RANK 2: You can also cast rank 2 spells from the Death Magic discipline.
- ❖ RANK 3: You can also cast rank 3 spells from the Death Magic discipline.



PATH OF SIGNS

The rank of this talent determines which spells you can use. Read more about magic in Chapter 6.

- ❖ Rank 1: You can cast rank 1 spells from the Symbolism discipline.
- ❖ Rank 2: You can also cast rank 2 spells from the Symbolism discipline.
- ❖ Rank 3: You can also cast rank 3 spells from the Symbolism discipline.

PATH OF STONE

The rank of this talent determines which spells you can use. Read more about magic in Chapter 6.

- ❖ RANK 1: You can cast rank 1 spells from the Stone Song discipline.
- ❖ RANK 2: You can also cast rank 2 spells from the Stone Song discipline.
- ❖ RANK 3: You can also cast rank 3 spells from the Stone Song discipline.



GENERAL TALENTS

All player characters can learn general talents. Learning a new talent costs 3 XP. At character creation, you get a number of general talents depending on your age.

AMBIDEXTROUS

You are skilled in the art of fighting with one close combat weapon in each hand. You have a primary weapon in your favored (or sword) hand and a secondary weapon in your other hand. You can draw both weapons with a single DRAW WEAPON action.





- ❖ **Rank 1:** You can use your secondary weapon to perform one extra attack per round, as a fast action. It must be a **LIGHT** weapon and the attack is modified by -2 .
- ❖ **RANK 2:** Same as per rank 1, but you can use a normal weapon as your secondary weapon.
- ❖ **RANK 3:** Same as per rank 2, and your attack with your secondary weapon is not modified.



AXE FIGHTER

Nothing splits a shield – or a skull – like a mighty axe.

- ❖ **RANK 1:** Your attack rolls are modified by $+1$ when you fight with an axe.
- ❖ **RANK 2:** When you hit an enemy with your axe and inflict at least one point of damage, you automatically inflict a critical injury (slash wound). The critical injury itself doesn't break your opponent – unless it kills them of course. No effect against monsters or animals.
- ❖ **RANK 3:** You can add a D8 Artifact Die to all attack rolls with an axe.

BERSERKER

When you are **Broken** (see page 107), you can choose to unleash a primal rage upon the world. On your turn in the next round, you recover as many points in the attribute that has been decreased to zero as your rank in **BERSERKER**. You must immediately attack the nearest opponent in close combat, and keep fighting until you are **Broken** (again) or until all opponents within sight have been **Broken**. During your rage, you are immune to any attempts to **MANIPULATE** you and all your close combat attacks do one extra point of damage. If **Broken** during a **BERSERKER** rage, you cannot use this talent.

BOWYER

You have learned how to turn wood and leather into lethal bows and slings.

- ❖ **RANK 1:** You can use the **CRAFTING** skill to make ranged weapons from the weapons table (see page 103), with normal stats.
- ❖ **RANK 2:** You can make ranged weapons with a **Weapon Bonus** that is one point higher than normal. This takes twice as long, and your roll is modified by -2 .
- ❖ **RANK 3:** You can make ranged weapons with a **Weapon Bonus** that is two points higher than normal. This takes four times as long and your roll is modified by -4 .

BRAWLER

You don't need weapons to strike down your enemy.

- ❖ **RANK 1:** All your unarmed attacks are modified by $+1$.





- ❖ RANK 2: You can headbutt your enemy. It counts as a normal unarmed attack, but it is a fast action.
- ❖ RANK 3: You can add a D8 Artifact Die to all your unarmed attacks.

BUILDER

You are a skilled engineer and can build advanced constructions in your stronghold.

- ❖ RANK 1: You can build advanced functions in your stronghold. See Chapter 8.
- ❖ RANK 2: You get a +1 modification when you build a function in a stronghold.
- ❖ RANK 3: You can add a D8 Artifact Die to your roll when you build a function in your stronghold.

CHEF

You know how to cook using simple things, even while you are on a journey through the wilderness.

- ❖ RANK 1: You can turn up to D6 units of VEGETABLES, MEAT, or FISH into FOOD (see Chapter 7). Cooking requires a fire and takes a Quarter Day (see page 144). In a proper kitchen, you can cook up to a dozen units of FOOD in a Quarter Day.

- ❖ RANK 2: When you cook for a Quarter Day, you create an extra unit of FOOD.
- ❖ RANK 3: The food you cook is so delicious that whoever eats it immediately recovers a point of lost Empathy.

COLD BLOODED

You are completely callous and can kill defenseless enemies without so much as a second's hesitation.

- ❖ RANK 1: You can perform a COUP DE GRACE (see page 108) without needing to roll dice.
- ❖ RANK 2: As per rank 1, and you also don't need to spend a Willpower Point or suffer damage to Empathy.
- ❖ RANK 3: As per rank 2, but you also recover a point of lost Empathy when you perform a COUP DE GRACE.

DEFENDER

You are skilled at using weapons and shields to protect yourself in close combat.

- ❖ RANK 1: You get one free PARRY every round of combat. The extra PARRY does not count as one of your actions in the round.
- ❖ RANK 2: You get a +1 bonus to all PARRIES.
- ❖ RANK 3: You can PARRY an unlimited number of times in the same round of combat, but only once against each attack. No matter how many times you PARRY, it will never count as more than one action.

DRAGONSLAYER

Dragonslayer is the title given to those who seek



honor and fame by killing beasts and monsters.

- ❖ RANK 1: All your attacks against monsters are modified by +1.
- ❖ RANK 2: Your attacks against monsters cause 1 additional point of damage.
- ❖ RANK 3: You can add a D8 Artifact Die to your roll in attacks against monsters.

EXECUTIONER

You know where to strike to make sure your opponent falls and does not get up again. Ever.

- ❖ RANK 1: When you inflict a critical injury on your opponent, you can reroll once. The highest roll counts.
- ❖ RANK 2: As per rank 1, but you can also reverse the D66 roll for the critical injury – a roll of 16 becomes 61, for example.
- ❖ RANK 3: When you inflict a critical injury on your enemy, you may choose freely from the relevant list.

COMMENT: If your opponent has the talent LUCKY, these talents cancel each other out. One rank in LUCKY cancels out one rank of EXECUTIONER.

FAST FOOTWORK

You are fast and quick on your feet, and hard to hit in combat.

- ❖ RANK 1: You can DODGE for free once in every round of combat. The extra DODGE doesn't count toward your actions in the round.
- ❖ RANK 2: You get a +1 bonus whenever you DODGE.
- ❖ RANK 3: You can DODGE an unlimited

number of times in the same round of combat, but only once against each attack. No matter how many times you DODGE, it will never count as more than one action.

FAST SHOOTER

You can fire your bow or sling lightning fast. Hunters can combine this talent with PATH OF THE ARROW.

- ❖ RANK 1: You don't need to READY WEAPON before you SHOOT with a ranged weapon. Does not apply to crossbows.
- ❖ RANK 2: You can SHOOT with a ranged weapon and RUN at the same time.
- ❖ RANK 3: You only need to spend a fast action to SHOOT with a ranged weapon, meaning you can SHOOT twice in a round.

FEARLESS

Not even the horrors that lurk in the Forbidden Lands scare you.

- ❖ RANK 1: You can roll an INSIGHT roll as "armor" against fear attacks – each ✕ rolled eliminates one ✕ rolled in the fear attack. The INSIGHT roll does not count as an action.
- ❖ RANK 2: You can choose to have damage from a fear attack decrease your Empathy instead of your Wits.
- ❖ RANK 3: You are immune to fear attacks.

FIRM GRIP

It takes a lot for you to lose your grip on your weapon.

- ❖ RANK 1: DISARMING you requires an extra





✕ – that is, two ✕ for a one-handed weapon and three ✕ for a two-handed weapon.

- ❖ RANK 2: DISARMING you requires two extra ✕ – three ✕ for a one-handed weapon and four ✕ for a two-handed weapon.
- ❖ RANK 3: You cannot be DISARMED.

FISHER

You have mastered the art of pulling fish from rivers and lakes. You need a net, a rod, or some other piece of fishing equipment. Read more about fishing in Chapter 7.

- ❖ RANK 1: Your roll for SURVIVAL is modified by +1 when you FISH.
- ❖ RANK 2: Fishing sets you at ease. A Quarter Day spent FISHING counts as RESTING for you.
- ❖ RANK 3: The amount of FISH you catch is doubled.

HAMMER FIGHTER

Bashing heads in with a sturdy warhammer is your idea of a good day in the Forbidden Lands.

- ❖ RANK 1: You get +1 to all attack rolls with a BLUNT melee weapon.
- ❖ RANK 2: All attacks with a BLUNT weapon inflict at least 1 point of damage, even if the target's armor absorbs all damage.
- ❖ RANK 3: You can add a D8 Artifact Die to all attack rolls with a BLUNT weapon.

HERBALIST

You know the difference between edible plants and regular weeds.

- ❖ RANK 1: Your SURVIVAL roll is modified by +1 when you FORAGE during journeys. Read more about journeys in Chapter 7.
- ❖ RANK 2: Walking the lands sets you at ease. A Quarter Day spent FORAGING counts as RESTING for you.
- ❖ RANK 3: The amount of VEGETABLES you find when FORAGING is doubled.

HORSEBACK FIGHTER

You are trained in the art of fighting from the back of a mount. All of the effects below require you to be in an OPEN zone (see page 88).

- ❖ RANK 1: You can fire a short bow or sling from a mount.
- ❖ RANK 2: You get a +1 bonus to all melee attacks from a mount.
- ❖ RANK 3: You can make a MOUNTED CHARGE attack from a mount. This combines a full movement action by the mount (from at least SHORT range to ARM'S LENGTH) with a melee attack by you. You can add a D8 Artifact Die to the melee attack.

INCORRUPTIBLE

When others try to affect you, you are as immovable as a mighty oak in the wind.

- ❖ RANK 1: Your INSIGHT roll is modified by +1 when someone attempts to MANIPULATE you.
- ❖ RANK 2: You can add a D8 Artifact Die to your roll when someone MANIPULATES you.
- ❖ RANK 3: You cannot be MANIPULATED.



KNIFE FIGHTER

You are lethal with a knife in hand.

- ❖ RANK 1: Your attack rolls are modified by +1 when you fight with a knife or a dagger.
- ❖ RANK 2: You can STAB as a fast action using a knife or a dagger.
- ❖ RANK 3: You can add a D8 Artifact Die to all attacks with a knife or a dagger.

LIGHTNING FAST

You react with the speed of a snake, and usually strike before your opponent.

- ❖ RANK 1: You can draw two initiative cards instead of one during the initiative draw. Choose the one you want to use, and shuffle the other one back before others draw.
- ❖ RANK 2: You can draw an additional card in the initiative draw (for a total of three), and choose which one to use.
- ❖ RANK 3: You can draw an additional card in the initiative draw (for a total of four).



LOCKPICKER

You have mastered the art of picking locks. You need some sort of tool. Lockpicks can give you a bonus.

- ❖ RANK 1: Your SLEIGHT OF HAND roll is modified by +1 when you pick a lock.
- ❖ RANK 2: You can roll for SLEIGHT OF HAND to get out of chains or ropes even when you are bound yourself.
- ❖ RANK 3: You can add a D8 Artifact Die to your roll when you pick a lock.

LUCKY

No matter how bad the odds are, you always get away unscathed.

- ❖ RANK 1: When you suffer a critical injury, you can reroll once. The lowest roll counts.
- ❖ RANK 2: As per rank 1, but you can also reverse the D66 roll for the critical injury – a roll of 61 becomes 16, for example.
- ❖ RANK 3: When you suffer a critical injury, you may choose your injury freely from the relevant list.

COMMENT: If your opponent has the talent EXECUTIONER, these talents cancel each other out. One rank in EXECUTIONER cancels out one rank of LUCKY.

MASTER OF THE HUNT

You are a skilled hunter and can find prey where others cannot.

- ❖ RANK 1: Your SURVIVAL roll is modified by +1 when you HUNT during journeys. Read more about journeys in Chapter 7.
- ❖ RANK 2: Hunting sets you at ease. A Quarter Day spent HUNTING counts as RESTING.
- ❖ RANK 3: When HUNTING, you may roll two D6s on the animals table (see page 152) and choose which result you want to use.



MELEE CHARGE

You throw yourself into combat without any concern for the risk involved.

- ❖ RANK 1: When you move from NEAR to ARM'S LENGTH range you can, as the same action, SLASH, STAB, PUNCH, or SHOVE. This is called a CHARGE (slow action).
- ❖ RANK 2: Your attack is modified by +1 when you CHARGE.
- ❖ RANK 3: When you CHARGE, you can add a D8 Artifact Die to the roll.

PACK RAT

You know how to pack your belongings so they don't take up much space and your gear becomes easy to carry.

- ❖ RANK 1: You can carry two additional items without being encumbered (see page 37).
- ❖ RANK 2: You can carry three additional items, for a total of five.
- ❖ RANK 3: You can carry five additional items, for a total of ten.

PAIN RESISTANT

You have learned to endure pain that would make others lose their minds. This talent can only be used if you use the advanced close combat rules.

- ❖ RANK 1: If you take a single point of damage

from a close combat attack, you don't lose your attack in the same step (see page 96).

- ❖ RANK 2: You never lose your own attack because of pain.
- ❖ RANK 3: You recover one lost point of Agility, Wits or Empathy for every point of damage to Strength that you suffer.

PATHFINDER

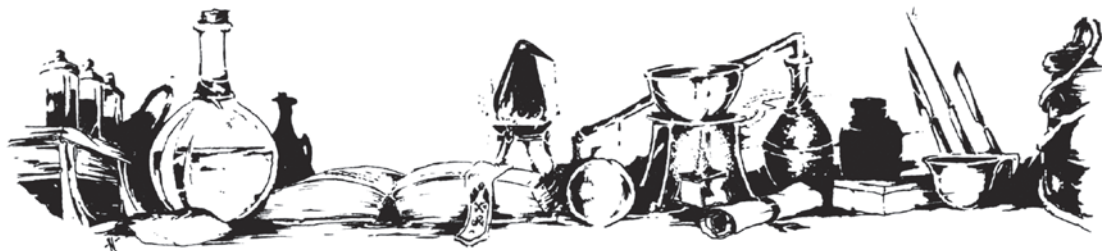
You are a master at finding the right path through woods and over mountains in the wilderness.

- ❖ RANK 1: Your SURVIVAL roll is modified by +1 when you LEAD THE WAY (see page 147).
- ❖ RANK 2: You're most comfortable in the wilds. LEADING THE WAY for a Quarter Day counts as REST for you.
- ❖ RANK 3: You can add a D8 Artifact Die to your SURVIVAL rolls when you LEAD THE WAY.

POISONER

You have mastered the art of brewing poisons of every kind. Read more about poisons in Chapter 5.

- ❖ RANK 1: You can use the CRAFTING skill to concoct poisons and antidotes. See the table on page 186 for required raw materials. The Potency of the poison increases by one for every X you roll beyond the first.





- ❖ RANK 2: As per rank 1, and all your rolls to concoct poisons are modified by +1.
- ❖ RANK 3: As per rank 2, and you can add a D8 Artifact Die to your rolls to concoct poisons.

QUARTERMASTER

You can find good campsites and can make sure your party are comfortable by the campfire.

- ❖ RANK 1: Your SURVIVAL roll is modified by +1 when you MAKE CAMP during journeys. Read more about journeys in Chapter 7.
- ❖ RANK 2: When you have MADE CAMP, the person KEEPING WATCH gets a +2 bonus to SCOUTING.
- ❖ RANK 3: You can add a D8 Artifact Die to your roll when you MAKE CAMP.

QUICKDRAW

You draw your weapon quicker than the enemy can blink.

- ❖ RANK 1: You can draw a LIGHT weapon without spending an action. This includes picking up a weapon from the ground.
- ❖ RANK 2: As per rank 1, but also applicable to normal weapons.
- ❖ RANK 3: As per rank 2, but also applicable to HEAVY weapons.



SAILOR

You know how to steer rafts and boats over unknown waters.

- ❖ RANK 1: Your SURVIVAL roll is modified by +1 when you LEAD THE WAY at sea (see page 147).
- ❖ RANK 2: Life at sea is soothing to you. A Quarter Day spent LEADING THE WAY on a boat counts as REST for you.
- ❖ RANK 3: You can add a D8 Artifact Die to your SURVIVAL rolls when you LEAD THE WAY at sea.

SHARPSHOOTER

You are a master archer and your arrow almost always hits its target.

- ❖ RANK 1: Your attack rolls are modified by +1 when you SHOOT a bow or a crossbow.
- ❖ RANK 2: You can SHOOT a bow or a crossbow at SHORT and LONG range without any penalties (see page 97).
- ❖ RANK 3: You can add a D8 Artifact Die to any attack with a bow or a crossbow.

SHARP TONGUE

You are a master at formulating scathing abuses that can unhinge even the most steadfast of enemies.

- ❖ RANK 1: When you MANIPULATE someone, and roll more ✕ than you need to win the opposed roll, you can inflict 1 point of damage to Empathy on your opponent per extra ✕.
- ❖ RANK 2: Your MANIPULATE roll is modified by +1 if you insult your opponent.



- ❖ RANK 3: You can add a D8 Artifact Die to your MANIPULATE roll if you insult your opponent in some way.

SHIELD FIGHTER

You are one with your shield, and it can protect you from any attack.

- ❖ RANK 1: Your PARRY rolls are modified by +1 when you parry with a shield.
- ❖ RANK 2: You can use your shield to SLASH as a *fast* action. The Weapon Damage is 1 (blunt trauma).
- ❖ RANK 3: You can add a D8 Artifact Die to all PARRY rolls when you use a shield.



SIXTH SENSE

The hairs on the back of your neck stand up when enemies lurk in the bushes.

- ❖ RANK 1: Your SCOUT roll is modified by

+1 when an enemy tries to ambush you or performs a sneak attack (see page 90).

- ❖ RANK 2: When you spot an ambush or a sneak attack, you also see how many the attackers are, what kin they belong to, and what weapons they use.
- ❖ RANK 3: You can add a D8 Artifact Die to your SCOUT roll when you try to spot an ambush or a sneak attack.

SMITH

You know the art of hammering coarse iron into lethal blades and protective armor.

- ❖ RANK 1: You can use the CRAFTING skill to make any close combat weapon, shield, or metal armor from the weapons tables in Chapter 5, with normal stats. You can also turn IRON ORE into IRON at a FORGE (see page 167).
- ❖ RANK 2: You can make weapons, shields and metal armor with a Weapon Bonus or Armor Rating that is one point higher than normal. This takes twice as long, and your roll is modified by -2.
- ❖ RANK 3: You can make weapons, shields and metal armor with a Weapon Bonus or Armor Rating that is two points higher than normal. This takes four times as long and your roll is modified by -4.

SPEAR FIGHTER

A mighty spear can slay even the biggest of monsters.

- ❖ RANK 1: You get +1 when you attack with a spear, pike, halberd, or trident.
- ❖ RANK 2: When you wield a spear, pike,



halberd, or trident, you may immediately strike an enemy who moves from NEAR range to ARM'S LENGTH from you. The attack counts towards your actions in the round, but breaks the turn order and occurs before the enemy can attack you.

- ❖ RANK 3: You can add a D8 Artifact Die to attacks with a spear, halberd, or trident.

STEADY FEET

You have good balance and cannot be knocked over easily.

- ❖ RANK 1: SHOVING you to the ground requires two X instead of one.
- ❖ RANK 2: You cannot be SHOVED to the ground.
- ❖ RANK 3: You get up from a prone position without spending an action on it. It still needs to happen at your turn in the round.

SWORD FIGHTER

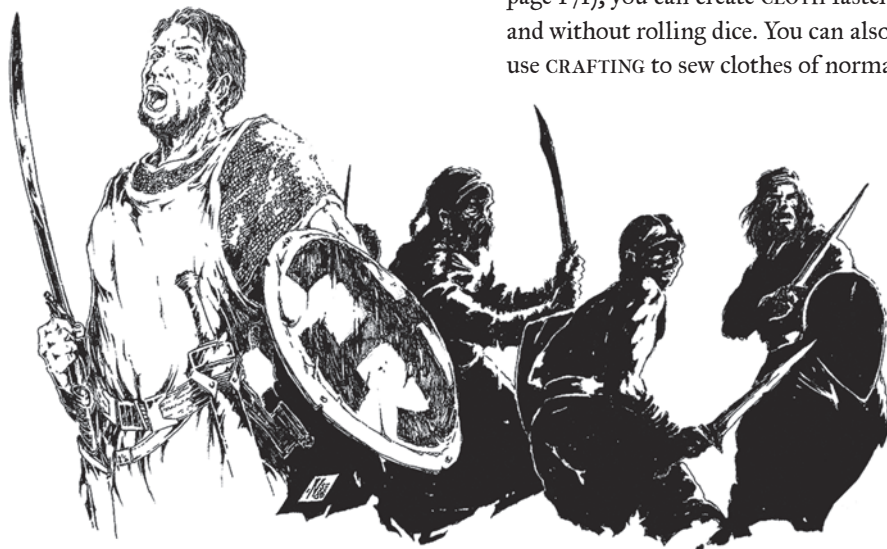
You have practiced with a sword in hand since you were a child.

- ❖ RANK 1: Your attack and PARRY rolls are modified by +1 when you parry with a sword.
- ❖ RANK 2: You can SLASH two enemies with your sword with a single action. Roll separately for the two attacks. If you use hidden combinations (see page 94), the second attack occurs outside of the combination.
- ❖ RANK 3: You can add a D8 Artifact Die to all attack and PARRY rolls with a sword.

TAILOR

You know the art of turning wool into cloth, and to craft that cloth into clothes.

- ❖ RANK 1: With a successful CRAFTING roll, you can turn up to D6 units of WOOL into CLOTH. If you fail, the WOOL is destroyed. If you have access to a TAILOR SHOP (see page 171), you can create CLOTH faster and without rolling dice. You can also use CRAFTING to sew clothes of normal





quality, similar to to what's found in the equipment lists on page 190.

- ❖ RANK 2: You can make clothes of superior quality, which can be sold at twice the normal price. Your roll is modified by -2.
- ❖ RANK 3: You can make clothes of exceptional quality, which can be sold at four times the normal price. Your roll is modified by -4.

TANNER

You know the art of turning pelts into leather, and to craft that leather into armor.

- ❖ RANK 1: With a successful CRAFTING roll, you can turn up to D6 units of PELTS into LEATHER. If you fail, the PELTS are destroyed. If you have access to a TANNERY (see page 172), you can create LEATHER faster and without rolling dice. You can also use the CRAFTING skill to make leather armor with normal stats according to the armor table on page 106.
- ❖ RANK 2: You can make leather armor with an Armor Rating that is one point higher than normal. This takes twice as long, and your roll is modified by -2.
- ❖ RANK 3: You can make leather armor with an Armor Rating that is two points higher than normal. This takes four times as long and your roll is modified by -4.

THREATENING

You have a scary physical presence and can threaten people to make them do what you want.

- ❖ RANK 1: You can roll MIGHT instead of MANIPULATE when you threaten someone

to make them do what you want. If you succeed, your opponent cannot demand anything in return from you. He can still choose to attack you.

- ❖ RANK 2: As per rank 1, and your MIGHT roll is modified by +1 when you threaten someone.
- ❖ RANK 3: As per rank 2, and you can add a D8 Artifact Die to your roll when you threaten someone.



THROWING ARM

You can hit anything with a thrown rock.

- ❖ RANK 1: Your attack rolls are modified by +1 when you use a thrown weapon or a sling.
- ❖ RANK 2: You can throw incredibly far. All attacks with a thrown weapon or a sling have LONG range.
- ❖ RANK 3: You can add a D8 Artifact Die to attacks with a thrown weapon or a sling.

WANDERER

You can travel on foot through the wilderness for a long time without stopping for rest.

- ❖ RANK 1: Your ENDURANCE roll is modified by +1 when you force march (see page 146).
- ❖ RANK 2: Your ENDURANCE rolls for forced marches succeed automatically.
- ❖ RANK 3: HIKING for a Quarter Day counts as REST for you.



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



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

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

ROUNDS & INITIATIVE

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

DRAWING THE INITIATIVE

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

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

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





SURPRISE

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

TALENTS

Some talents also allow you to affect your initiative. Read more in Chapter 4.

CHANGING THE INITIATIVE

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

CARDS FOR INITIATIVE

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

ROUNDS & TURNS

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

Another term used to keep track of time in the game is the turn. A turn is about 15 minutes long, and it is used primarily when exploring adventure sites (see Chapter 8 in the *Gamemaster's Guide*).





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

EXAMPLE

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



SLOW ACTIONS & FAST ACTIONS

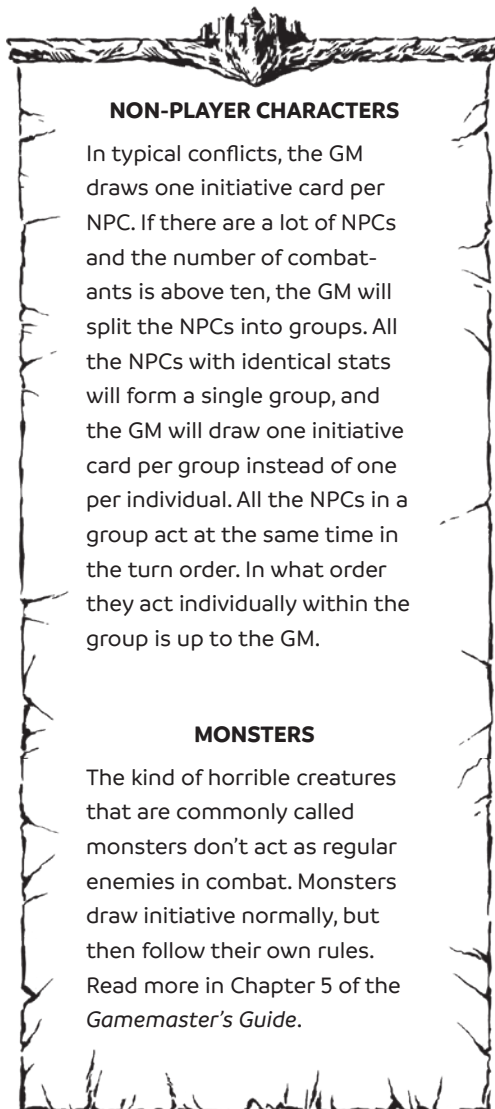
When it is your turn to act, you can perform *one slow action and one fast action*, or *two fast actions*. A *slow action* usually consists of rolling for a skill. A *fast action* is quicker and doesn't always require a dice roll, but can do so. See the lists of typical slow and fast actions on the next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

PREREQUISITES: Some actions can only be

performed if certain conditions are met. Often this is a feature of the weapon you are using.

DESCRIBE YOUR ACTIONS

When it's your turn, state which actions you



NON-PLAYER CHARACTERS

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

MONSTERS

The kind of horrible creatures that are commonly called monsters don't act as regular enemies in combat. Monsters draw initiative normally, but then follow their own rules. Read more in Chapter 5 of the *Gamemaster's Guide*.



SLOW ACTIONS

ACTION	PREREQUISITE	SKILL
Slash	Edged or Blunt weapon	Melee
Stab	Pointed weapon	Melee
Punch/Kick	Unarmed	Melee
Grapple	Unarmed	Melee
Break Free	You are Grappled	Melee
Shoot	Ranged weapon	Marksmanship
Persuade	The opponent can hear you	Manipulation
Taunt	The opponent can hear you	Performance
Cast Spell	You are a Druid or a Sorcerer	None, see Chapter 6
Flee	No enemy at Arm's Length	Move
Crawl	You are prone	None
Charge	At Near range	Melee Charge talent
Heal other	No enemy at Arm's Length	Healing/Performance

wish to perform and roll dice as needed. Some actions will let your opponent perform a *reactive action* – see Close Combat and Ranged Combat.

HELPING OTHERS

If you *help* another player character or NPC to perform an action, it costs you one action of the same type (slow or fast). You must that you help someone before any dice are rolled. Helping others breaks the initiative order in the round.

REFRESHING ACTIONS

All actions are refreshed at the beginning of each round. You can never save unused actions from one round to the next.

EMBELLISH!

The list of actions is fairly comprehensive, but provides no details. It is up to you as a player to describe exactly what your adventurer does, how they look doing it, and what they feel when they raise their sword to strike...

ZONES & RANGE

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



FAST ACTIONS

FAST ACTION	PREREQUISITE	SKILL
Dodge	—	Move
Parry	Shield or Parrying weapon	Melee
Draw Weapon	—	—
Swing Weapon	Heavy weapon, must be performed right before a close combat attack	—
Get Up	You are prone	—
Shove	—	Melee
Disarm	Your target holds a weapon	Melee
Feint	Enemy at Arm's Length	—
Run	No enemy at Arm's Length	Move (in Rough zone)
Retreat	Enemy at Arm's Length	Move
Grapple Attack	You've Grappled an opponent	Melee
Ready Weapon	Ranged weapon	—
Aim	Ranged, Short distance or more	—
Power Word	You are a Druid or a Sorcerer	None, see Chapter 6
Use Item	Varies	Varies

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

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

EXAMPLE

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

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

ZONE FEATURES

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

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



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

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

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

BORDERS AND LINES OF SIGHT

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

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

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

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

RANGE CATEGORIES

In conflict, the distance between you and your opponent is divided into five range categories. See the table on this page. The **Typical Terrain** column lists the types of terrain where the maximum line-of-sight usually matches that category. Read more in Chapter 7.

MOVEMENT

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

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



CLOSE COMBAT: If you have an active enemy at **ARM'S LENGTH**, you can't **RUN** away from them. Instead, you must use the **RETREAT** action (see page 93).

DOORS: You can open an unlocked door with the **USE ITEM** action (fast). A locked door must either be opened by picking the lock (see page 54) or by breaking it down. A typical wooden door can take 5 points of damage before it falls apart. More sturdy doors require more force, and really massive doors also have an **Armor Rating** (see page 105).



FLEEING THE CONFLICT

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

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

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

If the roll fails, you remain in combat with your opponent and cannot get away – you remain at the same distance as you were before. The GM can also inflict some additional negative consequence for you (see page 43). You can attempt to **FLEE** again in the next round.

EXAMPLE

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



AMBUSHES & SNEAK ATTACKS

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

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

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

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

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

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



CLOSE COMBAT

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

WEAPONS: When you enter close combat, it is wise to have a weapon in hand. Weapons give you a **Gear Bonus** for your roll (see page 49), increase the damage caused and allow you to perform actions that are harder or even impossible without a weapon. Several close combat weapons are described in the table on page 101.

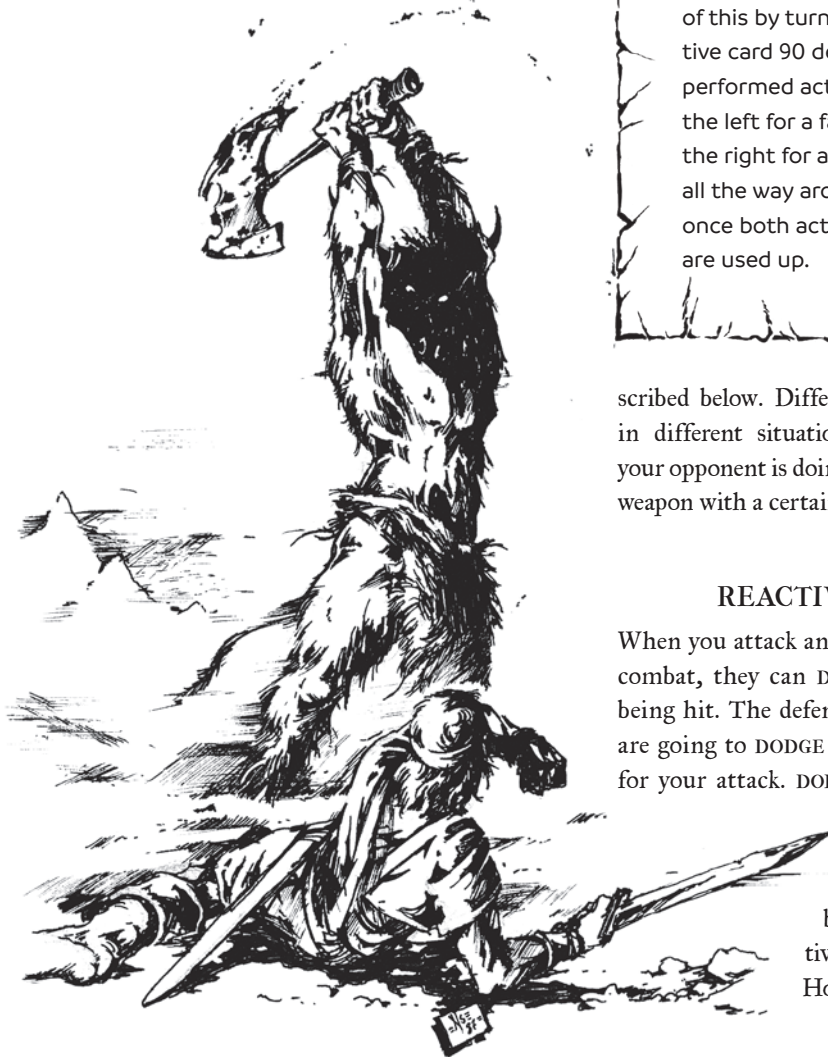
SHIELD: Carrying a shield is also very useful in close combat. You can **PARRY** attacks with it, but you can also use it to **SHOVE** opponents to the ground. Shields are described in the table on page 106.

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



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

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



MARK YOUR ACTIONS

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

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

REACTIVE ACTIONS

When you attack an aware opponent in close combat, they can **DODGE** or **PARRY** to avoid being hit. The defender must declare if they are going to **DODGE** or **PARRY** before you roll for your attack. **DODGE** and **PARRY** are called *reactive actions*, since they are performed immediately, and they break the normal initiative order in the round. However, they do count to-



ward your two available actions in the round (one slow and one fast action). For every reactive action you perform, you get one less action when it is your turn, and once you have used both your actions during the round, you can no longer DODGE or PARRY (talents can modify this, however). DODGING and PARRYING in close combat are technically *not* opposed rolls (see page 49), and they can be pushed.

SLOW ACTIONS

SLASH: You swing your weapon at your opponent. Requires a weapon with the EDGED or BLUNT features. Roll MELEE plus the weapon's Gear Bonus. Can be DODGED or PARRIED. If your target DODGES, they get a +2 bonus. If you hit, your opponent takes Weapon Damage on their Strength. If you roll multiple ✕, the damage increases by one for each additional ✕. If the enemy takes a critical injury (see page 108), roll on the table for slash wounds (for EDGED weapons) or blunt trauma (for BLUNT weapons).

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

PUNCH/KICK/BITE: Does not require a weapon. Roll for MELEE. Can be DODGED or PARRIED, and

any attempt to PARRY gets a +2 bonus. If you hit, your opponent takes 1 point of damage to his Strength. If you roll multiple ✕, the damage increases by one for each additional ✕. If the enemy suffers a critical injury, roll on the table for blunt force wounds (unless you have fangs – in that case, use the table for slash wounds).

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

FAST ACTIONS

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

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



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

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

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

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

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

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

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

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

RETREAT: This action must be used instead of **RUN** if you have an active enemy at **ARM'S**

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



LENGTH. Brings you to NEAR range. Roll for MOVE. If you fail, you move but your enemy gets a free attack against you – a SLASH, STAB or PUNCH that doesn't count toward their actions in the round and which you can't PARRY or DODGE.

EXAMPLE

The fight between the adventurers and the orcs begins. Orc 1 uses his two actions to RUN toward Tyrgar, first from SHORT to NEAR distance, then to ARM'S LENGTH. Orc 2 does the same, but approaches Nirmena. Then it's Tyrgar's turn. His axe is already drawn, so he uses his fast action to SHOVE Orc 1 to the ground, which succeeds.

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

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

ADVANCED CLOSE COMBAT

Close combat is brutal and unpredictable. Whoever outmaneuvers their opponent and

manages to find an opening is usually victorious. For more intense close combat, you can add a tactical element by using the following system, which is based on so-called *hidden combinations*. This system requires that you have access to the custom card deck for *Forbidden Lands* (sold separately).

The choice of whether to use hidden combinations is not made for an entire combat – it's made for each close combat attack. The GM has final say.

HIDDEN COMBINATIONS: When you attack in an enemy in close combat, and you are within range of your enemy's weapon, you each choose a *hidden combination*. This means that each of you decides what actions you want to perform, and in what order. Usually, you choose two actions each, but if you (the attacker) have already used one action in the round, you only choose one action each. The choice of hidden combination is made *at the point of attack* – not at the beginning of the round. Therefore, you will never need more than two sets of combat cards (which are included in the card deck).

The choices of actions are hidden – both you and your opponent plan how you will act to outsmart and overcome each other.

The defender chooses his actions freely, and is not limited to PARRYING or DODGING, despite acting outside of the initiative order. However, the defender may only choose *close combat actions* in their hidden combination – all other actions must be carried out at their normal turn in the initiative order.

The defender may choose not to act in the hidden combination at all, and rather save their actions for later. They then use the AWAIT card.



COMBAT CARDS: To choose a hidden combination, use the custom cards for the game. These cards are divided into five categories: **STRIKE**, **DEFEND**, **PREPARE**, **HINDER**, and **MANEUVER**. Each card describes the actions that are possible when using the card in question.

Added to these are the cards **AWAIT** (see

below), and **DOUBLE UP**, which you use if you want to perform two actions from the same card during a single round. All cards are summarized in the list to the left.

You and your opponent should hold seven cards each, and choose two of these cards each. Place your two cards face down on the table in front of you, with the card describing your first action on top.

AWAIT: If the defender wants to save one or both of their actions until later in the round, they choose the **AWAIT** card, leaving themselves

THE COMBAT CARDS

The seven playing cards used to choose a hidden combination are summarized below:

- ❖ **STRIKE.** Lets you **SLASH**, **STAB**, **PUNCH**, or **GRAPPLE**.
- ❖ **DEFEND.** You can **DODGE** or **PARRY** with this card.
- ❖ **PREPARE:** Allows you to **DRAW WEAPON**, **SWING WEAPON** or **STAND UP**.
- ❖ **HINDER:** Lets you **SHOVE** or **DISARM**.
- ❖ **MANEUVER:** You can **FEINT** or **RETREAT** with this card.
- ❖ **AWAIT.** Choose this card to perform no action at all, because you have already used up one of them or want to save them for later in the round.
- ❖ **DOUBLE UP.** Choose this card for step 2 to perform an action from the same category as your action in step 1.





open to the attack. If the defender has already used one of their actions for the round, one of their two cards in the hidden combination must be **AWAIT**. If they have used up both actions, there is no need to choose hidden combinations as the defender cannot act at all.

TWO STEPS: Your attack is divided into two steps. Your first action, as well as the defender's first action, take place during step 1. Your second action, and the defender's second action, take place during step 2. The defender's action is resolved at the attacker's turn in the initiative order, even if they want to, for example, **SLASH** the attacker.

RESOLUTION: Reveal the cards you have chosen for step 1 and state which exact action you perform. The attacker must declare their action first, then the defender. The action that is chosen by the attacker and the defender can affect each other.

The attacker's action in step 1 is then resolved first, followed by the defender's – except **DODGE** and **PARRY** actions, which are simultaneous with the attack. A defender choosing an offensive action like **SLASH** takes a big risk, as they expose themselves to the attacker's action which is resolved first.

When step 1 is resolved, immediately proceed to step 2 and repeat the procedure. Remember to turn the initiative cards for both attacker and defender, to indicate how many actions they have performed in the round.

PAIN: Being hit in close combat is painful, even if you are not critically wounded – painful enough that you may be temporarily dazed. If you are

the defender in close combat and suffer damage (at least one point) from a hit, your action in the same step (unless you **PARRY** or **DODGE**) is forfeit. The action is lost and cannot be performed later in the round. Your action in step 2 is not affected by damage you suffer in step 1. The **PAIN RESISTANT** talent makes you less susceptible to pain.

EXTRA ACTIONS: Some talents give you extra attacks, **PARRIES**, or other actions in combat. Such bonus actions always take place outside of the hidden combination. For example, a Fighter with **PATH OF THE BLADE** who wants to spend a WP to perform an extra attack does so after the hidden combination is resolved. A hidden combination never has more than two steps.

MONSTERS never use hidden combinations.

MIXED ACTIONS

You can mix close combat with other actions in the same round, even in the advanced close combat system. For example, you can **RUN** up to an enemy and then **SLASH** them. At this point, choose hidden combinations only when you attack your enemy. As you only have one action left, your exchange will only have one step and both you and your opponent choose only one card each.



EXAMPLE

To spice up the fight against the orcs, hidden combinations are used. It's time for a new round and since Orc 1 is Broken, Orc 2 acts first. He attacks Nirmena, and both therefore choose hidden combinations.

The orc is the attacker and the GM secretly chooses the card sequence PREPARE+STRIKE for him. Nirmena chooses HINDER+STRIKE, very risky because she exposes herself to the orc's attack. First, both the orc and Nirmena show their first cards: the orc's PREPARE against Nirmena's HINDER. The orc, who didn't expect Nirmena's bold move and can't stop it, decides to follow through on his plan and uses his first action to SWING WEAPON (to increase the damage of the planned attack in step 2).

Nirmena SHOVES. She can't use her shortsword (as it has no HOOK), but rolls well and succeeds nonetheless. The orc falls down! In step 2, both have chosen to STRIKE. The orc goes first, but as he is prone he can't attack. It's Nirmena's turn. She SLASHES at him with her sword and gets a +2 bonus as the orc is prone. The attack hits and the orc is Broken.



RANGED COMBAT

When you attack someone from a distance, you roll MARKSMANSHIP. You need a ranged weapon, even if it's simply something to throw. The table on page 103 describes various weapons and indicates the maximum range at which the weapon can be used.

RANGE

When you shoot at someone, it is harder to hit your target the further away they are. At SHORT range, you get a -1 penalty, and at LONG range it's a -2. At ARM'S LENGTH, you get -3 since it's very hard to draw a bead on an opponent that close to you. This does not apply if you are shooting at a defenseless or completely oblivious opponent at ARM'S LENGTH – in that case, you get a +3 bonus instead.

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

ACTIONS

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

READY WEAPON: Fast action. Before you can fire your bow or sling, you must READY it – prepare the weapon by nocking an arrow or placing a stone in your sling. Once you have READIED your weapon, you can't take any slow action other than SHOOT and no fast action other than AIM (see below) – if you do anything else, you must READY the weapon again before



you can SHOOT. Note that the FAST SHOOTER talent allows you to fire bows and slings without using an action to READY the weapon.

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

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

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

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

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

PARRY: Fast reactive action. To be able to PARRY a ranged attack, you must either have a shield or a weapon with the PARRYING feature and at least rank 2 in the talent for the relevant weapon type (see Chapter 4). Roll using MELEE and the weapon's Gear Bonus. Every ✕ you roll eliminates one ✕ from the attacker's roll. Any excess ✕ have no effect.

REACTIVE ACTIONS

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

EXAMPLE

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



SOCIAL CONFLICT

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

What you ask of your opponent or what you want them to do must be within reason – no



NPC will agree to do anything or act completely against their own interests, no matter how good your roll is.

MONSTERS: Many monsters are so savage or dim-witted that they simply cannot be swayed by words, no matter how silvery your tongue is. Read more about monsters in the Bestiary in the *Gamemaster's Guide*.

RESOLUTION

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

If you successfully **MANIPULATE** your opponent, they must either do what you want or immediately attack you with physical violence. Even if your opponent chooses to do what you want, they can still demand something in return. The GM decides what that entails, but it should be reasonable enough for you to be

able to meet those demands. It is up to you to accept the agreement or not.

NEGOTIATING POSITION

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

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

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

- ❖ Your opponent has more people on their side.





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

REPUTATION

Your chances of **MANIPULATING** someone are also affected by your Reputation scores (see page 40). If your Reputation is higher, you get a +1 modification to your roll, and if your Reputation is more than twice that of your opponent's, you get +2. If your opponent has a higher score, they get the same bonus as above.

MANIPULATE A GROUP

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

RANGE

To **MANIPULATE** someone, you usually need to be in **NEAR** range – but if it is applicable to the situation, the actions can be used at **SHORT** or even **LONG** range. The GM modifies your roll negatively if she deems that the range impairs your negotiating position (see above).

ARTIFACTS

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



WEAPONS

As an adventurer, you always want a weapon close at hand – you never know where danger lurks. The tables and images on the following pages show various kinds of common weapons in the Forbidden Lands. Unique and powerful artifacts are described in Chapter 6 in the *Gamemaster's Guide*.

WEAPON ATTRIBUTES

The features used in the weapon tables are explained below.

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

BONUS indicates how many Gear Dice you can roll when using the weapon. Remember that the Gear Bonus can be reduced if you push your roll – the bonus decreases by one for every skull you have rolled (see page 50). If the Gear Bonus is reduced to zero, the weapon breaks and needs to be fixed using the **CRAFTING** skill.

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





MELEE WEAPONS

WEAPON	GRIP	BONUS	DAMAGE	RANGE	COST	FEATURES
Unarmed	—	—	1	Arm	—	Blunt
Knife	1H	+1	1	Arm	1	Light, Pointed
Dagger	1H	+1	1	Arm	2	Light, Edged, Pointed
Falchion	1H	+1	2	Arm	4	Edged, Pointed
Shortsword	1H	+2	1	Arm	6	Edged, Pointed, Parrying
Broadsword	1H	+2	2	Arm	10	Edged, Pointed, Parrying
Longsword	1H	+2	2	Arm	18	Heavy, Edged, Pointed, Parrying
Two-Handed Sword	2H	+2	3	Arm	40	Heavy, Edged, Pointed, Parrying
Scimitar	1H	+1	2	Arm	8	Edged, Pointed, Hook, Parrying
Handaxe	1H	+2	2	Arm	2	Edged, Hook
Battleaxe	1H	+2	2	Arm	6	Heavy, Edged, Hook
Two-Handed Axe	2H	+2	3	Arm	24	Heavy, Edged, Hook
Mace	1H	+2	1	Arm	4	Blunt
Morningstar	1H	+2	2	Arm	8	Blunt
Warhammer	1H	+2	2	Arm	12	Blunt, Hook
Flail	1H	+1	2	Near	16	Blunt
Wooden Club	1H	+1	1	Arm	1	Blunt
Large Wooden Club	2H	+1	2	Arm	2	Heavy, Blunt
Heavy Warhammer	2H	+2	3	Arm	22	Heavy, Blunt, Hook
Staff	2H	+1	1	Near	1	Blunt, Hook, Parrying
Short Spear	1H	+1	1	Near	2	Pointed
Long Spear	2H	+2	1	Near	4	Pointed
Pike	2H	+2	2	Near	12	Heavy, Pointed
Halberd	2H	+2	2	Near	30	Heavy, Pointed, Edged, Hook
Trident	2H	+1	2	Near	6	Pointed, Hook



KNIFE



LONGSWORD



DAGGER



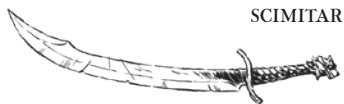
SHORTSWORD



TWO-HANDED SWORD



SCIMITAR



BROADSWORD



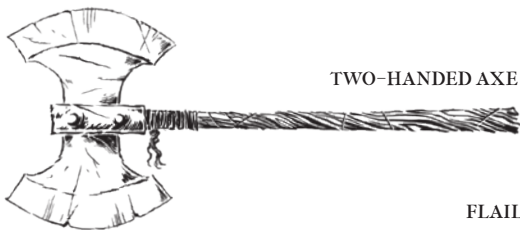
FALCHION



AXE



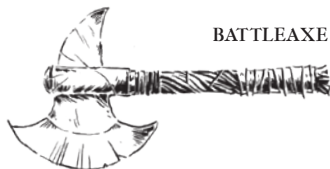
TWO-HANDED AXE



FLAIL



BATTLEAXE



WOODEN CLUB



MACE



LARGE WOODEN CLUB



MORNINGSTAR



HEAVY WARHAMMER



WARHAMMER





TRIDENT



SHORT SPEAR



LONG SPEAR



STAFF



PIKE



HALBERD

RANGED WEAPONS

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



THROWING KNIFE



THROWING AXE



SLING



LONG-BOW



THROWING SPEAR



HEAVY CROSSBOW



LIGHT CROSSBOW



SHORT BOW



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

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

FEATURES indicates which features the weapon has. Possible features are **LIGHT**, **HEAVY**, **EDGED**, **POINTED**, **BLUNT**, **PARRYING**, **HOOK**. How these are used is explained in the Close Combat section (see page 90).



DAMAGE

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

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

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

DAMAGE TO AGILITY: Physical fatigue and exhaustion.

DAMAGE TO WITS: Fear, panic, and confusion. Read more under Fear Attacks on page 112.

DAMAGE TO EMPATHY: Despair, mistrust, sorrow.



SUFFERING DAMAGE

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

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

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

FROM MAGIC. Spells cast by Sorcerers and Druids can give you damage of all types. Read more in Chapter 6.

ARMOR

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

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

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

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

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

COVER

When enemies are shooting at you, hunkering down behind cover – preferably something solid – can save your life. Taking cover behind something counts as a fast action. Cover has an Armor Rating and works like armor – but only against ranged attacks. As opposed to armor, cover is not degraded. Cover can be combined with armor – roll for cover first, then armor.

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



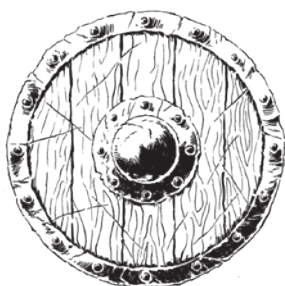
SHIELDS

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

SMALL SHIELD



LARGE SHIELD



EXAMPLE

Later on in the journey, Tyrgar gets in trouble again. The dwarf is hit by an angry minotaur's greataxe. The attack inflicts a whopping 4 points of damage. Tyrgar wears chainmail and an open helmet, for a total Armor Rating of 8. He rolls eight Gear Dice and gets one ✕ and one ☠. Tyrgar suffers 3 points of damage and his Armor Rating is decreased by 1. Tyrgar chooses to let his chainmail take the hit and its Armor Rating is thus decreased to 5.

ARMOR & HELMETS

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



STUDDED LEATHER
CAP



OPEN HELMET



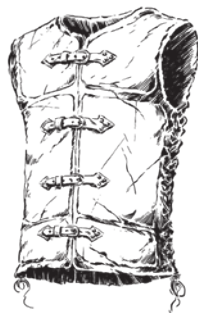
CLOSED HELMET



GREAT HELM



LEATHER



STUDDED LEATHER



CHAINMAIL



PLATE ARMOR



BROKEN

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

STRENGTH: You're knocked senseless. Roll for a critical injury for the type of damage you suffered (see page 196). If you're not dead, you can only CRAWL and mumble through the pain. You can't perform any other actions and you can't roll for any skills.

AGILITY: You collapse from exhaustion. You can

only CRAWL and wheeze. You can't perform any other actions and you can't roll for any skills.

WITS: You're paralyzed by fear or confusion. Roll for a critical injury on the horror table (see page 200) – *except* if you Broke yourself by pushing a roll. If you remain conscious, you can RUN to a safe place, but you can't perform any other actions or roll for any skills.

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





COUP DE GRACE

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

RECOVERY

The fastest way to recover from being Broken is for someone else to treat you by rolling for HEALING (for Strength or Agility) or PERFORMANCE (for Wits or Empathy). This is a slow action, but cannot be performed with an enemy at ARM'S LENGTH. If the roll is successful, you immediately recover a number of points in the Broken attribute equal to the number of ✕ rolled. Further rolls have no effect, and the same person can only try once. If no one helps you within D6 hours, you recover anyway and get one point back in the relevant attribute.

CRITICAL INJURIES: If your Strength is Broken, you might die unless treated in time (below).

FURTHER RECOVERY

Once back on your feet, you will recover all remaining lost attribute points by RESTING or SLEEPING for a Quarter Day (see page 144). This

assumes that you are not HUNGRY, THIRSTY or suffering from another condition that blocks recovery.



CRITICAL INJURIES

Being Broken is always bad, but having your Strength or Wits Broken is especially dangerous – it can trigger long term effects and even cost you your life. The critical damage tables are found at the back of this book. Roll D66 on the table relevant to the latest form of damage you have suffered: slash wounds, stab wounds, or blunt force (for Strength), or horror (for Wits).

DEATH

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

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

HEALING

Each critical injury has a specific effect that





you suffer during the healing time indicated – measured in days.


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

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

NON-TYPICAL DAMAGE

For some types of damage (for example from fire), the normal critical injury tables don't apply. If you're Broken by such a non-typical type of damage, use the table Critical Injuries – Others on page 199.

CONDITIONS: Some conditions, such as HUNGRY and THIRSTY, can Break you (below).

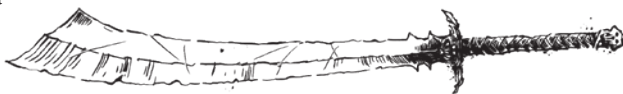


KIN WEAPONS

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

ORC WEAPONS:

TWO-HANDED SWORD



SCIMITAR



SHORTSWORD



DAGGER



KNIFE



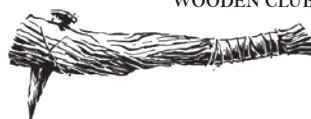
FALCHION



LARGE WOODEN CLUB



WOODEN CLUB





DWARVEN WEAPONS:

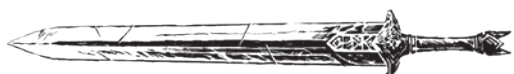
DAGGER



SHORTSWORD



BROADSWORD



HEAVY WARHAMMER



WAR-HAMMER



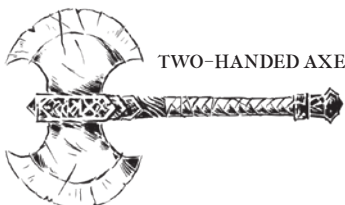
BATTLEAXE



THROWING AXE



TWO-HANDED AXE



SHORT SPEAR



The effects of this are specified by each condition. Don't roll for a critical injury in this case.

PUSHED DAMAGE

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

EXAMPLE

Poor Tyrgar was hurt before the savage strike by the minotaur, and is now Broken. He rolls 52 on the critical injury table for slash wounds, and thus suffers a bleeding gut. He rolls a D6 and gets a 5, meaning he will die in five hours unless HEALED before he bleeds out. Nirmena is not around, so Tyrgar rolls another D6 to see how long it will take him to get back on his feet without help. He rolls a 2. After two hours on

BROKEN NPCs

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



the cold ground he comes to. He tries to HEAL himself but fails. He now has three hours to find Nirmena or someone else who can HEAL him before he dies from his injuries.



CONDITIONS

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

HUNGRY

You must eat a ration of food (see page 38) at least once every day. After a day without food, you become HUNGRY. Being HUNGRY has several effects:

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

THIRSTY

You must drink a ration of water (see page 38) at least once per day. After a day without water, you become THIRSTY. Being THIRSTY has several effects:

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

SLEEPY

You need to sleep for at least one Quarter Day of each day. After one day without sleep, you become SLEEPY. Being SLEEPY has several effects:

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

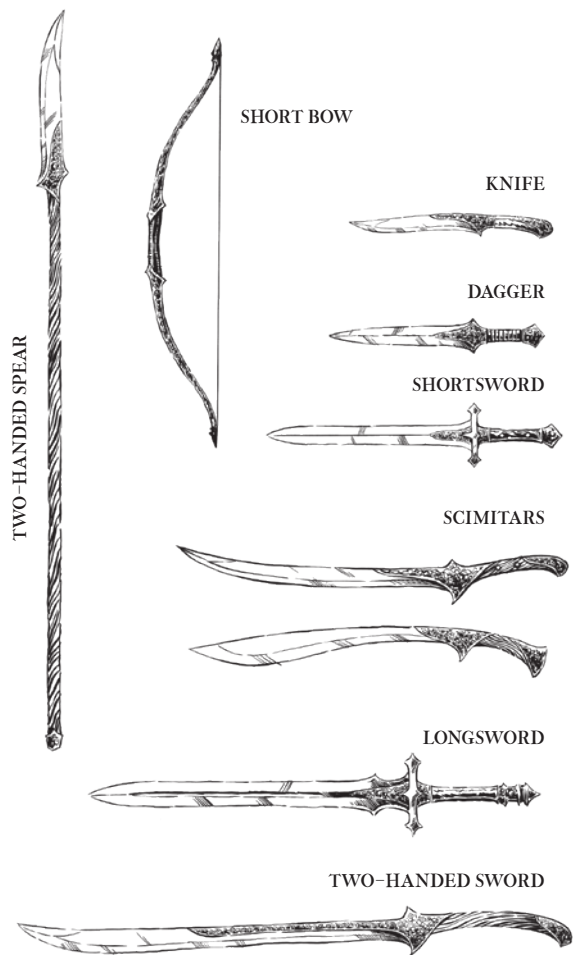
COLD

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





ELVEN WEAPONS:



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

- ❖ You immediately take one point of damage to both your Strength and Wits – as the cold seeps into your body and makes the blood run slower to your brain, you are unable to think clearly.

- ❖ You can even hallucinate, causing you to act irrationally – details are up to the GM to decide. Some say that when you are close to freezing to death, you feel a strong burning sensation that can make you tear your clothes off.
- ❖ You must keep rolling ENDURANCE at the same interval, and with the same effect if you fail. If your Strength is Broken while you are COLD, you die the next time you have to roll.
- ❖ You cannot recover Strength or Wits. Only after you have warmed up again, if only by a campfire, are you able to recover those attributes.



FEAR

Many horrifying beasts lurk in the shadows of the Forbidden Lands. Such creatures, many of which can be found in the Bestiary in the *Gamemaster's Guide*, can perform so-called fear attacks. Fear attacks can also be triggered by magic and other terrifying experiences.

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



DARKNESS

When you are in complete darkness and lack



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

You can attack opponents at ARM'S LENGTH normally in darkness, but you must first SCOUT successfully to be able to target them. This action takes no time in combat – you can SCOUT and then attack directly in the same round.

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



FALLING

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



DROWNING

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

If you sink, you need to make an ENDURANCE roll every round to hold your breath. If

you fail, you start to drown and suffer one point of damage to Strength every round until someone saves you. If you are Broken when drowning, you die after D6 minutes.



POISON

Poisons are measured by Potency. A weak poison has Potency 3, a strong poison has Potency 6, and an extremely potent poison can have Potency 9 or even more. If you ingest poison in some manner, roll an opposed roll against the GM – she rolls a number of Base Dice equal to the Potency and you roll for ENDURANCE. If the poison wins, you suffer its full effect. If you win the roll, you only suffer the limited effect of the poison. Poison has no effect on monsters.

LETHAL POISON

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

PARALYZING POISON

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





SLEEPING POISON

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

HALLUCINOGENIC POISON

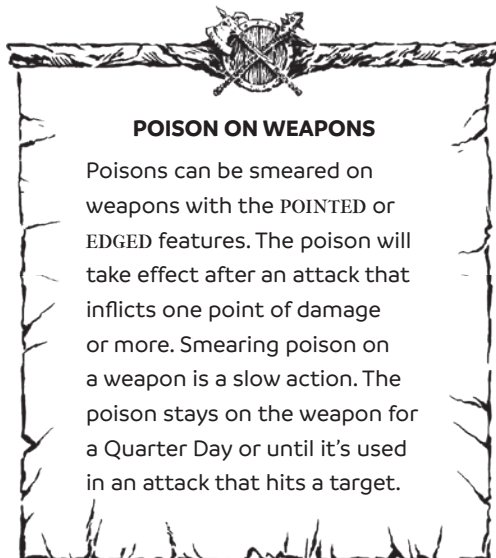
- ❖ **FULL EFFECT:** You take one point of damage to Empathy each round until you are Broken. If you drink an antidote in time, the effect of the poison is halted.
- ❖ **LIMITED EFFECT:** You take one point of damage to Empathy.



DISEASE

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

- ❖ The day after the infection the disease breaks, at which time you suffer one point of damage to both Strength and Agility.
- ❖ You can't recover your Strength or Agility while SICK, except through magic.
- ❖ Make another sickness roll once per day. Each failed roll means you suffer another

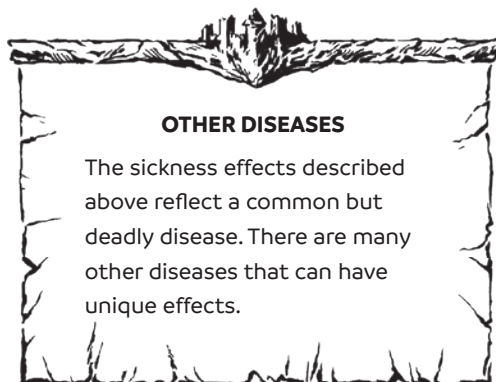


POISON ON WEAPONS

Poisons can be smeared on weapons with the POINTED or EDGED features. The poison will take effect after an attack that inflicts one point of damage or more. Smearing poison on a weapon is a slow action. The poison stays on the weapon for a Quarter Day or until it's used in an attack that hits a target.

point of damage to both Strength and Agility.

- ❖ If your Strength is Broken when SICK, you die after another day if you don't get well before then.
- ❖ As soon as you succeed at a sickness roll, you are no longer SICK. Stop rolling sickness rolls and recover your attributes normally.



OTHER DISEASES

The sickness effects described above reflect a common but deadly disease. There are many other diseases that can have unique effects.





MEDICAL AID

If you are cared for by someone during your sickness, this person can roll your sickness rolls instead of you. The healer rolls for HEALING against the Virulence of the disease. Healing potions can give a bonus to the roll. The NATURE'S CURE (see page 123) spell is also very effective against disease.



RIDING ANIMALS

A loyal horse or other riding animal is an important asset to any adventurer, not just Riders. The animal can carry your gear during your journeys (see Chapter 7), and you can take advantage of being in the saddle during combat. Several types of riding animals are described in Chapter 5 in the *Gamemaster's Guide* and a few unique riding animals are described with text and images on cards from the *Forbidden Lands* custom card deck.

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

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

MOVE: When you are mounted, and are about to

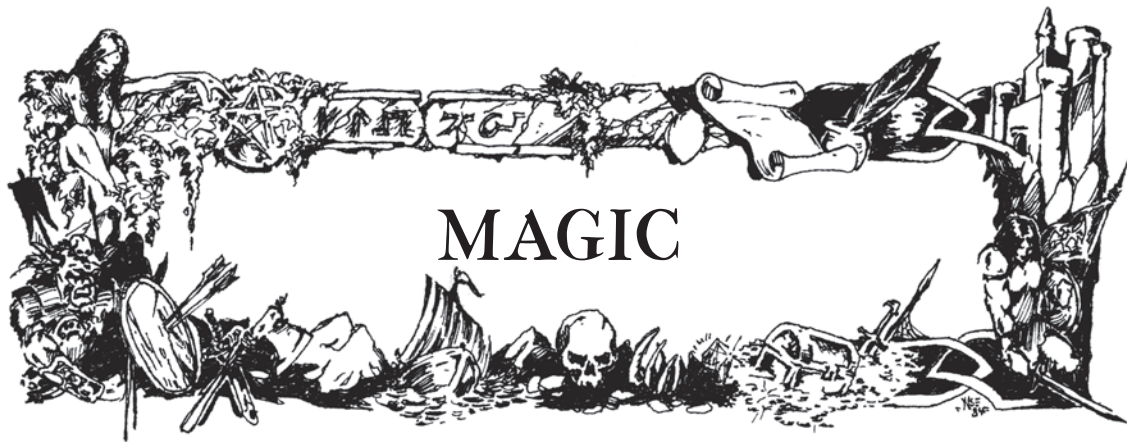


perform an action that usually requires you to roll MOVE (such as moving into a ROUGH zone), roll for ANIMAL HANDLING instead, using the animal's Agility (not your Empathy). Pushing such a roll will not give you Willpower Points.

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

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

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



MAGIC

The eyes of Braka the Stone Singer had turned grey as granite, her mouth gaping like a pit. As the walls of the gorge listened and leaned in, the orcs hesitated in their onslaught. With a piercing cry, Braka raised her arms, and with them a being of pure stone rose out of the cliff.



What most people call magic is a catch-all term for forces at work behind the veil of the world, beyond what the common folk understand or dare perceive. The magic users of the Forbidden Lands are a diverse group of individuals, including both Sorcerers and Druids (see Chapter 2).

Magic is a wild and unreliable force that can manifest itself in many ways. There are no schools of magic, instead knowledge is transferred from master to apprentice in a number of broad categories, called *disciplines*.

There are seven disciplines in the Forbidden Lands core game – four of sorcery and three of druidic magic. Every discipline is linked to a specific talent (see Chapter 4), that is a prerequisite to be able to cast spells within each discipline.

LEARNING MAGIC

To learn a new discipline, or increase your rank in a discipline you already know, you should find a master with a higher rank than you in the magic talent and who is ready to share their secrets with you. This can require both persuasion and substantial compensation. Without a teacher, the cost in XP for increasing the rank in a magical talent or learning a new one is tripled. Read more about spending XP on page 39.

SPELLS

Your attempts to use magic to impose your will on the world are called *spells*. A large number of spells are described later in this chapter. More will be published in upcoming supplements for the game, and you can also write your own spells under the watchful eye of your GM.



SPELL RANKS

All spells in this chapter are rated in ranks ranging from 1 to 3. There can be spells of even higher rank. As a magic user, you can cast all spells that are at a rank equal to or lower than your rank in the related magical talent. For example, if you have rank 2 in the PATH OF BLOOD talent, you can cast all spells at rank 1 and 2 in the Blood Magic discipline.

CHANCE CASTING: If you really want to, you can cast a spell at one rank above the rank of your magical talent. However, this comes at a great risk, as you will *automatically* suffer a random magic mishap in this case. You can never cast a spell that is two ranks or more above your talent rank.

CASTING A SPELL

Casting a spell is generally a slow action in combat, but there are also so-called *power words* that are fast actions. Another type of spell are *rituals* that take a longer time to cast (see the boxed text on the next page). Whether or not a spell is a power word or ritual is detailed under each spell.

Casting a spell requires a great deal of mental exertion and requires that you spend one or more Willpower Points. You accumulate WP by pushing dice rolls. The more WP you spend, the more powerful the effect of the spell is.

POWER LEVEL: The number of Willpower Points you spend when you cast a spell is called its base Power Level. Dice rolls and other factors can further modify the Power Level.



INGREDIENTS

Most spells in this chapter list ingredients or objects that can be used to cast the spell with greater effect. If you use the right ingredients, the Power Level of the spell increases by one. You must still spend at least one Willpower Point to cast the spell. Once the spell is cast, the ingredient has been spent and cannot be used again to cast spells.

ROLLING DICE: Unlike skills, you can never fail at casting a spell. Instead, you roll a number of Base Dice equal to the number of Willpower Points you spend. If you roll one or several ✕, the spell is overcharged, and if you roll one or several ☠ you suffer some sort of magic mishap. You cannot push this roll.

OVERCHARGING: When you cast a spell, every ✕ you roll increases its Power Level by one. For example, if you spend 2 WP to cast a spell and roll two ✕, its Power Level is increased to 4.

MAGIC MISHAP: If you roll one or several ☠ when you cast a spell, you have unleashed powerful forces but are unable to control them and you suffer a magic mishap. Roll D66 on the table on the next page.

SAFE CASTING: If you cast a spell at a lower rank than your talent rank for the discipline, you may opt to roll one less die for every point of difference. This reduces the risk of a magic mishap, but also makes the spell less likely to overcharge. If the result is zero dice or less, don't roll at all – the spell simply works as intended.

RANGE: Every spell has a range, which denotes the maximum distance at which it can be cast. The range **PERSONAL** means the spell only affects yourself.

DURATION: Every spell has a duration. Immediate means that the effect is instantaneous and does not last. A **Quarter Day** is Morning, Day, Evening, or Night. Read more about **Quarter Days** in the next chapter.

WILLPOWER POINTS: Casting a spell requires at least one Willpower Point. This applies even if it does not explicitly say so in the description of the spell.

RITUALS

Some complicated spells can't be cast as an action in combat, as they require more time and preparation. A typical ritual takes a Quarter Day to perform. Rituals often have other prerequisites, such as ingredients that must be used to perform the ritual.



MAGIC MISHAPS

RESULT EFFECT

- | RESULT | EFFECT |
|--------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 11–13 | Someone witnesses your magic and tells others. Your Reputation increases one step. |
| 14–15 | Your magic makes you very HUNGRY. |
| 16–21 | The spell suddenly makes you very THIRSTY. |
| 22–23 | The magic disturbs your sleep. You won't be able to sleep for D6 days, which makes you SLEEPY. |
| 24–25 | Your spell drains your energy, inflicting 1 point of damage to Agility. |
| 26–31 | Your magic hurts your body and you suffer 1 point of damage to Strength. |
| 32–33 | You are overwhelmed by the power of your own magic and feel that people around you are mere ants compared to you. You suffer 1 point of damage to Empathy. |
| 34–35 | The spell unleashes demonic visions which inflict 1 point of damage to Wits. |
| 36–41 | The spell triggers a magical disease with a Virulence of 2D6. You and everyone within ARM'S LENGTH of you for the next Quarter Day are exposed to the contagion. |
| 42–45 | The spell also affects a friend or other unintended victim. A healing or helping spell affects an enemy alongside the intended target. |
| 46 | Your magic permanently alters your appearance. The GM decides how. |
| 51 | The spell blinds you. You act as in total darkness for the next full day. |
| 52–55 | The spell ravages your mind. Immediately roll for a critical injury (horror). |
| 56 | The force of the magic breaks bones in your body. Immediately roll for a critical injury (blunt force). |
| 61 | Your magic attracts a demon from another dimension. The GM can create a demon randomly (see page 78 in the <i>Gamemaster's Guide</i>) or create it herself. The demon appears within the next Quarter Day and will create all kinds of trouble. |
| 62–65 | The spell backfires. An offensive spell affects you instead of your intended target. A protective or healing spell wounds instead of healing. A shape-shift goes horribly wrong and you become a dumb animal. A summoned undead, demon, or illusion turns against you. The GM specifies the details. |
| 66 | Your magic rips open a rift to another dimension, and a demon pulls you over to the other side. Time to make a new character. Your old character will come back as an NPC after D66 days but will be ... changed. |



GRIMOIRES

You don't need your spells written down to cast them, but it makes it easier to get it right. Grimoires are highly sought-after artifacts among sorcerers. If you cast a spell from a book or a scroll, its rank is considered one step lower than usual. In combat, you must spend a fast action readying your grimoire before you can cast the spell.

Writing down a spell requires you to first cast it once (chance casting doesn't count). Then, you must spend a Quarter Day with quill in hand and make a LORE roll. Writing down a ritual takes two Quarter Days.

NPCS & SPELLCASTING

NPCs don't have pools of Willpower Points. Instead, when an NPC casts a spell, the GM may simply choose a base Power Level up to the caster's rank in the magic discipline used, plus one if an ingredient is used. Roll normally to determine any overcharging or magic mishap.

EXAMPLE

The half-elf Nirmena has rank 2 in the PATH OF BLOOD talent, and can cast Blood Magic spells of up to that rank. When she is confronted by a Rust Brother at NEAR range,

she chooses to attempt to IMMOLATE him. He carries a torch, which helps her channel the fire in the Rust Brother's blood. She spends two Willpower Points to power her spell. As she is a half-elf, these count as three WP, and she rolls three Base Dice. She rolls one ✕ and two ! The Power Level is 5 (3 from the Willpower Points, one for the ✕, and one for the torch ingredient). The Rust Brother suffers 5 points of damage and burns like a human torch. Unfortunately, Nirmena also suffers a magic mishap due to the !. Nirmena rolls 43 and the fire spreads through the room. Nirmena's friend Tyrgar also suffers the damage.

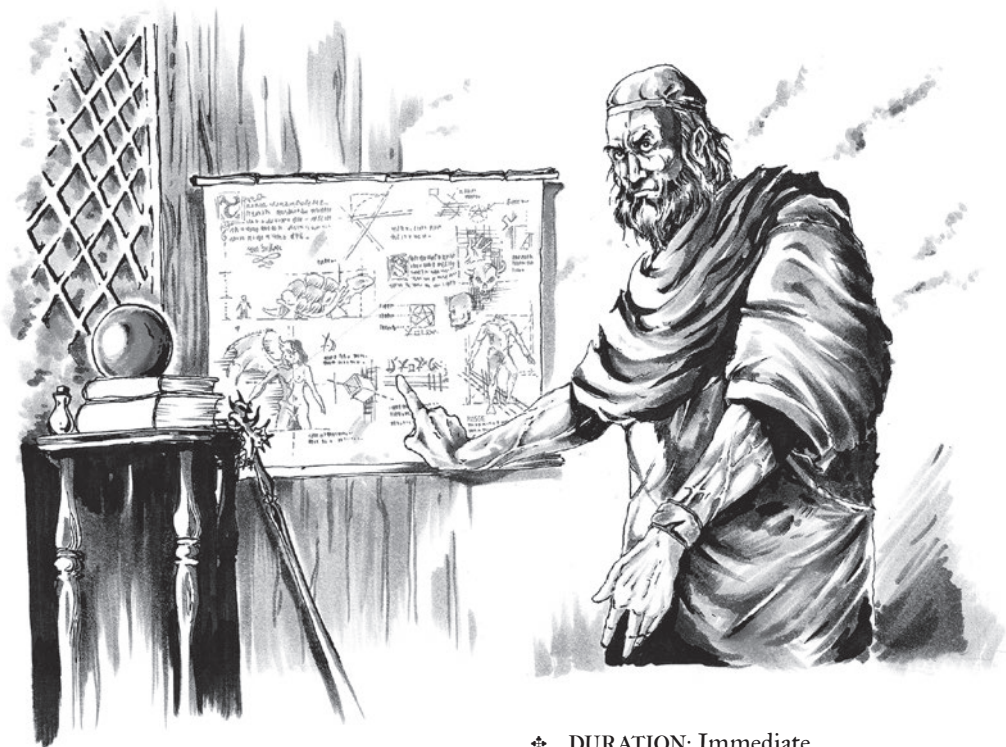


GENERAL SPELLS

The magic disciplines differ, but there are certain effects and spells that all sorcerers and druids can use if skilled enough. These are called general spells. They also come in ranks, but you can use any magic talent to cast them.

GENERAL SPELLS

SPELL	RANK
Magical Seal	1
Sense Magic	1
Dispel Magic	2
Obscure Magic	2
Bind Magic	3
Transfer	3



MAGICAL SEAL

- ❖ RANK 1
- ❖ RANGE: Arm's Length
- ❖ DURATION: Quarter Day
- ❖ INGREDIENT: Piece of chalk

Using this spell, you protect a person or a location (no bigger than a human) from magic. The Power Level of any spells cast against that person or place during the Quarter Day is decreased by the Power Level of the MAGICAL SEAL.

- ❖ DURATION: Immediate
- ❖ INGREDIENT: Divining rod

As a sorcerer or druid, you automatically sense whenever someone uses magic within SHORT range or if an item you hold is charged with magical power. If you want to know more about what kind of magic is involved, you must cast the SENSE MAGIC spell. Using this spell is also required to detect OBSCURED magic (see below) – your Power Level must then be equal to or higher than the Power Level of the OBSCURE MAGIC spell.

SENSE MAGIC

- ❖ RANK 1
- ❖ RANGE: Short

DISPEL MAGIC

- ❖ RANK 2, POWER WORD
- ❖ RANGE: Short



- ❖ DURATION: Immediate
- ❖ INGREDIENT: Iron filings

You can interfere with the spells cast by other magic users. This spell is reactive and breaks the initiative order of combat in the round (see page 83). You decrease the Power Level of your opponent's spell with the Power Level of your DISPEL. If the result is zero or less, your opponent's spell has no effect at all. You must both roll for overcharge and mishaps, as with any other spell. You must decide how many WP you spend on your DISPEL before you both roll.

OBSCURE MAGIC

- ❖ RANK 2
- ❖ RANGE: Personal
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Piece of cloth

If you want to cast a spell unnoticed, you must OBSCURE your magic. This requires 1 extra Willpower Point that does not count toward the Power Level of the spell. OBSCURING magic does not count as an action in itself. To detect your OBSCURED spell, another magic user must actively survey the area by casting SENSE MAGIC.

BIND MAGIC

- ❖ RANK 3, RITUAL
- ❖ RANGE: Personal
- ❖ DURATION: Varies
- ❖ INGREDIENT: Quill or chisel

Skilled Sorcerers and Druids can BIND spells to dead objects to create magical traps or powerful magical artifacts. You cast the spell like any other and choose how many Willpower Points to spend, but you must also spend extra WP to bind your spell to an object instead of unleashing its power immediately. Rituals cannot be BOUND.

Roll for any overcharge and mishap when the spell is BOUND. The extra WP do affect this roll, but don't count toward the Power Level. If you spend *one* additional WP, the magic lingers for one day, or until the spell is triggered. If you spend *two* additional WP, the magic lingers forever, but dissipates when the spell is triggered. Spending *five* additional WP binds the spell to the object forever and it can be triggered once per day, at a cost in WP equal to the Power Level.

You can bind the spell in whatever manner you wish. You decide how the spell is triggered. Common methods include a certain phrase being uttered or that the object is opened, broken or thrown to the ground. Once the spell is triggered, it has the same effect as if it had been cast normally.

TRANSFER

- ❖ RANK 3
- ❖ RANGE: Arm's Length
- ❖ DURATION: Immediate
- ❖ INGREDIENT: A drop of your blood

You can use this spell to steal Willpower Points from others or to give your WP to someone else. The base cost to cast the spell is one WP, and you can then take or give as many WP as you want. If your target opposes the TRANSFER, it is not so easy – in this case, you can trans-



fer no more WP than the Power Level of the TRANSFER. The WP used to cast TRANSFER are spent and are not transferred.



HEALING

The true calling of the Druid is to further nature's cause and to heal its wounds wherever they appear. Thus, the Healing discipline is the most common among Druids, and druids focused on this discipline are often popular among adventurers.

CLEANSE SPIRIT

- ❖ RANK 1
- ❖ RANGE: Arm's Length
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Burning candle

HEALING MAGIC	
SPELL	RANK
Cleanse Spirit	1
Healing Hands	1
Nature's Cure	1
Banish Demon	2
Mend Wounds	2
Purge Undead	2
Resurrection	3
Serenity	3
Weathermaster	3

You can focus the forces of nature to enlighten dark souls. You immediately heal a number of Wits or Empathy points equal to the Power Level of your spell. You cannot heal yourself.

HEALING HANDS

- ❖ RANK 1
- ❖ RANGE: Arm's Length
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Clay

You can heal damage to Strength or Agility by laying your hands on the wounded. You immediately heal a number of points equal to the Power Level. This spell does not affect critical injuries. You cannot heal yourself.

NATURE'S CURE

- ❖ RANK 1
- ❖ RANGE: Arm's Length
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Healing herbs

You heal a sickness or cure the effects of poison in yourself or someone else. The Power Level of your spell must be equal to or higher than the Virulence or Potency rating (see page 114) divided by 3. Round down.

BANISH DEMON

- ❖ RANK 2
- ❖ RANGE: Near
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Holy symbol



Demonic creatures from other worlds have been released into the Forbidden Lands and are defiling it. You know the art of driving these abominations back to where they belong. This spell inflicts damage to Strength equal to the Power Level on a demonic target. This includes demons that do not suffer damage from physical weapons. The spell has no effect on demon-tainted creatures, only on true demons. Read more about demons in the *Gamemaster's Guide*.

MEND WOUNDS

- ❖ RANK 2
- ❖ RANGE: Arm's Length
- ❖ DURATION: Immediate
- ❖ INGREDIENT: White moss

You can use magic to heal broken bones and bleeding wounds. This spell immediately heals a critical injury. A lethal injury requires Power Level 2. Lost limbs cannot be regrown, however.

PURGE UNDEAD

- ❖ RANK 2
- ❖ RANGE: Near
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Holy symbol

Dead rising from their graves is a violation of the order of nature and they must be stopped. This spell inflicts damage to Strength equal to the Power Level on one undead target.

RESURRECTION

- ❖ RANK 3
- ❖ RANGE: Arm's Length
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Item owned by the target

You can channel nature's forces to resurrect a dead person – not as undead, but truly alive. The more time that has passed since the target died, the more difficult it is. Within the same Quarter Day requires Power Level 1, within a full day requires Power Level 2, and within a week requires Power Level 3. If over a week has passed, the body is too decomposed to be RESURRECTED. A person brought back to life loses one point of Empathy permanently, as having seen the world beyond the veil will change their outlook on life forever.

SERENITY

- ❖ RANK 3
- ❖ RANGE: Near
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Amulet

You spread harmony and serenity around



you with this spell, which helps you in social conflicts. The victim of the spell will do what you want, without a roll to MANIPULATE them and without you having to give them something in return. All other restrictions for social conflicts apply – for example, the victim will not act directly against his own interests. The spell can only be used against living humanoids.

WEATHERMASTER

- ❖ RANK 3
- ❖ RANGE: Distant
- ❖ DURATION: Quarter Day
- ❖ INGREDIENT: Feather

You are so in tune with the forces of nature that you can summon a drastic weather shift in the map hexagon where you are. A smaller shift, from cloudy to rain or from dead calm to a light breeze, requires Power Level 1. Unusual weather phenomena that still stay within what is apt for the season – a snowstorm in winter, blazing heat in the summer, or hard winds and lashing rains in the fall – require Power Level 2. To summon completely unnatural weather, such as a snowstorm in the summer or a heatwave in the middle of winter, requires Power Level 3.



SHAPESHIFTING

Druids are closely connected to nature, and the shapeshifters are even more so in their aspiration to be one with nature. Shapeshift-

SHAPESHIFTING

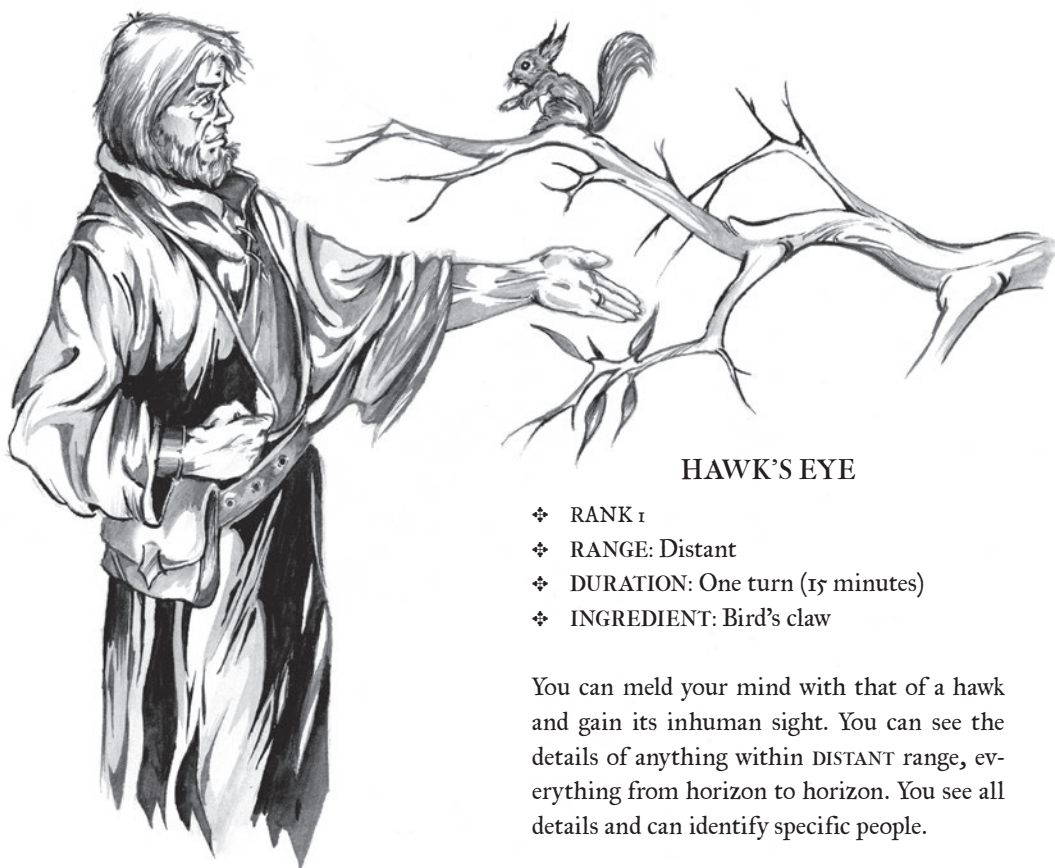
SPELL	RANK
Animal Speech	1
Cat's Paw	1
Hawk's Eye	1
Beastmaster	2
Bear's Claw	2
Deer's Dash	2
Animal Form	3
Primal Soul	3

ing means taking the form of an animal. While there are Druids who have truly mastered this art, there is a broad spectrum of spells in the Shapeshifting discipline that all relate to animals and their aspects in different ways.

ANIMAL SPEECH

- ❖ RANK 1
- ❖ RANGE: Near
- ❖ DURATION: One turn (15 minutes)
- ❖ INGREDIENT: Claw or tooth

This spell allows you to speak with a mammal. You can ask a number of questions equal to the Power Level of the spell. The animal can tell you what it has seen, heard, or smelled – but they do not perceive the world as humanoids do, so their answers are often hard to interpret. The main advantage is that they never lie.



HAWK'S EYE

- ❖ RANK 1
- ❖ RANGE: Distant
- ❖ DURATION: One turn (15 minutes)
- ❖ INGREDIENT: Bird's claw

You can meld your mind with that of a hawk and gain its inhuman sight. You can see the details of anything within DISTANT range, everything from horizon to horizon. You see all details and can identify specific people.

CAT'S PAW

- ❖ RANK 1
- ❖ RANGE: Personal
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Cat's claw

You can meld your mind with the spirit of the cat, and move without a sound. You can cast this spell instead of rolling SNEAK, and you will succeed automatically. Each Power Level counts as one ✕.

BEASTMASTER

- ❖ RANK 2
- ❖ RANGE: Near
- ❖ DURATION: One turn (15 minutes)
- ❖ INGREDIENT: Claw or tooth

You can bend animals, both wild and tame, to your will. The animal can, for example, break off an attack, track down an enemy, run to where you want it to and deliver a message, allow you to ride on it, or even attack your op-



ponents. You cannot control an animal with a Strength higher than twice the Power Level. The Power Level must be one step higher if the animal is agitated, scared or in combat. If you force an animal to act in a way that is outside its normal behavior – like make it perform tricks, for example – the Power Level needs to be one step higher. You can only control one animal at a time. This spell cannot be used against monsters.

BEAR'S CLAW

- ❖ RANK 2
- ❖ RANGE: Arm's Length
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Bear's claw

You can strike your enemy with the force of a great bear. You hit automatically and cause damage equal to the Power Level. The attack cannot be PARRIED or DODGED, but armor has normal effect.

DEER'S DASH

- ❖ RANK 2
- ❖ RANGE: Personal
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Horn of a Deer

You can run with the speed of a deer for a short distance. This spell allows you to RUN (one action) with a Movement Rate equal to the Power Level plus one. Casting this spell does not count as an action in itself. Roll for overcharge/mishap right before you actually move.

ANIMAL FORM

- ❖ RANK 3
- ❖ RANGE: Personal
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Claw or tooth

You can shapeshift completely, and take the form of an animal. Choose an animal from the table on page 124 in the *Gamemaster's Guide*. You cannot choose an animal with a Strength higher than twice the Power Level. You get the Strength and Agility of the animal while you are in animal form. The downside is that you lose your ability to speak and a part of your mental capacity, with the consequence that your Wits





and Empathy drop to 1 each while in animal form. You also get access to the animal's natural attacks. Shifting back to your normal form requires that you cast the spell again.

PRIMAL SOUL

- ❖ RANK 3
- ❖ RANGE: Long
- ❖ DURATION: One turn (15 minutes)
- ❖ INGREDIENT: Claw or tooth

You can awaken primal emotions in the minds of others. The Power Level must be equal to or higher than the victim's current Wits score. For example, you can bring out the rage of a boar, the laziness of a cat or the timidity of a sparrow. Exactly how the victim reacts is up to the GM. If you want to affect the mood of a crowd in a more general way, a small crowd requires a Power Level of 2, a big crowd requires 3, and a whole village 4.



AWARENESS

Druids who practice Awareness can see what others cannot see, hear what others cannot hear. They can see what has happened in the past and sense what will happen in the future.

LIGHTBRINGER

- ❖ RANK 1
- ❖ RANGE: Near
- ❖ DURATION: One turn per Power Level
- ❖ INGREDIENT: Wand (can be reused)

AWARENESS	
SPELL	RANK
Lightbringer	1
True Sight	1
Words on the Wind	1
Farsight	2
True Path	2
Visions of the Past	2
Divination	3
Intuition	3
Telepathy	3

You summon a bright light that dispels all shadows within NEAR range, i.e., in the same Zone as you.

TRUE SIGHT

- ❖ RANK 1
- ❖ RANGE: Distant
- ❖ DURATION: One round
- ❖ INGREDIENT: Magnifying glass

You can enhance your vision to be unnaturally sharp, and see details at DISTANT range as if you stood right next to the object in question. TRUE SIGHT also lets you see in darkness, through smoke and fog, and automatically see through any kind of disguise or shapeshift. You must have a clear line of sight to whatever you want to look at.



WORDS ON THE WIND

- ❖ RANK 1
- ❖ RANGE: Distant
- ❖ DURATION: One turn per Power Level
- ❖ INGREDIENT: Funnel or sea shell

You can enhance your hearing magically and hear specific sounds up to DISTANT range as clearly as if you stood right where they emanate from. You must see the place to which you direct your hearing.

FARSIGHT

- ❖ RANK 2
- ❖ RANGE: Varies
- ❖ DURATION: One turn (15 minutes)
- ❖ INGREDIENT: Map

You can let your inner eye wander across vast distances, over oceans and land, mountains, and valleys, and see what is happening there right now. FARSIGHT does not help you find a place – you must know where it is located to be able to see it. Power Level 1 lets you view a place at LONG range. Power Level 2 reaches across the same map hex where you are. Further away requires Power Level 3. Viewing a location that you haven't been to before increases the required Power Level by 2. Your visions are often fragmented and cryptic – the GM decides exactly what you can see.

TRUE PATH

- ❖ RANK 2
- ❖ RANGE: Personal
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Scales (can be reused)

This spell can guide you to the right path when you face a difficult decision. Once you have cast the spell, the GM must tell you which decision or choice she believes is the wisest.

VISIONS OF THE PAST

- ❖ RANK 2
- ❖ RANGE: Short
- ❖ DURATION: One turn (15 minutes)
- ❖ INGREDIENT: Item from the time

You can see events that have transpired in the past at the location where you are, even if those events are no longer remembered by any living being. Power Level 1 lets you see one day back in time, Power Level 2 one year into the past, and Power Level 3 lets you see hundreds of years back. Your visions are often fragmented and cryptic – the GM decides exactly what you can see.

DIVINATION

- ❖ RANK 3, RITUAL
- ❖ RANGE: Near
- ❖ DURATION: One turn (15 minutes)
- ❖ INGREDIENT: Crystal ball or fish guts

If you perform a seance, you can see visions of the future. You ask the GM questions about yourself or someone else present at the seance. The GM answers as best she can. The answer must be brief, and is often ambiguous and cryptic. The answer can also come in the form of a sign of happiness, or a foreboding sign of ill fortune.





INTUITION

- ❖ RANK 3
- ❖ RANGE: Personal
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Related item

You can ask a short “yes” or “no” question about anything in the world. The GM must answer “yes,” “no,” or “maybe.” She cannot lie. The GM can choose “maybe” even if she knows the answer, but believes that the true answer may disrupt the game. Note that true or false is not an objective fact, but is defined by who is asking the question. This person’s morals and beliefs can make something that is true for her false for someone else.

TELEPATHY

- ❖ RANK 3
- ❖ RANGE: Near
- ❖ DURATION: One turn (15 minutes)
- ❖ INGREDIENT: Item belonging to the victim

You can read the surface thoughts of another person for a few minutes. Digging deeper for memories is harder, and requires Power Level 2 or even more, depending on how fresh the memory is.

You can also use this spell to send your own thoughts to another person. In that case, the range of the spell is LONG if you know the target well. By sending thoughts of pain and suffering, you can inflict damage to Wits or Empathy equal to the Power Level. No effect on monsters.

SYMBOLISM

The discipline of Symbolism uses runes, esoteric signs and symbols that reflect the underlying patterns of the world. It takes advantage of the forces unleashed by a broad spectrum of laws that are stretched, broken or twisted by the influence of these symbols. The signs of Symbolism can be carved, drawn, or simply formed in the air by the hands of a sorcerer. In any case, the Sorcerer needs at least one free hand.

DRAW OR CARVE: Symbolism requires no ingredients apart from the symbols themselves. If they are carved or drawn in any way, they count as ingredients from a rule standpoint, meaning that the Power Level is increased by one. Drawing a symbol takes a few minutes and cannot be done in the heat of battle. Carving a symbol into stone takes one Quarter Day or

SYMBOLISM	
SPELL	RANK
Entice	1
Horridy	1
Paralyze	1
Blind	2
Illusion	2
Mind Trick	2
Puppeteer	3
Power Rune	3
Portal	3



more. The Sorcerer decides when the symbol is activated. Even a drawn or carved symbol only works once.

ENTICE

- ❖ RANK 1
- ❖ RANGE: Short
- ❖ DURATION: Immediate

The symbol lures the victim, who must make an INSIGHT roll with a negative modification equal to the Power Level. If the roll fails, the victim must RUN to within ARM'S LENGTH of the symbol, spending all their normal actions to do so (bonus actions from talents can still be used normally). When the victim reaches the symbol, or if the symbol is moved, the effect is broken. No effect on monsters.

HORRIFY

- ❖ RANK 1
- ❖ RANGE: Short
- ❖ DURATION: Immediate

The symbol awakens a deep fear in the victim, who suffers damage to Wits equal to the Power Level. No effect on monsters.

PARALYZE

- ❖ RANK 1
- ❖ RANGE: Short
- ❖ DURATION: Immediate

The hypnotizing power of the symbol mesmerizes your opponent. At Power Level 1, the victim

loses their fast action in the round, or in the next round if they have already used it. At Power Level 2, they lose their slow action. At Power Level 3, they lose both actions, and at Power Level 4, they also lose any bonus actions from talents. The spell has no effect on monsters.





BLIND

- ❖ RANK 2
- ❖ RANGE: Short
- ❖ DURATION: Quarter Day

The victim must make an INSIGHT roll with a negative modification equal to the Power Level. If the roll fails, the symbol blinds the victim. The effect of this blindness is the same as for being in total darkness (see page 112). On victims without Wits, such as animals, the effect is automatic, but the spell has no effect on monsters.

ILLUSION

- ❖ RANK 2
- ❖ RANGE: Short
- ❖ DURATION: One turn (15 minutes)

You make the victim see or hear something that isn't there, or hide something that otherwise would be seen. A small item requires a Power Level of 1, while an object of humanoid size requires Power Level 2, and an illusion the size of a house requires Power Level 3. Only one person is affected. The victim can see through the illusion with an INSIGHT roll, but gets a penalty equal to the Power Level. This spell has no effect on monsters.

MIND TRICK

- ❖ RANK 2, POWER WORD
- ❖ RANGE: Short
- ❖ DURATION: One round

You can force an NPC to refrain from an ac-

tion they would otherwise have performed. It must be a minor action, something you can forget by being absent-minded. An example could be that a guard lets a PC pass without confirming who they are or that someone leaves their keys on a table. The spell cannot be used in combat.

PUPPETEER

- ❖ RANK 3
- ❖ RANGE: Near
- ❖ DURATION: One round

You can take complete control of your victim's actions. The victim must make an INSIGHT roll with a negative modification equal to the Power Level. If the roll fails, the victim becomes a puppet without control of their own body. This control only lasts until the victim's next ordinary turn in the initiative order, and covers one fast and one slow action. The victim cannot perform reactive actions or bonus actions from talents before the PUPPETEER's actions are performed. The spell has no effect on monsters.

POWER RUNE

- ❖ RANK 3, RITUAL
- ❖ RANGE: Arm's Length
- ❖ DURATION: Immediate

You can charge a symbol with power. The symbol must be drawn on or carved into an object, which is then charged with a number of Willpower Points equal to the Power Level. You can use the symbol later to cast spells, emptying



its stored Willpower Points. You don't need to BIND magic to use this spell. Other spellbinders skilled in the art of runes can use your POWER RUNES if they can access them, so keep them to yourself!

PORTAL

- ❖ Rank 3, Ritual
- ❖ Range: Near
- ❖ DURATION: Quarter Day per Power Level

This powerful ritual tears a hole in the veil between worlds and opens a path between them. This is a very risky undertaking, since you run the risk of running into all sorts of demons and other malevolent creatures on the other side – perhaps you can use them for your own purposes, but it is just as likely they will attempt to use you for their own. Or perhaps devour you. The spell BIND DEMON (see blood magic) is very useful here. The details are up to the GM.

Another use for this spell is creating a new PORTAL on the other side, which can lead you anywhere you want in the Forbidden Lands.



STONE SONG

Stone singing originated among the dwarves, and helps them shape the bedrock of the world according to the mission from their god Huga. The discipline has spread from the dwarves to the elves and humans, who have also found good use for this form of magic.

STONE SONG

SPELL	RANK
Dust from the Deep	1
Stun	1
Voice of the Mountain	1
Stonesmith	2
Stone Storm	2
Wither	2
Earthquake	3
Iron Song	3
Summon Golem	3

DUST FROM THE DEEP

- ❖ RANK 1
- ❖ RANGE: Near
- ❖ DURATION: One round
- ❖ INGREDIENT: A fistful of sand

The spell blows a thick cloud of rock dust from the ground to cover the Zone you are in. The dust blocks sight through the Zone and lets you flee combat (see page 89) without rolling for MOVE. This spell can only be used in the MOUNTAIN terrain type or inside a CAVE.

STUN

- ❖ RANK 1
- ❖ RANGE: Short
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Horn

Your mighty voice is so strong that people





CHAPTER 6



around you are stunned. Your song causes 1 point of damage to Agility per Power Level. You can distribute the damage across as many opponents as you want. The targets may attempt to resist the effect by rolling for INSIGHT – each ✕ rolled negates 1 point of damage. No effect against monsters.

VOICE OF THE MOUNTAIN

- ❖ RANK 1, RITUAL
- ❖ RANGE: Varies
- ❖ DURATION: Quarter Day
- ❖ INGREDIENT: Flute

You can speak to the mountain and listen to its words. The mountain can answer simple questions about what has happened at the location before (events over the last day require Power Level 1, events one year back in time require Power Level 2 and events even further back in time require Power Level 3) or what is happening in the area right now (SHORT range requires Power Level 1, LONG range Power Level 2, anything within the map hex Power Level 3). Unfortunately, the mountain speaks very slowly and therefore this spell works like a ritual. This spell can only be used in the MOUNTAIN terrain type or inside a CAVE.

STONESMITH

- ❖ RANK 2, RITUAL
- ❖ RANGE: Varies
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Lyre

Your song can shape stone according to your

will. This spell lets you create a wall, build a bridge, or raise a staircase from the ground. You can only create crude constructions. Power Level 1 will summon a construction in the same Zone as you. Every Power Level beyond that allows you to create something that stretches into one more neighboring Zone. For example, Power Level 4 lets you summon a construction reaching across four Zones.

STONE STORM

- ❖ RANK 2
- ❖ RANGE: Short
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Pebbles

Your song can move rocks so fast that you can hurl stones and rocks at an enemy in combat. The damage (to Strength) from your attack is equal to the Power Level. Armor works normally. This spell can only be used where there are loose stones for you to throw.

WITHER

- ❖ RANK 2
- ❖ RANGE: Near
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Harp

Your song can wither stone, allowing you to break down walls and fortifications within NEAR range. The thickness of the barrier determines the Power Level required – every half-meter requires one Power Level.





EARTHQUAKE

- ❖ RANK 3
- ❖ RANGE: Short
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Drum

Your song is charged with so much power that you make the very ground shake and tear. You can use the spell to tear down a wall or fortifications or inflict damage on a victim. The damage caused (to Strength) is equal to the Power Level.

IRON SONG

- ❖ RANK 3, RITUAL
- ❖ RANGE: Varies
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Hammer

Your voice doesn't only affect stone, but also metals that have been mined from the mountain. This ritual allows you to create weapons and other items of metal, but also, for example, to bend prison bars and open shackles.

You can create all metal weapons from the weapons tables (see Chapter 5) with a Gear Bonus equal to the Power Level, up to a maximum of +3. The weapon's other stats are according to the weapons table.

When you use IRON SONG, you must have access to the right raw materials, as if you are using CRAFTING to create an object.

SUMMON GOLEM

- ❖ RANK 3
- ❖ RANGE: Near

- ❖ DURATION: Quarter Day
- ❖ INGREDIENT: Stone figurine

Your song can summon servant creatures from the very rock. This golem obeys your orders during the present Quarter Day, then it turns into an inanimate statue. The golem can only perform basic tasks and it must remain within your view.

The stats of the golem depend on the Power Level. Power Level 1 creates a small creature with Strength 2, Agility 1, and stone skin with an Armor Rating of 3. Every increase in Power Level increases both Strength and Armor Rating by 1.

You can also use the Power Level to create more golems at the same time – every increase in Power Level creates an additional golem. For example, Power Level 4 allows you to create three golems with a Strength of 3 and Armor Rating 4.

This spell can only be used in the terrain type MOUNTAIN or in a CAVE.



BLOOD MAGIC

Blood magic derives its power from life itself and its liquid essence – blood. Through the power of blood, the Sorcerer can both benefit and bleed the target of his spells.

FIREWALKER

- ❖ RANK 1
- ❖ RANGE: Personal
- ❖ DURATION: Quarter Day
- ❖ INGREDIENT: Drop of blood





BLOOD MAGIC	
SPELL	RANK
Firewalker	1
Stir the Blood	1
Bind Demon	2
Blood Bond	2
Immolate	2
Blood Curse	3
Blood Channeling	3
Bind Soul	3

You can make yourself completely immune to heat and cold (see page III). You take no damage from fire.

STIR THE BLOOD

- ❖ RANK 1
- ❖ RANGE: Short
- ❖ DURATION: One turn (15 minutes)
- ❖ INGREDIENT: Chalice of wine

Using this spell, you stir your victim's blood and bring out strong emotions such as lust, fear or rage. The victim must give in to these emotions in some way – exactly how depends on the individual and the situation. The GM determines the details. The spell has no effect in combat and cannot be used against monsters.

BIND DEMON

- ❖ RANK 2
- ❖ RANGE: Short
- ❖ DURATION: Quarter Day
- ❖ INGREDIENT: Pentagram

This spell allows you to bend demonic creatures from other worlds to your will. The demon can resist the spell with a successful INSIGHT roll with a negative modification equal to the Power Level. Keep in mind that demons rarely react well to magicians' attempts to BIND them, so be ready for any consequences.

BLOOD BOND

- ❖ RANK 2
- ❖ RANGE: Arm's Length





- ❖ DURATION: Immediate
- ❖ INGREDIENT: Your own or the target's blood

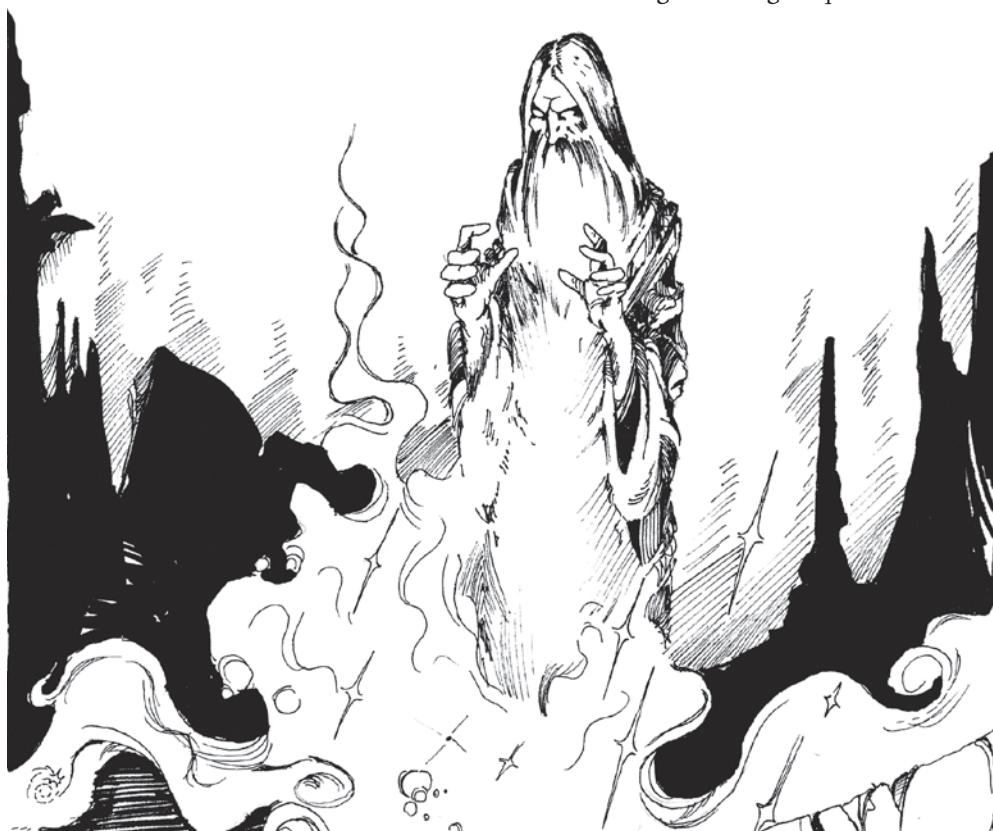
You can transfer blood, and the inherent energy of it, to or from another being of the same kin as yourself. You can transfer a number of attribute points (of any attribute) equal to the Power Level to or from the target. The starting attribute rating cannot be surpassed. Attribute points lost in this way can be recovered normally. An unwilling victim can make an INSIGHT roll, with a negative modification equal

to the Power Level, to resist the spell. The spell can be used to get a Broken person up on their feet, but it has no effect on critical injuries.

IMMOLATE

- ❖ RANK 2
- ❖ RANGE: Near
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Torch or open fire

You can heat up your victim's blood to the point where they literally burst into flames. The spell inflicts damage to Strength equal to the Power





Level and keeps inflicting one point of damage per round until the victim puts the fire out with a successful MOVE roll (slow action). Armor does not protect against this spell.

BLOOD CHANNELING

- ❖ RANK 3
- ❖ RANGE: Personal
- ❖ DURATION: One round
- ❖ INGREDIENT: Living victim

This spell concentrates the energy of the sorcerer's own blood. You gain a number of Willpower Points equal to twice the Power Level. The effect is temporary, however. Your newly won Willpower Points must be used in the next round, or they are lost. If you use a living sacrifice as an ingredient for your spell, it must be sacrificed before you cast the spell. A small animal is enough.

BLOOD CURSE

- ❖ RANK 3, RITUAL
- ❖ RANGE: Unlimited
- ❖ DURATION: Quarter Day per Power Level
- ❖ INGREDIENT: Hair from or part of the victim's body

You place a blood curse on your victim, who must be a living humanoid. You must know your victim's name and know where they are, at least approximately. The victim suffers damage to an attribute of your choice. The amount of damage equals the Power Level and the victim takes one point of damage per Quarter Day until the full effect is reached.

BIND SOUL

- ❖ RANK 3, RITUAL
- ❖ RANGE: Arm's Length
- ❖ DURATION: Varies
- ❖ INGREDIENT: Sacrificial knife

Through this ritual, you can extract a victim's soul from his blood and capture it in a vessel of some kind (such as a mirror, a jewel, or a weapon). Your victim must make an INSIGHT roll with a negative modification equal to the Power Level. If the roll fails, the victim is bound to the vessel for a Quarter Day. Making the effect last one full day requires Power Level 2 or higher, and if you want the victim to remain in the vessel forever – or up to a time of your choosing – it requires Power Level 3. You can specify a condition that must be filled to free the soul. The victim can be freed by a DISPEL MAGIC (see page 121). While the soul is bound, the body is unconscious and can be killed with a COUP DE GRACE or possessed by another restless spirit.



DEATH MAGIC

Death magic draws its power from dead or dying beings, from rot and decay. Practitioners of death magic, known as necromancers, can also steal power from living things by twisting and tainting them, which is the reason for much of the hate and fear these black arts stir up. The necromancers see themselves as seekers of truth, as pioneers and explorers of the true nature of life and death.





DEATH MAGIC	
SPELL	RANK
Befoul	1
Chill of the Grave	1
Contaminate	1
Ghoulish Glare	1
Hand of Doom	2
Raise the Dead	2
Speak to the Dead	2
Steal Life	3
Terror	3
Weight of Ages	3

BEFOUL

- ❖ RANK 1
- ❖ RANGE: Near
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Rotten food

You can let death and decay seep into food. You can BEFOUL a unit of FOOD per Power Level making it unfit for consumption. The FOOD turns into a poison with a Potency equal to the Power Level multiplied by 3.

CHILL OF THE GRAVE

- ❖ RANK 1
- ❖ RANGE: Arm's Length
- ❖ DURATION: One round per Power Level
- ❖ INGREDIENT: A piece of crystal

You let the unrelenting cold of death seep

into your victim. The victim becomes COLD, immediately suffering 1 point of damage to both Strength and Wits as a result. The victim continues to suffer 1 point of damage to these attributes each round, until the total amount of damage (to each attribute) equals the Power Level. The spell has no effect on monsters.

CONTAMINATE

- ❖ RANK 1
- ❖ RANGE: Arm's Length
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Sick animal

You can create horrid contagions with which to torment your enemies. Your victim, who must be a living humanoid, contracts a disease with a Virulence equal to the Power Level multiplied by 3. Feel free to describe the nature of the contagion in detail.

GHOULISH GLARE

- ❖ RANK 1
- ❖ RANGE: Short
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Hood

Your murky appearance instills unease and fear in your victim. They suffer damage to Empathy equal to the Power Level. This spell can only be used against living humanoids.

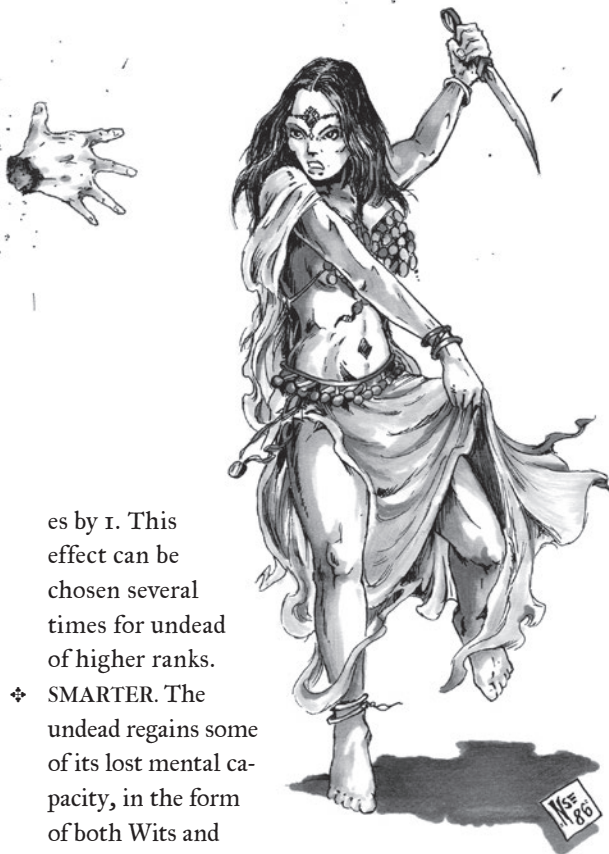
HAND OF DOOM

- ❖ RANK 2
- ❖ RANGE: Near



- ❖ DURATION: Immediate
- ❖ INGREDIENT: Severed hand

You can claw your way to your victim's heart magically and squeeze the life from him. This spell inflicts damage to Strength equal to the Power Level. You can extend the range to SHORT if you spend an extra Willpower Point (this does not count towards the Power Level). This spell can only be used against living humanoids.



RAISE THE DEAD

- ❖ RANK 2, RITUAL
- ❖ RANGE: Near
- ❖ DURATION: Quarter Day
- ❖ INGREDIENT: Item belonging to the dead

The main task of Death Magic is awakening the dead. In its simplest form, this ritual is used to reanimate one dead humanoid or animal, which will become a rank 1 undead.

For each Power Level beyond the first, you can reanimate one more undead, or increase the *rank* of all undead raised by the spell by one. A ritual with Power Level 2 can raise two undead of rank 1, Power Level 3 can raise two undead of rank 2, and so on.

A rank 1 undead has little to no mental capacity, but will obey simple commands and can use weapons and simple tools. The undead has the same Strength it did in life, Agility is decreased by one (no lower than 1), and it has no Wits or Empathy. Skills based on Strength and Agility are retained.

A rank 2 undead can be enhanced in one of the following ways:

- ❖ STRONGER. The Strength score increas-

es by 1. This effect can be chosen several times for undead of higher ranks.

- ❖ SMARTER. The undead regains some of its lost mental capacity, in the form of both Wits and Empathy and skills associated with these attributes. All the scores are lowered by one (no lower than 1). The undead can answer questions about its life both before and after death, but it often has an unclear sense of time and can be very forgetful. It obeys its maker and can perform slightly more advanced tasks.
- ❖ DURABLE. The Duration of the spell is doubled. This effect can be chosen several times for undead of higher levels.

A rank 3 undead gets two of the effects above. A rank 4 undead gets three effects, a rank 5 gets four effects, and so on. Note that the Strong



and Durable effects can be chosen several times over.

RAISE THE DEAD can also be used to take control of “restless dead,” beings that have died but are still walking about, unaware of the fact that they are dead. Read more about these in the *Gamemaster’s Guide*.

SPEAK TO THE DEAD

- ❖ RANK 2
- ❖ RANGE: Near
- ❖ DURATION: One turn (15 minutes)
- ❖ INGREDIENT: Body part from a dead person

You can speak with the dead. You must be within NEAR range of where the victim died or lies buried. You must know the victim’s name. You can speak with the dead for a few minutes and ask a few simple questions. The GM decides what the dead can and will answer – the dead aren’t always cooperative!

If the victim’s remains are reasonably intact you can speak directly with the corpse, otherwise you hear the dead as a disembodied ghost voice in your head. This spell cannot be used against undead.

STEAL LIFE

- ❖ RANK 3, RITUAL
- ❖ RANGE: Near
- ❖ DURATION: Immediate
- ❖ INGREDIENT: A living animal

You can suck the life from living plants and animals around you. You gain a number of Will-

power Points equal to twice the Power Level. The ritual can only be used in an environment where there is vegetation and so cannot be used indoors or on a rocky mountain side. When you perform the ritual all animals and plants within NEAR range – in the same Zone as you – die. This also applies to humans and other kin.

TERROR

- ❖ RANK 3
- ❖ RANGE: Short
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Skull

You can instill a horrible, unbearable fear in your victim, whose mind is flooded by images of their own aging and death. The victim suffers damage to both Wits and Empathy equal to the Power Level. This spell only works on living humanoids.

WEIGHT OF AGES

- ❖ RANK 3
- ❖ RANGE: Arm’s Length
- ❖ DURATION: Immediate
- ❖ INGREDIENT: Scalp with white hair

You can speed up the aging process of a living being. The victim immediately ages 10 years per Power Level. If the victim as a result of this changes their age category (see page 31), they *permanently* lose one point in an attribute of their choice. If the victim ages past twice the maximum age for an Adult (for example, 100 years for a human), they wither and die. This spell has no effect on elves or monsters.



JOURNEYS

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



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

are used to measure distances and govern movement. One hexagon is 10 kilometers across.

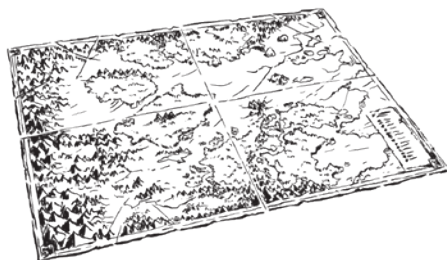
TYPES OF TERRAIN

The Forbidden Lands are divided into ten types of terrain. Each hexagon on the map has a certain type of terrain that is used to determine how difficult it is to move in the hexagon as well as what kind of random encounters can be faced. See the table on page 145.

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

THE MAP

The map of the Forbidden Lands found in the game box is the focus of the game when you, and your fellow adventurers, are out on a journey. The map is divided into hexagons, which





OTHER MAPS

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

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

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

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





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

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

QUARTERS OF THE DAY

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

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

At the start of every Quarter Day, each adventurer must choose one activity for the Quar-

ter Day. No more than one activity can be performed at the same time, unless specified otherwise. Most activities can be performed by several PCs, but for a few activities, a single adventurer must be chosen. The various activities are explained in detail over the course of the coming pages.

- ❖ HIKE. Must be done by all adventurers if you want to proceed on the game map.
- ❖ LEAD THE WAY. Can be combined with HIKE, but can only be done by one adventurer in the group. Helping is not allowed.
- ❖ KEEP WATCH. Can be combined with HIKE, but can only be done by one adventurer in the group. Helping is not allowed.
- ❖ FORAGE. Can be done by several adventurers at the same time. Helping is allowed.
- ❖ HUNT. Can be done by several adventurers at the same time. Helping is allowed.
- ❖ FISH. Requires a river or a lake. Can be done



by several adventurers. Helping is allowed.

- ❖ **MAKE CAMP.** Only one adventurer may roll, but helping is allowed.
- ❖ **REST.** Can be done by several adventurers at the same time. Occurs automatically when you **SLEEP**.
- ❖ **SLEEP.** Can be done by several adventurers at the same time. When you **SLEEP**, you automatically **REST** at the same time.
- ❖ **EXPLORE.** Can be done by several adventurers at the same time.



HIKE

Your journey through the Forbidden Lands progresses from hexagon to hexagon on the map. The rule of thumb is that you can **HIKE** two hexagons per **Quarter Day** in **OPEN TERRAIN** and one hexagon per **Quarter Day** in **DIFFICULT TERRAIN**. On horseback, your rate of movement increases to three hexagons per **Quarter Day** in **OPEN TERRAIN**. See the table below.

Short breaks are included in the specified time, but if you stop for more than a few minutes along the way, you might not be able travel the entire distance. The GM has the final word.

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

FORCED MARCH

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

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

MOUNTS

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

A forced march (see above) is also possible while riding. Roll just like you did above, but use your **ANIMAL HANDLING** and the animal's **Strength**. If the roll fails, the animal goes lame. It cannot continue, and another successful **ANIMAL HANDLING** roll is required for the animal to recover and be able to travel the next day. If this roll fails, there are no options other than to put it down.



LEAD THE WAY

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

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

DARKNESS

In the dark, travel through the wilderness is dangerous. Getting lost or choosing the wrong path is an ever-present risk. A pathfinder without night vision gets a -2 penalty during the dark **Quarter Days** of the day, and everyone in

the group without night vision must make a **SCOUTING** roll – failure means they fall and take one point of damage to **Strength**.

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

BACK AGAIN?

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



KEEP WATCH

During every **Quarter Day** of your journey, you should also designate one adventurer in your group who is responsible for scouting

LIGHT & DARKNESS				
	SPRING	SUMMER	AUTUMN	WINTER
Morning	Light	Light	Light	Dark
Daytime	Light	Light	Light	Light
Evening	Dark	Light	Dark	Dark
Nighttime	Dark	Dark	Dark	Dark



LEADING THE WAY MISHAPS


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



D66	MISHAP	EFFECT
46-52	Fog	You are caught unawares by a thick fog. The distance you cover this Quarter Day is decreased by one hex. In difficult terrain, you're stuck in the hex you started. In addition, each adventurer suffers one point of damage to Empathy from the gloomy mist.
53-54	Wasps' Nest	You step right into a nest of wasps. An angry swarm attack the entire group. Each adventurer must make a MOVE roll or suffer an attack with four Base Dice, causing damage to Agility.
55-61	Mosquito Swarm	A large swarm of mosquitoes or gnats attacks you, driving you crazy with their biting and buzzing. They attack with four Base Dice, causing damage to Empathy.
62-64	Savage Animal	A wolf, bear or other wild animal feels threatened, and attacks you. The GM chooses an animal from the table on page 126 of the <i>Gamemaster's Guide</i> .
65-66	Persistent Animal	A squirrel, bird or other small animal follows you around and doesn't leave you alone. The animal causes trouble, described by the GM – it might make a noise at some inappropriate time, eat your food or steal something.

for threats and enemies. The *lookout* can **KEEP WATCH** and **HIKE** at the same time, but cannot **LEAD THE WAY** while doing so. A lookout is useful during every **Quarter Day**, even after you **MAKE CAMP**. You don't need to have a lookout if you don't want to, but without one you have no chance to spot threats before they are upon you.

The scout comes into play when the GM rolls for a random encounter or introduces some other kind of threat. Tables for random encounters, based on which type of terrain



HIKING ALONE

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



dominates the hexagon where the characters find themselves, can be found in Chapter 7 of the *Gamemaster's Guide*.

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

If the random encounter is some sort of threat, the lookout makes a SCOUTING roll to detect it. Make a straight roll, not an opposed roll unless the threat is actively ambushing you. Success generally means that the lookout notices the threat while it's still at a safe distance. You can

then decide whether to show yourselves, set up an ambush, or to SNEAK away undetected. Failing the SCOUTING roll means that the threat is up close and personal before you notice it.



FORAGE

If you are running out of provisions, you can spend a Quarter Day looking for edible plants and drinkable water. You cannot HIKE at the same time, so if you want to FORAGE you have to stop in the hexagon that you are in.

FORAGING MISHAPS

D6	MISHAP	EFFECT
1	Poisonous	You find one unit of VEGETABLES, but it is poisonous, something you only discover during your next meal. The poison in the VEGETABLES has a Potency of 3.
2	Leeches	Blood sucking leeches bite into your flesh and you suffer one point of damage to Strength. The leeches can be removed by making a successful HEALING roll. If you fail the roll you suffer another point of damage, but manage to get them off anyway.
3	Sprained Ankle	You fall or twist your ankle and suffer a critical injury, equivalent to result 25–26 in the table for blunt trauma on page 197.
4	Torn Clothes	Your clothes are damaged. Your boots break or your robe snags on thorny plants or sharp rocks. You must roll for the effects of cold. Your clothes can be mended by making a successful CRAFTING roll.
5	Savage Animal	A wolf, bear or other wild animal feels threatened, and attacks you. The GM chooses an animal from the table on page 126 of the <i>Gamemaster's Guide</i> .
6	Persistent Animal	A squirrel, bird or other small animal follows you around and doesn't leave you alone. The animal causes trouble, described by the GM – it might make a noise at some inappropriate time, eat your food or steal something.



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

To **FORAGE**, you must choose whether you are looking for food or water. Then make a **SURVIVAL** roll, modified by the terrain type (see the table on page 145). The roll is also modified by the time of year (see the table to the right).

When looking for food, success means that you find a number of units of **VEGETABLES** in the form of edible roots or plants, equal to the number of **X** you rolled. The **VEGETABLES** can be cooked by a **CHEF** (see page 74) or at an

INN (see page 168), and are then turned into an equal amount of **FOOD**. You can eat **VEGETABLES** raw – you then consume a unit of **VEGETABLES** instead of rolling your Resource Die for **FOOD**. You need to do this within a day, or the **VEGETABLES** will be spoiled.

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

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

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



HUNT

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

You need some form of gear to **HUNT** – ei-





HUNT

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

*Boars attack you if you fail.

HUNTING MISHAPS

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

ther a ranged weapon or a hunting trap of some type (see the table on page 184). First, you must find your prey, which you can do by making a SURVIVAL roll (see the MASTER OF THE HUNT and HUNTING INSTINCTS talents in Chapter 4).

Success means that you find some kind of prey. Roll on the table above to see what type of animal it is. If you roll multiple ✕, you can re-roll on the hunting table once per extra ✕. You cannot go back to a previous result.



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

The table to the upper left indicates how many units of **MEAT** and **PELTS** your prey yields. The **MEAT** can be cooked by a **CHEF** (see page 74) or at an **INN** (see page 168), and is then turned into an equal amount of **FOOD**. You can eat **MEAT** raw – you then consume a unit of **MEAT** instead of rolling your Resource Die for **FOOD**. You need to do this within a day, or the **MEAT** will be spoiled. The **PELTS** can be turned into **LEATHER** by

a **TANNER** (see page 82), preferably at a **TANNERY** (see page 172).

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



FISH

If you are in a hexagon by a river or lake or by the ocean you can **FISH**. If you are on foot, you cannot **HIKE** while **FISHING**, but you can **FISH** from a moving boat. Several people can **FISH** at the same time. If you want to roll separately you cannot **FISH** in the same location, which means that any

FISHING MISHAPS

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



mishaps will affect you individually. Alternatively, one of you FISHES and the others help.

To FISH, you need fishing gear (see the table on page 184). Make a SURVIVAL roll modified by the FISHER talent and any Gear Bonus from your fishing gear.

Success means you catch a number of units of FISH equal to the number of **X** you rolled. The FISH can be cooked by a CHEF (see page 74) or at an INN (see page 168), and is then turned into an equal amount of FOOD. You can eat FISH raw – you then consume a unit of FISH instead of

rolling your Resource Die for FOOD. You need to do this within a day, or the FISH will be spoiled.

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



MAKE CAMP

When the journey of the day is over, it's time to MAKE CAMP. Finding a good loca-

MAKING CAMP MISHAPS

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



tion for a camp, making a fire, and preparing where to SLEEP takes a whole Quarter Day – usually the Evening. Only one person rolls to MAKE CAMP, but others can help her (see page 48).

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

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

STANDING GUARD: The wilderness is a dangerous place and even while you are in your camp, you need a sentry to stay awake to KEEP WATCH (see above). You need to choose who stands guard during the Night, and let this person SLEEP during some other Quarter Day (usually the Evening).



REST

Resting by the campfire is a good opportunity to recover from damage. Read more about recovery on page 108. If your REST is interrupted by something dramatic, like

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



combat or other similar activity, your activity during the **Quarter Day** no longer counts as **REST**.



SLEEP

You have to **SLEEP** at least one **Quarter Day** per day (usually during the **Night**) to avoid becoming **SLEEPY** (see page 111). If your **SLEEP** is interrupted by something dramatic, like combat or other similar activity, your activity during the **Quarter Day** no longer counts as **SLEEP**. **SLEEP** also counts as **REST**.

BARE GROUND

It is possible to **SLEEP** in the wilderness without **MAKING CAMP** – you simply find a suitable tree to **SLEEP** under. You save the time it takes to **MAKE CAMP**, but everyone in the group must make a **SURVIVAL** roll to find a good spot to **SLEEP**. Failure means the individual doesn't **SLEEP** at all, and thus becomes **SLEEPY** (see page 111). Since you don't have a fire to keep the cold away, you all also suffer the effects of cold (see page 111).



SEA TRAVEL MISHAPS

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



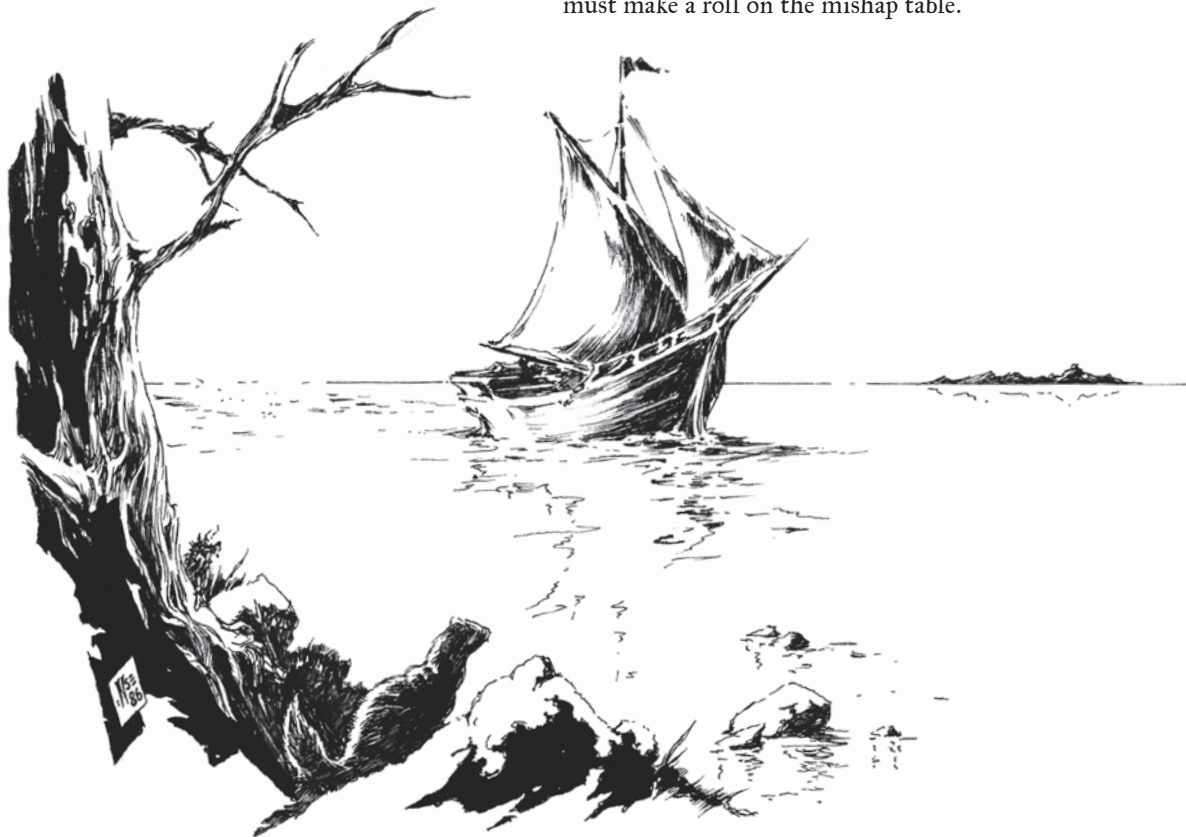
EXPLORE

When you stop at an adventure site to **EXPLORE** it, your journey is interrupted. **EXPLORE**ING an adventure site can take anything from a **Quarter Day** up to several days or even weeks. Sometimes, you might have to take a break to **REST** or **SLEEP** while **EXPLORE**ING. You cannot **REST** or **SLEEP** during the same **Quarter** as you **EXPLORE**.

SEA TRAVEL

If you have access to a boat or raft (see the table on page 190), you can cross a river without using a bridge or a ford. You can also travel along a river, across a lake or on an ocean.

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





Germond licked the naked rock as a dog would. Was the dwarf drunk?

"There's a stream five ells in," he nodded. "A keep built here would never lack for water!"

"So you'll hire the clan stonemasons before winter?" said Vons of Horn, and the dwarf gaped at the gall of the human.



Adventurers are restless by nature, but even you might one day want to settle down somewhere. If you live long enough to gather significant treasures, you can use your riches to create your own stronghold in the Forbidden Lands. In the stronghold, you can rest between your journeys, repair and build items, and even acquire hirelings to work for you. Who knows, one day you might even become rulers of a kingdom of your own?

The drawback of having a stronghold is that it can draw unwelcome attention, and it's risky to leave your stronghold unattended.

stronghold is to find a suitable location for it. Obvious choices are an old CASTLE or DUNGEON adventure site that you have cleansed of enemies and monsters during your adventures.

How long it takes to clean out the dirt and make the place livable varies, and is up to the GM, but it typically takes at least a day's work (two Quarter Days) and a successful CRAFTING roll. Only one person can make the roll, but others can help.

If the roll fails, the location has some kind of flaw. To decide what it is, the GM makes a D6 roll on the table on page 160 or picks something suitable. You must then choose whether to accept this flaw and use the location anyway, or to move on and find another place for your stronghold.

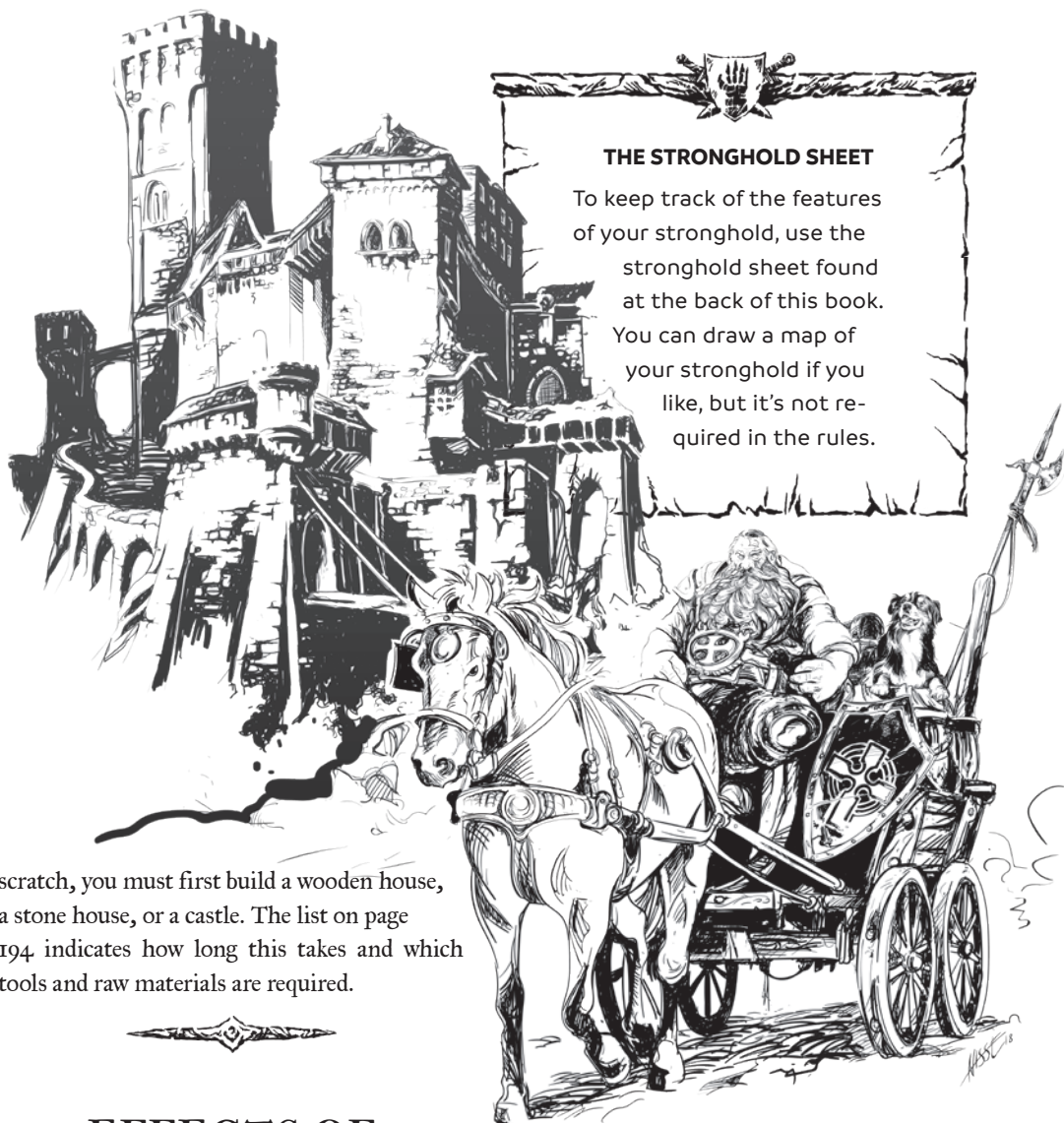
ESTABLISHING A STRONGHOLD

The first thing you need to do to establish a

BUILDING FROM SCRATCH

If you want to build your stronghold from





THE STRONGHOLD SHEET

To keep track of the features of your stronghold, use the stronghold sheet found at the back of this book. You can draw a map of your stronghold if you like, but it's not required in the rules.

scratch, you must first build a wooden house, a stone house, or a castle. The list on page 194 indicates how long this takes and which tools and raw materials are required.

EFFECTS OF A STRONGHOLD

A stronghold has two base effects:

- ❖ You can REST and SLEEP undisturbed there, without risking any mishaps (see page 154).
- ❖ Each adventurer in your group gains one Willpower Point (see page 46) when you arrive home to your stronghold and spend at least one day there. You can only gain one WP each session in this way.





STRONGHOLD FLAWS

D6	FLAW
1	The roof is leaky.
2	The stronghold is infested with rats (see page 124 in the <i>Gamemaster's Guide</i>).
3	Someone else has claims on the stronghold. The GM decides who it is.
4	A ghost (see page 92 in the <i>Gamemaster's Guide</i>) haunts the stronghold.
5	A flock of harpies (see page 102 in the <i>Gamemaster's Guide</i>) have a nest in the stronghold.
6	Many dead are buried in the stronghold, and sometimes wake up as undead (see page 120 in the <i>Gamemaster's Guide</i>).

A stronghold can help you in many other ways, but for that, you will need functions and hirelings – more on those below.

The stronghold can also cause trouble for you, most often in the form of unwanted attention from others in the area. Read more about this under Events at the Stronghold, below. You will also need to tend to the general upkeep of the stronghold or hire someone to do it for you. Read more about that in the Upkeep section, below.

EXAMPLE

The sorcerer Nirmena and the dwarf Tyrgar have found an old castle ruin that they want to turn into their own stronghold. Having chased off the band of goblins that lived in the castle, they start to clean up. Tyrgar makes a CRAFTING roll with help from Nirmena. The roll is a success and the old, dilapidated castle is now a functioning stronghold. The GM determines that the castle has a working FIREPLACE, but that its walls are too ruined to work as RAMPARTS.

FUNCTIONS & HIRELINGS

You can develop your stronghold in many different ways. This is done through the use of functions and hirelings. Below, a large selection of both are described.

EXISTING FUNCTIONS

Your stronghold might already have one or more functions when you have established it. This is up to the GM to determine. An old castle might, for example, have RAMPARTS and a FIREPLACE, while a cave might have a natural ROOT CELLAR.

It's less common that a stronghold already has hirelings when it's established, but it can happen.

BUILDING FUNCTIONS

To build or create a function in your strong-



hold, you generally need to make a CRAFTING roll (see page 51). Just like normal items, some functions are ADVANCED and require specific talents to be built.

Which tools and raw materials are needed to build the function, and how long time it takes to do so, are listed under each function below. The build time assumes that the work is carried out for at least two Quarter Days per day. Some functions also require that other functions are already present in the stronghold.

If the roll fails, the same PC can't try to build the same function again until her CRAFTING skill level has increased.

REPUTATION: Several functions will increase

MORE OF THE SAME?

As a general rule, your stronghold can only have one instance of a certain function. There are exceptions to this rule, however – your stronghold can have several GUARDS and several FIELDS, for example. This is indicated in each function where this is the case. The effects of multiple functions of the same kind are cumulative, but they must also be staffed individually.

THE PURPOSE OF THIS CHAPTER

Note that the rules for strongholds are intentionally quite simple and abstract. The purpose of this chapter is not to simulate a medieval castle in all its aspects – that would be an entire game of its own – but to give the characters a home, and a hub for their adventures. If you feel that some aspect of the strongholds should be developed further in this game, feel free to write house rules and share them on the Free League forums!

your Reputation score once completed. All adventurers' Reputation scores are affected.

STAFF: Most functions need to be staffed by a PC or an NPC (usually a hireling) to have any effect. In some cases, the staff is required to have a certain talent, and sometimes dice need to be rolled. Only PCs roll dice for functions – NPCs are assumed to succeed automatically (with one ✕).

EMPLOYING HIRELINGS

To get some hirelings to work in your stronghold, you first need to find suitable candidates. This is played out normally, and usually requires a visit to the nearest village. Some specialized hirelings can be difficult to find, and such attempts can lead to whole adventures in and of themselves.



NON-PAYMENT

D6 EFFECT

- 1 The hireling leaves their post and also spreads rumors of your stinginess. Add two dice to the next roll for events at your stronghold (see page 12 in the *Gamemaster's Guide*).
- 2 The hireling leaves their post and steals something valuable when they go. The GM determines what.
- 3 The hireling protests loudly and rallies all of the other hirelings in the stronghold to their cause. They all desert their posts and leave the stronghold.
- 4 The hireling stays at their post, but slacks off at their work and doesn't perform their duties until they get paid again. Roll again if the hireling doesn't get paid within a week.
- 5 The hireling keeps working, but spreads rumors of your stinginess. Your Reputation score counts as one step higher for the next roll for events at the stronghold (see page 12 in the *Gamemaster's Guide*). Also, roll again if the hireling doesn't get paid within a week.
- 6 The hireling dutifully keeps working without complaining. Roll again if the hireling doesn't get paid within a week.

Once a suitable candidate is found, you need to make a **MANIPULATION** roll and pay him or her the daily salary indicated in the list of hirelings below. Some hirelings require that specific functions or other hirelings are already present in the stronghold.

WORK HOURS: As a general rule, a hireling will work for two **Quarter Days** per day. They can work a third **Quarter Day**, if given double pay. These are just general guidelines – the GM is free to make her own assessment, depending on the situation.

PAYING SALARIES: A salary is generally paid in coins. In the *Forbidden Lands*, it is common for servants at a castle to get paid in goods

or services – or simply protection – rather than in coin. In these rules, all salaries are given in coin to simplify things. If you'd rather pay

SEVERAL STRONGHOLDS?

Nothing stops you from having several strongholds. On the contrary, it can be very useful to have several strongholds across the *Forbidden Lands*. All the strongholds must be guarded, however (see above).



in goods, it's usually fine. Use the price lists (Chapter 9) as a guide. The GM has final say.

If you leave the stronghold to go adventuring, hirelings will expect to get paid in advance for the time you expect to be gone. If you don't pay a hireling what you have promised them, it will mean trouble. Roll on the table to the left.

FOOD & WATER: You don't need to provide FOOD and WATER for your hirelings – they manage to acquire it on their own, using their salary. If your stronghold is under siege however, it's another story. Read more on page 177.

MASTER BUILDER

If you have the MASTER BUILDER hireling in your stronghold, you can have him build new functions instead of doing it yourselves. A MASTER BUILDER automatically succeeds at all CRAFTING rolls (with one ✕), no dice are rolled. The downside is that MASTER BUILDERS are expensive!

EXAMPLE

Nirmena and Tyrgar are working on their stronghold, and start out with building RAM-PARTS, a FIREPLACE, and a SCRIPTORIUM. Tyrgar has skill level 4 in CRAFTING and the BUILDER talent (level 1), and Nirmena helps out. Tyrgar spends four times the required amount of time on the work. In total, this gives Tyrgar a +4 modifier to all rolls. All three rolls succeed and, after 44 days, the functions are all complete.

Next, Nirmena and Tyrgar hire a HANDYMAN and GUARD, as they are about to go on another journey. They pay one week's

NEW FUNCTIONS AND HIRELINGS

The lists of functions and hirelings are extensive, but they don't cover everything you might want to do with your stronghold. You are free to make up new functions and hirelings. It is up to the GM to determine the effect of such functions and hirelings, as well as what is required to build or hire them.





UNGUARDED STRONGHOLD

D6 EVENT

- 1 A local prince, orc chieftain, or similar (details are up to the GM) discovers the unguarded stronghold and occupies it. All hirelings flee. When the adventurers return, the stronghold is guarded by 2D6 hostile soldiers or warriors.
- 2 Another band of adventurers take the stronghold as their own. All hirelings flee. The PCs must either use force to chase off the brazen intruders or negotiate with them.
- 3 A flock of harpies (see page 102 of the *Gamemaster's Guide*) makes a nest in the stronghold. They make a mess, eat all FOOD, steal everything shiny and chase off all hirelings. When the adventurers return, they must chase off the harpies as well as clean out the stronghold (see above) before it can be used again.
- 4 A huge Gray Bear moves into the stronghold and turns it into its den. The hirelings stay, but keep away from the bear's den.
- 5 A group of wanderers use the stronghold as their temporary lodgings. They make a mess and steal 2D6 units of FOOD if there is any, but otherwise leave the stronghold untouched.
- 6 Luckily, no one disturbs your unguarded stronghold.

salary in advance, but end up staying away longer. After one week, the players must roll on the table for non-payment (see above). They roll a 6 and a 2 – the HANDYMAN stays on, but the GUARD leaves her post and steals a barrel of mead as she goes.



KEEPING WATCH

If you leave your stronghold to go on adventures, there is a real risk that someone will come and loot it while you're gone. A stronghold must be guarded at all times. For each week that your stronghold is left unguarded,

the GM rolls on the unguarded stronghold table above.

You can hire a GUARD to watch your stronghold while you are gone. Other hirelings do not suffice for this duty – they won't defend your stronghold against intruders, but rather will flee at the first sign of trouble.



UPKEEP

Your stronghold doesn't only need to be guarded, it needs general upkeep as well. Dirt needs to be cleaned away, loose bricks need to be mortared back in place, trees and plants



LACKING UPKEEP

D6 EFFECT

- 1 A huge fire erupts, laying waste to D6 random functions in the stronghold. Also, roll D6 for each hireling in the stronghold – a roll of 1 means that the hireling is killed in the blaze.
- 2 A random function breaks, collapses, catches fire, or is ruined in some other way. The function needs to be rebuilt.
- 3 A hireling has a nasty fall or is hit by falling rocks. Make a roll on the critical hit table for blunt trauma.
- 4 A swarm of rats (see page 124 in the *Gamemaster's Guide*) moves in and consumes 2D6 units of FOOD if there is any in the stores.
- 5 The roof starts to leak. In the Winter or Fall, all occupants of the stronghold suffer the effects of cold (see page 111). To repair the leak takes a Quarter Day of work and requires a CRAFTING roll.
- 6 The stronghold remains intact, despite the lack of upkeep.

need to be tended to, and broken things must be repaired. This work takes one Quarter Day per day, and requires a CRAFTING roll each week. One PC rolls, but others can help. If the roll fails, or if the upkeep is not performed, roll on the lacking upkeep table (above) each week.

You can hire a HANDYMAN to manage the upkeep of your stronghold. They don't need to roll dice to complete the work.



FUNCTIONS

Below, the functions you can build in your stronghold are listed.

- ❖ **REQUIREMENT:** Talents needed to build the function or other functions that must

already exist in the stronghold before this function can be built.

- ❖ **RAW MATERIALS:** The number of units of raw materials that are used up when building the function.
- ❖ **TOOLS:** The tools that are needed to build the function.
- ❖ **TIME:** How long it takes to build the function, assuming work is done for at least two Quarter Days per day.
- ❖ **REPUTATION:** The increase to the Reputation score of all PCs once the function is completed, if applicable.
- ❖ **EFFECT:** The effect of the function.

BAKERY

A bakery will feed many hungry mouths and spreads a welcoming smell across the strong-





LIST OF FUNCTIONS

FUNCTION	RAW MATERIALS	FUNCTION	RAW MATERIALS
Bakery	200 Stone and 40 Wood	Portcullis	100 Iron
Dovecote	30 Wood	Quarry	—
Dungeon	50 Stone and 20 Iron	Ramparts	600 Stone
Field	—	Root Cellar	200 Stone
Fireplace	20 Stone	Scriptorium	100 Wood
Forge	60 Iron and 400 Stone	Sheepfold	20 Wood
Gallows	20 Wood	Shooting Range	20 Wood
Garden	—	Shrine	80 Wood or 80 Stone
Guard Tower	200 Wood or 400 Stone	Stables	400 Wood
Inn	250 Wood or 500 Stone	Tailor Shop	100 Wood
Library	100 Wood	Tannery	100 Wood
Marketplace	60 Wood	Training Grounds	40 Wood
Mill	400 Wood, 10 Stone	Vault	200 Stone, 100 Wood, 10 Iron
Mine	60 Wood	Well	50 Stone
Moat	—		
Pasture	20 Wood		
Pigsty	50 Wood		

hold. Your stronghold can have several bakeries.

- ❖ **REQUIREMENT:** FIREPLACE, the BUILDER talent
- ❖ **RAW MATERIALS:** 200 STONE, 40 WOOD
- ❖ **TOOLS:** Sledgehammer, saw
- ❖ **TIME:** One week
- ❖ **EFFECT:** Each Quarter Day that the BAKERY is staffed by a PC or NPC with the CHEF talent, or by the BAKER hiring, up to a dozen units of FLOUR can be converted into an equal number of units of FOOD (bread).

DOVECOTE

Homing pigeons are useful for quickly sending messages home to the stronghold from other parts of the Forbidden Lands.

- ❖ **REQUIREMENT:** A successful ANIMAL HANDLING roll to catch and tame the pigeons.
- ❖ **RAW MATERIALS:** 30 WOOD
- ❖ **TOOLS:** Saw, hammer
- ❖ **TIME:** One day
- ❖ **REPUTATION:** +1
- ❖ **EFFECT:** The DOVECOTE contains about a dozen pigeons. These can be transported



in cages during journeys. When a homing pigeon is released, it flies home to the DOVECOTE in the stronghold.

DUNGEON

A dark and damp place where you can lock up miscreants and other displeasing individuals. Your stronghold can have several dungeons.

- ❖ REQUIREMENT: —
- ❖ RAW MATERIALS: 50 STONE and 20 IRON
- ❖ TOOLS: Sledgehammer, saw, hammer
- ❖ TIME: One week
- ❖ REPUTATION: +1
- ❖ EFFECT: Holds up to four prisoners securely locked away. As long as a PC or the JAILER hireling watches the prisoners, they have slim chances of escape.

FIELD

In an agricultural field, you can grow crops for your own use or to sell. Your stronghold can have several fields, but they must be located outside of the stronghold itself.

- ❖ REQUIREMENT: —
- ❖ RAW MATERIALS: —
- ❖ TOOLS: Pickaxe and shovel
- ❖ TIME: One month
- ❖ EFFECT: At one occasion during the FALL, you can harvest 300 units of GRAIN. The work takes one week and can be done by a PC or a FARMER hireling. Several people can share the work.

FIREPLACE

A warm fire will chase away the darkness and

the cold from your stronghold.

- ❖ REQUIREMENT: —
- ❖ RAW MATERIALS: 20 STONE
- ❖ TOOLS: —
- ❖ TIME: One day
- ❖ EFFECT: Eliminates the effects of cold (see page 111) and darkness (see page 112) in the stronghold.

FORGE

The noise and the smoke from a smithy is a sure sign that your stronghold is ready to defend itself.

- ❖ REQUIREMENT: FIREPLACE, the BUILDER talent
- ❖ RAW MATERIALS: 60 IRON and 400 STONE
- ❖ TOOLS: Sledgehammer, hammer
- ❖ TIME: One week
- ❖ REPUTATION: +1
- ❖ EFFECT: Each Quarter Day during which the FORGE is staffed by a PC or an NPC with the SMITH talent, or the hireling of the same name, up to a dozen units of IRON ORE can be turned into the same number of units of IRON.

GALLOWS

The Forbidden Lands are a harsh place, and execution is a common punishment for even lesser crimes.

- ❖ REQUIREMENT: —
- ❖ RAW MATERIALS: 20 WOOD
- ❖ TOOLS: Saw, hammer
- ❖ TIME: One day
- ❖ REPUTATION: +1
- ❖ EFFECT: A PC or the EXECUTIONER hireling can execute people at the GALLOWS.



In this case, a defenseless person can be killed without requiring a coup de grace (see page 108). After a public execution, the risk of unwelcome visitors to your stronghold decreases. Your Reputation score counts as two steps lower for the next roll for events at the stronghold. Read more on page 12 in the *Gamemaster's Guide*.

GARDEN

In a garden, you can grow vegetables for your own use or to sell. Your stronghold can have several gardens.

- ❖ REQUIREMENT: —
- ❖ RAW MATERIALS: —
- ❖ TOOLS: Pickaxe and shovel
- ❖ TIME: One month
- ❖ EFFECT: During the Summer and Spring, you can harvest 10 units of VEGETABLES or HERBS per week from the GARDEN. The work takes one Quarter Day and can be carried out by a PC or a FARMER.

GUARD TOWER

An elevated vantage point is useful for spotting enemies approaching your stronghold.

- ❖ REQUIREMENT: The BUILDER talent
- ❖ RAW MATERIALS: 200 WOOD or 400 STONE
- ❖ TOOLS: Saw and hammer (sledgehammer and pickaxe if built of STONE)
- ❖ TIME: Two weeks
- ❖ EFFECT: Gives +2 to SCOUTING and increases the Defense Rating of the stronghold by +1 (see page 175).

INN

A warm and friendly tavern in your stronghold can draw guests from near and far.

- ❖ REQUIREMENT: The BUILDER talent
- ❖ RAW MATERIALS: 250 WOOD or 500 STONE
- ❖ TOOLS: Saw and hammer (sledgehammer and pickaxe if built of STONE)
- ❖ TIME: One week
- ❖ REPUTATION: +1
- ❖ EFFECT: Each Quarter Day during which the INN is staffed by a PC or the INNKEEPER hiring, up to a dozen units of MEAT or VEGETABLES can be turned into an equal number of units of FOOD.

LIBRARY

A collection of books and scrolls from far and near.

- ❖ REQUIREMENT: A sizable collection of books (GM's determination)
- ❖ RAW MATERIALS: 100 WOOD
- ❖ TOOLS: Saw, hammer
- ❖ TIME: One week
- ❖ REPUTATION: +1
- ❖ EFFECT: Gives Gear Bonus +2 to LORE during a visit.

MARKETPLACE

An area with market stands, where peddlers from near and far can come and sell their wares.

- ❖ REQUIREMENT: —
- ❖ RAW Materials: 60 WOOD
- ❖ TOOLS: Saw, hammer
- ❖ TIME: One week
- ❖ REPUTATION: +1
- ❖ EFFECT: The traders in your stronghold



can offer all kinds of goods. The supply is the same as in a normal VILLAGE (see page 179). You don't need to pay any salary to the peddlers.

MILL

If you want to make your own flour in the stronghold, you'll need a mill. These can be powered manually, by animals, by wind, or by water. Your stronghold can have several mills.

- ❖ REQUIREMENT: The BUILDER talent
- ❖ RAW MATERIALS: 400 WOOD, 10 STONE
- ❖ TOOLS: Saw, hammer
- ❖ TIME: Two weeks
- ❖ EFFECT: The MILL converts up to a dozen units of GRAIN to FLOUR each Quarter Day, assuming it's staffed by a PC or a MILLER.

MINE

Digging into the ground to extract iron ore is a large, tedious and cumbersome project, but it can be very lucrative. Your stronghold can have several MINES.

- ❖ REQUIREMENT: The BUILDER talent
- ❖ RAW MATERIALS: 60 WOOD (for tunnel supports)
- ❖ TOOLS: Sledgehammer, pickaxe, shovel
- ❖ TIME: One month
- ❖ REPUTATION: +1
- ❖ EFFECT: Up to a dozen people can work in the MINE at the same time. Each miner produces two units of IRON ORE per Quarter Day. Roll one Gear Die for each week of work. If you roll a ☠, there is a tunnel collapse. Roll another Gear Die for each worker in the mine. Another ☠ means

that the worker is trapped in the collapse. Trapped NPCs are automatically killed. For each PC, the GM rolls for an attack using ten Base Dice (Weapon Damage 1, blunt force). If the PC survives, she must make a MIGHT roll to dig herself out. A failed roll means that the PC suffocates, unless she gets help from the outside.

MOAT

Digging a water-filled trench around the entire stronghold is heavy work, but provides extra protection against attackers.

- ❖ REQUIREMENT: RAMPARTS, the BUILDER talent
- ❖ RAW MATERIALS: —
- ❖ TOOLS: Pickaxe and shovel
- ❖ TIME: One month
- ❖ REPUTATION: +1
- ❖ EFFECT: Increases the Defense Rating of the stronghold by +1.

PASTURE

A tract of land grazed by cattle, which can provide both meat and milk. Your stronghold can have several pastures.

- ❖ REQUIREMENT: Up to a dozen cows, which must be bought or stolen separately
- ❖ RAW MATERIALS: 20 WOOD
- ❖ TOOLS: —
- ❖ TIME: One day
- ❖ EFFECT: The cows need to be tended to daily. Once per day, a PC or a FARMER can milk the cows. This takes a Quarter Day and gives one unit of FOOD per cow. You can slaughter cows at any time, and this provides eight



units of MEAT per cow. If you have a bull, D6 calves are born in the PASTURE each year.

PIGSTY

A pen with pigs is a good source of food for the inhabitants of the stronghold. Your stronghold can have several pigsties.

- ❖ REQUIREMENT: Up to a dozen pigs, which must be bought or stolen separately
- ❖ RAW MATERIALS: 50 WOOD
- ❖ TOOLS: Saw, hammer
- ❖ TIME: One day
- ❖ EFFECT: You can slaughter the pigs at any time. This gives six units of MEAT per pig. 2D6 piglets are born in the PIGSTY each year.

PORTCULLIS

A sturdy metal barrier in the gate to your castle is useful for keeping unwelcome guests out.

- ❖ REQUIREMENT: RAMPARTS, FORGE, the BUILDER talent
- ❖ RAW MATERIALS: 100 IRON
- ❖ TOOLS: —
- ❖ TIME: One week
- ❖ EFFECT: Increases the Defense Rating of the stronghold by +1 (see page 175).

QUARRY

Stone is needed to build many different functions in the stronghold. Breaking stone is hard work, but not very complicated. Your stronghold can have several quarries.

- ❖ REQUIREMENT: —
- ❖ RAW MATERIALS: —

- ❖ TOOLS: Sledgehammer, pickaxe, shovel
- ❖ TIME: One day
- ❖ EFFECT: Up to a dozen people can work in the QUARRY at the same time. Each worker produces two units of STONE per Quarter Day.

RAMPARTS

Solid stone walls with parapets, crenellations, and arrow slits are very useful to keep enemies at bay when your stronghold is attacked.

- ❖ REQUIREMENT: The BUILDER talent
- ❖ RAW MATERIALS: 600 STONE
- ❖ TOOLS: —
- ❖ TIME: One month
- ❖ REPUTATION: +1
- ❖ EFFECT: Increases the Defense Rating of the stronghold by +2.

ROOT CELLAR

A dark and chilly cellar is the best place to store food to keep it from spoiling.

- ❖ REQUIREMENT: The BUILDER talent
- ❖ RAW Materials: 200 STONE
- ❖ TOOLS: Sledgehammer, pickaxe
- ❖ TIME: One week
- ❖ EFFECT: In the ROOT CELLAR, GRAIN, FLOUR, MEAT, and VEGETABLES can be stored ten times longer without spoiling (see page 192).

SCRIPTORIUM

Sorcerers and other learned adventurers need a secluded place in the stronghold for contemplation, study and scribing.



- ❖ REQUIREMENT: Ink and feather, the BUILDER talent
- ❖ RAW MATERIALS: 100 WOOD
- ❖ TOOLS: Saw, hammer
- ❖ TIME: One week
- ❖ REPUTATION: +1
- ❖ EFFECT: Gives Gear Bonus +2 to a magic user who writes down a spell in a grimoire (see page 120).

SHEEPFOLD

A pen for sheep, which can provide both wool and meat to the inhabitants of the stronghold. Your stronghold can have several sheepfolds.

- ❖ REQUIREMENT: Up to a dozen sheep, which must be bought or stolen separately.
- ❖ RAW MATERIALS: 20 WOOD
- ❖ TOOLS: —
- ❖ TIME: One day
- ❖ EFFECT: Twice per year, the sheep can be sheared by a PC or a FARMER. This takes one Quarter Day and gives two units of WOOL per sheep in the herd. You can slaughter the sheep at any time. This gives you five units of MEAT per sheep. D6 lambs are born in the SHEEPFOLD each year.

SHOOTING RANGE

An open area where you can practice your skills with bows and other ranged weapons.

- ❖ REQUIREMENT: —
- ❖ RAW Materials: 20 WOOD
- ❖ TOOLS: Saw, hammer
- ❖ TIME: One day
- ❖ EFFECT: If you practice on the SHOOTING RANGE for a Quarter Day, you gain one

extra XP that can only be used to increase your MARKSMANSHIP skill level. Mark this XP next to the MARKSMANSHIP skill on your character sheet. You can only gain one such bonus XP between each skill level increase.

SHRINE

A small temple dedicated to Rust, Heme or some other god of the Forbidden Lands can give you solace and attract visitors from near and far.

- ❖ REQUIREMENT: The BUILDER talent
- ❖ RAW MATERIALS: 80 WOOD or 80 STONE
- ❖ TOOLS: Saw and hammer (sledgehammer and pickaxe if built of STONE)
- ❖ TIME: One week
- ❖ REPUTATION: +1
- ❖ EFFECT: Gives each PC one additional Willpower Point when you return to your stronghold from a journey.

STABLES

A place to keep your riding animals safe from rain, wind and predators.

- ❖ REQUIREMENT: —
- ❖ RAW MATERIALS: 400 WOOD
- ❖ TOOLS: Saw, hammer
- ❖ TIME: Two days
- ❖ EFFECT: Protects and feeds all riding animals in the stronghold.

TAILOR SHOP

In a tailor shop, you can turn wool into cloth, and sew clothes from the cloth.



- ❖ REQUIREMENT: The BUILDER talent
- ❖ RAW MATERIALS: 100 WOOD
- ❖ TOOLS: Saw, hammer
- ❖ TIME: Two days
- ❖ EFFECT: Can turn up to a dozen units of WOOL into an equal number of units of CLOTH per Quarter Day, assuming the TAILOR SHOP is staffed by a PC or an NPC with the TAILOR talent or the hireling of the same name. Also gives a Gear Bonus +2 to CRAFTING clothes and other cloth items.

TANNERY

Here, artisans can create leather from skin and fur, and use leather to fashion armor and clothes. Your stronghold can have several tanneries.

- ❖ REQUIREMENT: —
- ❖ RAW MATERIALS: 100 WOOD
- ❖ TOOLS: Saw, hammer
- ❖ TIME: Two days
- ❖ EFFECT: In each Quarter Day in which the TANNERY is staffed by a PC or NPC with the TANNER talent, or a hireling of the same name, up to a dozen units of PELTS can be converted into an equal amount of LEATHER.

TRAINING GROUNDS

An open field where you can hone your close combat skills, practicing against each other or against wooden figures.

- ❖ REQUIREMENT: —
- ❖ RAW Materials: 40 WOOD
- ❖ TOOLS: Saw, hammer
- ❖ TIME: Two days

- ❖ EFFECT: If you practice on the TRAINING GROUNDS for a Quarter Day, you gain one extra XP that can only be used to increase your MELEE skill level. Mark this XP next to the MELEE skill on your character sheet. You can only gain one such bonus XP between each skill level increase.

VAULT

Once you have gathered valuable treasures from the ruins of the Forbidden Lands, you'll need a place to keep them safe.

- ❖ REQUIREMENT: The BUILDER talent
- ❖ RAW MATERIALS: 200 STONE, 100 WOOD, 10 IRON
- ❖ TOOLS: Sledgehammer, pickaxe, saw, hammer
- ❖ TIME: Two weeks
- ❖ EFFECT: In the VAULT, valuables can be stored safely. The ironclad wooden door has Armor Rating 12 and can take 50 points of damage before giving in.

WELL

With a well in the stronghold, you'll never go thirsty.

- ❖ REQUIREMENT: —
- ❖ RAW Materials: 50 STONE
- ❖ TOOLS: Sledgehammer, shovel
- ❖ TIME: Two weeks
- ❖ EFFECT: Everyone in the stronghold has free access to WATER and can fill their waterskins to Resource Die D12 at any time.



HIRELINGS

Below, a range of different types of hirelings are listed. Salary indicates how much the hireling is required to be paid each day. Supply indicates how difficult it is to find the hireling in question in a visit to a VILLAGE (see page 179).

BAKER

Staffs the BAKERY.

❖ SALARY: 6 copper

LIST OF HIRELINGS	
HIRELING	SALARY
Baker	6 copper
Bowyer	1 silver
Carpenter	7 copper
Executioner	1 silver
Farmer	5 copper
Guard	1 silver
Handyman	3 copper
Hunter	6 copper
Innkeeper	12 copper
Jailer	8 copper
Lumberjack	4 copper
Master Builder	2 silver
Miller	8 copper
Miner	4 copper
Quarry Worker	3 copper
Smith	1 silver
Tanner	6 copper
Tailor	8 copper

❖ SUPPLY: Common

BOWYER

Can craft arrows, bows, slings and crossbows for you. A BOWYER'S CRAFTING rolls succeed automatically, with one ✕.

❖ SALARY: 1 silver

❖ SUPPLY: Uncommon

CARPENTER

Can craft items and functions made from WOOD. A CARPENTER'S CRAFTING rolls succeed automatically, with one ✕.

❖ SALARY: 7 copper

❖ SUPPLY: Uncommon

EXECUTIONER

Executes prisoners at the GALLOWS.

❖ SALARY: 1 silver per execution

❖ SUPPLY: Common

FARMER

Staffs the SHEEPFOLD, GARDENS and FIELDS.

❖ SALARY: 5 copper

❖ SUPPLY: Common

GUARD

An armed guard who watches your stronghold. Stats as for a typical soldier (see page 181 of the *Gamemaster's Guide*). GUARDS affect the Defense Rating of your stronghold (see page 175). Your stronghold can have several GUARDS. A GUARD is always on call, even when off duty.



- ❖ SALARY: 1 silver
- ❖ SUPPLY: Common

HANDYMAN

Handles the general upkeep of the stronghold (see page 164).

- ❖ SALARY: 3 copper
- ❖ SUPPLY: Common

HUNTER

Produces one unit of MEAT and PELT per Quarter Day's work in the wilderness. Roll one Base Die for each HUNTER each week. If you roll a ☠, the hunter is attacked by a wild beast. Roll the die again – if you roll ☠, the HUNTER is killed.

- ❖ SALARY: 6 copper
- ❖ SUPPLY: Common

INNKEEPER

Staffs the INN.

- ❖ SALARY: 12 copper
- ❖ SUPPLY: Uncommon

JAILER

Guards the DUNGEON.

- ❖ SALARY: 8 copper
- ❖ SUPPLY: Common

LUMBERJACK

Produces two units of WOOD per Quarter Day's work in the FOREST or DARK FOREST terrain types.

- ❖ SALARY: 4 copper

- ❖ SUPPLY: Common

MASTER BUILDER

The MASTER BUILDER can build functions in the stronghold, so you don't have to do it yourselves. The MASTER BUILDER has the BUILDER talent (see page 74) and access to all of the tools on page 192. The MASTER BUILDER automatically succeeds at building a function. No dice are rolled.

- ❖ SALARY: 2 silver
- ❖ SUPPLY: Uncommon

MILLER

Staffs the MILL.

- ❖ SALARY: 8 copper
- ❖ SUPPLY: Common

MINER

Works in the MINE.

- ❖ SALARY: 4 copper
- ❖ SUPPLY: Common

QUARRY WORKER

Works in the QUARRY.

- ❖ SALARY: 3 copper
- ❖ SUPPLY: Common

SMITH

Staffs the FORGE. Can also craft weapons, armor and other iron items. A SMITH'S CRAFTING rolls succeed automatically, with one ✕.

- ❖ SALARY: 1 silver
- ❖ SUPPLY: Uncommon



TANNER

Staffs the TANNERY. Can also craft leather armor and other leather items. A TANNER'S CRAFTING rolls succeed automatically, with one ✕.

- ❖ SALARY: 6 copper
- ❖ SUPPLY: Uncommon

TAILOR

Staffs the TAILOR SHOP. Can also sew clothes and other items made from cloth. A TAILOR'S CRAFTING rolls succeed automatically, with one ✕.

- ❖ SALARY: 8 copper
- ❖ SUPPLY: Common



EVENTS AT THE STRONGHOLD

If you live long enough to become skilled and rich adventurers with a stronghold of your own, chances are high that word of your deeds will spread across the Forbidden Lands. But fame comes with a cost. As your Reputation scores rise, the risk increases that your stronghold will attract unwelcome visitors.

Approximately once per week, or whenever the GM feels it's appropriate, she rolls for an event at your stronghold. The table of events is to be found on page 12 in the *Gamemaster's Guide*, as it should not be read in advance by the players.

The GM should only roll on this table when your stronghold is guarded, either by yourselves or by hired GUARDS. For what happens to an unguarded stronghold, see page 164.

Note that some functions, such as the

GALLOWS, can affect the event roll, as can some results from the non-payment table for hirelings (see page 162, above).



BATTLES AT THE STRONGHOLD

One day, enemies might come to your gates to conquer your stronghold. When this happens, you need to be ready to defend it. When an enemy force attacks your stronghold in large numbers, one of the players rolls dice against the GM to determine the outcome of the battle. If your adventurers are present, they can affect the result (see below).

The Attack Rating of the attackers is measured against the Defense Rating of your stronghold. Use the tables below to calculate these scores. If no adventurers and no GUARDS are present, there is no battle – the attacker automatically succeeds at conquering your stronghold.

RESOLUTION

The battle is resolved in several turns. In each turn, the players roll dice for the defense, and the GM rolls for the attackers. Roll as many Base Dice as the Defense or Attack Rating. Each ✕ means that the side inflicts losses (see below) on the opposing side. All players and the GM can help out to describe what happens in the battle!

Each ✕ rolled means that the Defense or Attack Rating of the opposing side is decreased by one. When a turn is over, each side must decide whether to give up or keep fight-



DEFENSE RATING	
The PCs take part in the defense	+1 (regardless of number)
Every 10 GUARDS in the stronghold (round up)	+1 (to a maximum of +5)
The GUARDS are HUNGRY	-1
The stronghold has RAMPARTS	+2
The stronghold has a PORTCULLIS	+1
The stronghold has a GUARD TOWER	+1
The stronghold has a MOAT	+1

ing. To fight on, a force must have at least 1 left in the Defense or Attack Rating. If the battle continues, roll again as per above, turn after turn, until one side surrenders or is completely defeated (its Defense or Attack Rating hits zero).

LOSSES

Each rolled **X** means losses on the opposing side. The side suffering the losses gets to decide what each lost point of Defense or Attack Rating means:

The defenders of the stronghold can choose between these losses:

- ❖ Ten GUARDS in the stronghold are Broken. Roll for critical injuries as needed.
- ❖ The RAMPARTS of the stronghold are damaged and only give +1 to the Defense Rating.
- ❖ Damaged RAMPARTS are breached and give no more bonuses to the Defense Rating. The raw materials remain and can be used to rebuild the RAMPARTS.
- ❖ The PORTCULLIS of the stronghold is destroyed. The raw materials remain and can be used to rebuild it.

ATTACK RATING	
For every 20 attackers (round up)	+1 (to a maximum of +5)
The attackers are led by a commander	+1
The attackers have ladders or grappling hooks	+1
The attackers have a battering ram	+1
The attackers have a monster in their force	+1 per monster
Some of the attackers can fly	+1



The attackers can choose between these losses:

- ❖ Twenty soldiers are Broken. Roll for critical injuries as needed.
- ❖ The commander of the attackers is Broken. Roll for a critical injury as needed.
- ❖ The attacker's battering ram is broken.
- ❖ A monster is defeated.

SIEGE

If your stronghold is surrounded and besieged, you cannot leave it without being attacked. In this situation, your hirelings cannot buy FOOD and WATER for themselves – instead, everyone in the castle must consume whatever you have stored in the stronghold. As a general rule, five hirelings need to consume one unit of FOOD per day, or they will become HUNGRY. If you have a WELL, you all have free access to WATER even during a siege – if not, you will need to provide WATER for your hirelings too.

BREAKING A SIEGE: To break a siege, you must sally forth and attack the besiegers. This is very dangerous, as your Defense Rating will be lower – it takes 20 GUARDS instead of 10 to gain a point of Defense Rating, and the RAMPARTS, PORTCULLIS, GUARD TOWER, and MOAT functions have no effect. The attackers, for their part, cannot use ladders or battering rams in such a battle on open ground.

YOUR ADVENTURERS IN THE BATTLE

If your PCs take part in the battle at the stronghold, you can affect the result. Your adventurers provide the stronghold with one point of Defense

Rating, regardless of number. Also, your adventurers can be subjected to individual events that are played out using the normal combat rules.

At least once per turn, the GM rolls on the table on the next page. It is up to the GM to decide which PC is affected. Play out personal combats before moving on to the next turn of the larger battle. Note that the event can lead to a PC or NPC being Broken, which in turn can affect Attack or Defense Ratings.

The results in the table should primarily be seen as inspiration and will need to be adapted to the situation. The GM is also allowed to disregard the table and make up her own challenges for her adventurers during the battle at the stronghold.

EXAMPLE

Nirmena's and Tyrgar's stronghold is attacked by some 90 savage orcs led by the chieftain, Geldad. The stronghold has RAMPARTS and 20 GUARDS, which gives a total Defense Rating of 5 (one for the adventurers, +2 for the RAMPARTS and +2 for the GUARDS). The attackers have a battering ram and thus get Attack Rating 7 (5 for the number of attackers, +1 for the ram and +1 for Geldad himself).

In the first turn of the battle, the players roll one ✕ while the GM rolls two. The GM chooses to have 20 orcs be cut down, decreasing the number of remaining attackers to 70 and the Attack Rating to 6. The players choose to have the RAMPARTS damaged and then breached, reducing the Defense Rating to 3.

The first turn is over, and it's time to see what happens to Tyrgar and Nirmena themselves. The GM rolls a five, and lets the event happen to Nirmena. She suddenly finds her-





EVENTS DURING THE BATTLE

D6 EVENT

- 1 A PC is pushed and falls D6+2 meters (see page 113 for falling damage).
- 2 A PC is suddenly surrounded by D3+1 enemies. She must stand her ground for two rounds of close combat before help arrives.
- 3 A PC finds herself face-to-face with an attacker and must fight him in close combat.
- 4 A PC gets the opportunity to push down the attackers' ladders or throw rocks at them. Make a MIGHT roll. Success means that D3 attackers are Broken.
- 5 A PC suddenly finds herself face-to-face with the commander of the attackers. Resolve a close combat between them until only one remains standing, preferably in a dramatic location in the stronghold.
- 6 Two PCs confront a powerful enemy together. It can be a monster or the commander of the attackers.

self face-to-face with Geldad himself on the ramparts! If she defeats the orc chieftain, she might turn the tide of the battle and save the stronghold from destruction...



VARIED FORCES

The rules for battles at the stronghold are designed to be fast and easy to use, and therefore make no difference between different types of soldiers. If you prefer a more detailed approach, you can use the following rules.

Add the Strength rating to the skill level in MELEE or MARKSMANSHIP (whichever is higher) of a typical soldier in the force. The sum is the soldier's Combat Rating. Divide 50 by the

Combat Rating (rounding up) to get the number of soldiers in a BASE UNIT of defenders. Divide 100 by the Combat Rating (rounding up) to get the number of soldiers in a base unit of attackers.

Each base unit gives a +1 to the Defense or Attack Rating of the force. The maximum bonus is still +5. Each point of lost Defense or Attack Rating during the battle means that a number of soldiers equal to one base unit have been Broken.

For example, a force of attacking soldiers with Strength 4 and skill level 3 in MELEE (Combat Rating 7) has a base unit size of 15 (100 divided by 7, rounded up). If the force loses 2 points of Attack Rating, 30 soldiers are Broken.





GEAR

“Oil is well and all, but nothing beats the spit of a ginger girl for a better grip!” Haggamur mused, as he dipped the cloth and greased his axe with it by the campfire in the night.

“Like any girl ever let you close!” Molder said from the fire.

“But he does know everything about a good grip on his shaft,” laughed Miria Mott.



The following tables cover various kinds of goods and services available in the Forbidden Lands.

RARE: Roll a D6. If the result is a 6, one unit of the item is available. A new roll can be made each week.

SUPPLY

Some goods and services are rare and the adventurers can’t expect to find everything they’re looking for in any little village. Each item lists a Supply rating, which indicates the probability that the adventurers will find the item in a typical village.

COMMON: The item is generally available in decent quantities.

UNCOMMON: Roll a D6. If the result is 4 or higher, one D6 units of the item are available. A new roll can be made each week.

CRAFTING ITEMS

Most of the items in the gear lists can be made using the CRAFTING skill (see page 51).

RAW MATERIALS: This column indicates the raw materials needed to craft the item. Raw materials can, in some cases, be other items. If no raw materials are listed, the item cannot be crafted.

TIME: The gear tables also list how long it takes to craft the item, assuming the artisan works for two Quarter Days per day. If additional time is spent on the work, the artisan gets a bonus to their roll.





TALENTS: Items are classified as **ADVANCED** if they require a specific talent to be crafted. This is indicated in the Talent column. If no talent is listed, the item is **SIMPLE** and can be crafted by anyone.

TOOLS: Many items require specific tools to be crafted. Such requirements are listed in the Tools column. Some items even require certain functions, such as a **FORGE**, to be made. Read more about functions in Chapter 8. Functions

COMMON SERVICES			
SERVICE	PRICE	SUPPLY	COMMENT
Bath at an Inn	3 copper	Common	
Haircut	5 copper	Common	
Healing	5 silver	Uncommon	A typical village healer has Empathy 4 and skill level 2 in Healing.
Bodyguard	1 silver per day	Uncommon	
Clothes Washed	5 copper	Common	
Courier	1 silver per hexagon	Common	
Road Toll	2 copper	Common	
Lodgning at Inn, Dormitory	2 copper	Common	
Lodgning at Inn, Separate Room	5 copper	Common	
Fine Dwelling	2 silver	Uncommon	
Bowl of Stew	3 copper	Common	Covers the daily need of Food.
Hearty Meal	1 silver	Common	Covers the daily need of Food and Water.
Feast	1 gold	Uncommon	Covers the daily need of Food and Water.
Flagon of Ale	2 copper	Common	Covers the daily need of Water.
Chalice of Wine	4 copper	Uncommon	Covers the daily need of Water.
Teacher	1 silver per day or more	Uncommon	Read more about teachers on page 40.



don't only exist in strongholds – the adventurers can find them in villages and other locations in the Forbidden Lands as well.

PRICE: The cost of an item can vary greatly from place to place.





TRADE GOODS

ITEM	PRICE	SUPPLY	WEIGHT	RAW MATERIALS	TIME
Arrows, Iron Head	12 copper	Common	Normal	1/2 Iron, 1 Wood	Quarter Day
Arrows, Wooden Head	6 copper	Common	Normal	1 Wood	Quarter Day
Quiver	8 copper	Common	—	1/2 Leather	Quarter Day
Grappling Hook	3 silver	Uncommon	Normal	1 Iron	Quarter Day
Rope, 10 Meters	2 silver	Common	Normal	1 Cloth	Quarter Day
Tallow Candle	6 copper	Common	Tiny	1/10 Cloth, 1/4 Tallow	Quarter Day
Oil Lamp	5 copper	Common	Light	1 Stone	One Day
Lantern	2 silver	Common	Light	1 Iron	One Day
Torches	5 copper	Common	Normal	1 Wood	Quarter Day
Sack	8 copper	Common	—	1 Cloth	Quarter Day
Backpack	4 silver	Common	—	2 Cloth	Quarter Day
Waterskin	3 silver	Common	—	1 Leather	Quarter Day
Bandages	6 copper	Common	Light	1/2 Cloth	Quarter Day
Lamp Oil	2 copper	Common	Light	1/4 Tallow	Quarter Day
Ink and Quill	2 silver	Uncommon	Tiny	Feather, 1/10 Iron	Quarter Day
Parchment	6 copper	Uncommon	Tiny	1/4 Leather	Quarter Day
Blanket	7 copper	Common	Light	1/2 Cloth	Quarter Day
Sleeping Fur	3 silver	Common	Normal	2 Pelt	Quarter Day
Flint and Steel	2 copper	Common	Tiny	1/10 Iron, 1/4 Stone	Quarter Day
Lockpicks	1 gold	Uncommon	Tiny	1/4 Iron	One Day
Field Rations	1 silver	Common	Normal	1 Meat, Fish or Vegetables	Quarter Day



TALENT	TOOLS	EFFECT
Smith, Bowyer	Forge, knife	Increases the Arrows Resource Die by one step.
Bowyer	Knife	Increases the Arrows Resource Die by one step. Armor counts double.
Tanner	Knife	Does not encumber the wearer.
Smith	Forge	Gear Bonus +1 when climbing.
Tailor	Knife	Gear Bonus +1 when climbing.
—	Fire	Illuminates within Arm's Length for a Quarter Day.
—	Fire	Illuminates within Near range for a Quarter Day. Can only be used indoors. Requires lamp oil.
Smith	Forge	Illuminates within Near range for a Quarter Day. Requires lamp oil.
—	Knife or axe	Increases the Torches Resource Die one step. Illuminates within Near range. Roll the Resource Die each turn (15 minutes).
Tailor	Knife	Does not encumber the wearer.
Tailor	Knife, needle and thread	Does not encumber the wearer.
Tanner	Needle and thread	Needed to carry Water. Does not encumber.
Tailor	Knife	Gear Bonus +1 to Healing.
Tanner	Fire	Lasts a Quarter Day.
Tanner	Knife, fire	Can be used to write down spells.
Tanner	Knife	Can be used to write down spells.
Tailor	Knife	Gear Bonus +1 against cold.
Tanner	Knife	Gear Bonus +2 against cold.
—	—	Gear Bonus +1 to Making Camp during journeys.
Smith, Lockpicker	Forge	Gear Bonus +1 to Sleight of Hand when picking locks.
Chef	Fire	One unit of Food. Increases the Food Resource Die one step.



TRADE GOODS, CONT.

ITEM	PRICE	SUPPLY	WEIGHT	RAW MATERIALS	TIME
Field Kitchen	4 silver	Uncommon	Heavy	2 Iron	One Day
Cauldron	18 copper	Common	Normal	1 Iron	One Day
Metal Chalice	7 copper	Uncommon	Light	1/2 Iron	One Day
Tankard	2 copper	Common	Light	1/2 Wood	Quarter Day
Metal Plate	8 copper	Uncommon	Light	1/2 Iron	One Day
Food Knife	6 copper	Common	Tiny	1/4 Iron	Quarter Day
Spoon	8 copper	Uncommon	Tiny	1/4 Iron	One Day
Bear Trap	5 silver	Common	Normal	1 Iron	One Day
Snares	1 silver	Common	Light	1/2 Cloth or Leather	Quarter Day
Barrel	8 copper	Common	Heavy	2 Wood	One Day
Clay Jug	5 copper	Common	Light	1 Stone	One Day
Small Tent	2 silver	Common	Normal	1 Cloth or Leather	Quarter Day
Large Tent	5 silver	Uncommon	Heavy	2 Cloth or Leather	One Day
Fishing Hook and Line	4 copper	Common	Light	1/10 Iron, 1/10 Cloth	Quarter Day
Fishing Net	1 silver	Common	Normal	1 Cloth	One Day
Magnifying Glass	3 gold	Rare	Tiny	1/4 Iron, 1/2 Glass	One Week
Holy Symbol	1 silver	Uncommon	Tiny	1/2 Iron	One Day
Chalk	2 copper	Common	Tiny	1/4 Stone	Quarter Day
Map	4 silver	Uncommon	Tiny	Parchment	One Day
Spyglass	3 gold	Rare	Normal	1 Iron, 1 Glass	Two Weeks
Crystal Ball	6 silver	Uncommon	Light	1 Glass	One Day
Hourglass	12 silver	Rare	Light	1 Stone	One Week
Scales	3 silver	Uncommon	Normal	1/2 Iron	One Day
Flute	15 copper	Common	Light	1/2 Wood	One Day



TALENT	TOOLS	EFFECT
Chef, Smith	Forge	Lets a Chef cook 2D6 units of Food in a Quarter Day.
Chef, Smith	Forge	Lets Chef cook D6+2 Food units per Quarter Day.
Smith	Forge	—
—	—	—
Smith	Forge	—
Smith	Forge	—
Smith	Forge	—
Smith	Forge	Gear Bonus +2 to Hunting during journeys.
Master of the Hunt	Knife	Gear Bonus +1 to Hunting during journeys.
—	Saw, hammer	Contains 10 units of Water or other liquid.
—	Fire	Contains one unit of Water or other liquid.
Tailor or Tanner	Knife, needle and thread	Room for two. Gear Bonus +2 to Making Camp during journeys.
Tailor or Tanner	Knife, needle and thread	Room for six Gear Bonus +2 to Making Camp during journeys.
Smith, Tailor	Hammer, Forge	Gear Bonus +1 to Fishing during journeys.
Tailor	Knife	Gear Bonus +2 to Fishing during journeys.
Smith, Builder	Forge	Can be used as ingredient in spells.
Smith	Forge	Can be used as ingredient in spells.
—	—	Can be used by Symbolists.
Pathfinder	Ink and Quill	Can be used as ingredient in spells.
Smith, Builder	Forge	Gear Bonus +2 to Scouting at Long range.
Smith	Forge	Can be used as ingredient in spells.
Builder	Forge	Can be used as ingredient in spells.
Smith	Forge	Can be used as ingredient in spells.
Path of the Song	Knife	Gear Bonus +1 to Performance.



TRADE GOODS, CONT.

ITEM	PRICE	SUPPLY	WEIGHT	RAW MATERIALS	TIME
Horn	3 silver	Common	Normal	1 Wood or animal horn	One Day
Lyre	5 silver	Uncommon	Normal	1 Wood, 1/4 Cloth	One Week
Harp	8 silver	Rare	Heavy	2 Wood, 1/2 Cloth	Two Weeks
Drum	18 copper	Common	Normal	1 Wood, 1/2 Leather	One Day
Lethal Poison/Antidote	5 silver	Rare	Tiny	1 Herbs	Quarter Day
Paralyzing Poison/Antidote	4 silver	Rare	Tiny	1 Herbs	Quarter Day
Sleeping Poison/Antidote	3 silver	Rare	Tiny	1 Herbs	Quarter Day
Hallucinogenic Poison/Antidote	4 silver	Rare	Tiny	1 Herbs	Quarter Day

MELEE WEAPONS

WEAPON	PRICE	SUPPLY	WEIGHT	RAW MATERIALS
Knife	1 silver	Common	Light	1/2 Iron, 1/2 Wood
Dagger	2 silver	Common	Light	1/2 Iron, 1/2 Leather
Falchion	4 silver	Common	Normal	1 Iron, 1/2 Leather
Shortsword	6 silver	Common	Normal	1 Iron, 1/2 Leather
Broadsword	10 silver	Common	Normal	2 Iron, 1/2 Leather
Longsword	18 silver	Uncommon	Heavy	3 Iron, 1/2 Leather
Two-Handed Sword	4 gold	Rare	Heavy	4 Iron, 1 Leather
Scimitar	8 silver	Uncommon	Normal	1 Iron, 1/2 Leather
Handaxe	2 silver	Common	Normal	1/2 Iron, 1 Wood
Battleaxe	6 silver	Uncommon	Heavy	1 Iron, 1 Wood
Two-Handed Axe	24 silver	Uncommon	Heavy	2 Iron, 2 Wood
Mace	4 silver	Common	Normal	1 Iron, 1 Wood



TALENT	TOOLS	EFFECT
Path of the Song	Knife	Gear Bonus +1 to Performance.
Path of the Song	Knife	Gear Bonus +1 to Performance.
Path of the Song	Knife	Gear Bonus +2 to Performance.
Path of the Song	Knife	Gear Bonus +1 to Performance.
Poisoner	Cauldron, fire	Potency 3. Each increase in Potency doubles the price. Antidote costs the base price.
Poisoner	Cauldron, fire	Potency 3. Each increase in Potency doubles the price. Antidote costs the base price.
Poisoner	Cauldron, fire	Potency 3. Each increase in Potency doubles the price. Antidote costs the base price.
Poisoner	Cauldron, fire	Potency 3. Each increase in Potency doubles the price. Antidote costs the base price.

TIME	TALENT	TOOLS
Quarter Day	Smith	Forge
One Day	Smith	Forge
One Day	Smith	Forge
Two Days	Smith	Forge
One Week	Smith	Forge
One Week	Smith	Forge
Two Weeks	Smith	Forge
One Week	Smith	Forge
Quarter Day	Smith	Forge
One Day	Smith	Forge
One Week	Smith	Forge
One Day	Smith	Forge



MELEE WEAPONS, CONT.

WEAPON	PRICE	SUPPLY	WEIGHT	RAW MATERIALS
Morningstar	8 silver	Uncommon	Normal	1 Iron, 1 Wood
Warhammer	12 silver	Uncommon	Normal	1 Iron, 1 Wood
Flail	16 silver	Uncommon	Normal	2 Iron, 1 Wood
Wooden Club	1 silver	Common	Normal	1 Wood
Large Wooden Club	2 silver	Common	Heavy	2 Wood
Heavy Warhammer	22 silver	Uncommon	Heavy	3 Iron, 2 Wood
Staff	1 silver	Common	Normal	2 Wood
Short Spear	2 silver	Common	Normal	1/2 Iron, 1 Wood
Long Spear	4 silver	Common	Normal	1/2 Iron, 2 Wood
Pike	12 silver	Uncommon	Heavy	1/2 Iron, 2 Wood
Halberd	3 gold	Rare	Heavy	1 Iron, 2 Wood
Trident	6 silver	Rare	Normal	1 Iron, 1 Wood

RANGED WEAPONS

WEAPON	PRICE	SUPPLY	WEIGHT	RAW MATERIALS
Throwing Knife	1 silver	Common	Light	1/2 Iron, 1/2 Wood
Throwing Axe	2 silver	Common	Normal	1/2 Iron, 1 Wood
Throwing Spear	2 silver	Common	Normal	1/2 Iron, 1 Wood
Sling	1 silver	Common	Light	1/2 Leather
Short Bow	6 silver	Common	Light	1 Wood, 1/4 Leather
Longbow	12 silver	Uncommon	Normal	2 Wood, 1/4 Leather
Light Crossbow	24 silver	Uncommon	Normal	1/2 Iron, 1 Wood, 1 Leather
Heavy Crossbow	4 gold	Rare	Heavy	1 Iron, 2 Wood, 1 Leather

SHIELDS & ARMOR

ITEM	PRICE	SUPPLY	WEIGHT	RAW MATERIALS
Small Shield	6 silver	Common	Light	1/2 Iron, 1/2 Wood, 1 Leather
Large Shield	15 silver	Uncommon	Normal	1 Iron, 1 Wood, 2 Leather
Leather	4 silver	Common	Light	2 Leather



TIME	TALENT	TOOLS
Two Days	Smith	Forge
Two Days	Smith	Forge
One Week	Smith	Forge
Quarter Day	—	—
Quarter Day	—	—
One Week	Smith	Forge
Quarter Day	—	—
Quarter Day	Smith	Forge
One Day	Smith	Forge
Two Days	Smith	Forge
One Week	Smith	Forge
Two Days	Smith	Forge
TIME	TALENT	TOOLS
Quarter Day	Smith	Forge
Quarter Day	Smith	Forge
Quarter Day	Smith	Forge
Quarter Day	Bowyer	Knife
One Day	Bowyer	Knife
Two Days	Bowyer	Knife
One Week	Smith, Bowyer	Forge
Two Weeks	Smith, Bowyer	Forge
TIME	TALENT	TOOLS
Quarter Day	Smith, Tanner	Forge
One Day	Smith, Tanner	Forge
One Day	Tanner	Knife, needle and thread



SHIELDS & ARMOR, CONT.

ITEM	PRICE	SUPPLY	WEIGHT	RAW MATERIALS
Studded Leather	6 silver	Uncommon	Normal	1/2 Iron, 2 Leather
Chainmail	24 silver	Uncommon	Heavy	3 Iron
Plate Armor	8 gold	Rare	Heavy	6 Iron
Studded Leather Cap	3 silver	Uncommon	Light	1/2 Iron, 1 Leather
Open Helmet	8 silver	Uncommon	Light	1 Iron, 1 Leather
Closed Helmet	18 silver	Uncommon	Normal	2 Iron
Great Helm	3 gold	Rare	Normal	3 Iron

CLOTHES

GARMENT	PRICE	SUPPLY	RAW MATERIALS	TIME
Rags	5 copper	Common	1/2 Cloth (wool)	Quarter Day
Simple Clothes	15 copper	Common	1 Cloth (wool)	One Day
Fine Garments	4 gold	Rare	2 Cloth (silk)	One Week
Great Fur	3 silver	Uncommon	2 Pelts	Quarter Day
Tunic	1 silver	Common	1 Cloth (wool)	Quarter Day
Cloak	2 silver	Uncommon	2 Cloth (wool)	Quarter Day
Boots	3 silver	Uncommon	2 Leather	One Day
Silver Buckle	8 silver	Uncommon	1/2 Silver	One Day

MEANS OF TRANSPORTATION

VEHICLE	PRICE	SUPPLY	RAW MATERIALS	TIME
Cart	15 silver	Common	30 Wood	Two Days
Wagon	3 gold	Common	90 Wood	One Week
Canoe	6 silver	Common	10 Wood	One Day
Rowing Boat	15 silver	Common	20 Wood	Two Days
Sailing Boat	4 gold	Uncommon	60 Wood, 10 Cloth	One Week



TIME	TALENT	TOOLS
Two Days	Smith, Tanner	Forge, knife, needle and thread
One Week	Smith	Forge
Two Weeks	Smith	Forge
One Day	Smith, Tanner	Forge, knife, needle and thread
Two Days	Smith, Tanner	Forge, knife, needle and thread
Two Days	Smith	Forge
One Week	Smith	Forge

TALENT	TOOLS	EFFECT
—	—	Penalty -2 to Manipulation.
Tailor	Needle and thread	
Tailor	Needle and thread	Gear Bonus +2 to Manipulation.
Tailor	Needle and thread	Gear Bonus +2 against cold.
Tailor	Needle and thread	
Tailor	Needle and thread	
Tanner	Needle and thread	Gear Bonus +1 when force marching (page 146).
Smith	Forge	Gear Bonus +1 to Manipulation.

TALENT	TOOLS	EFFECT
Builder	Saw and hammer	Pulled by one animal. Can carry two people and 50 items.
Builder	Saw and hammer	Pulled by two animals. Can carry four people and 200 items.
—	Saw and hammer	Can carry two people and 10 items.
Builder, Sailor	Saw and hammer	Can carry four people and 50 items.
Builder, Sailor	Saw and hammer	Can carry six people and 200 items.



TOOLS

TOOLS	PRICE	SUPPLY	WEIGHT	RAW MATERIALS
Saw	5 silver	Uncommon	Normal	1 Iron, 1 Wood
Hammer	1 silver	Common	Normal	1/2 Iron, 1 Wood
Sledge Hammer	2 silver	Common	Heavy	1 Iron, 2 Wood
Pickaxe	15 copper	Common	Normal	1 Iron, 1 Wood
Shovel	2 silver	Common	Normal	1 Iron, 1 Wood
Timber Axe	2 silver	Common	Normal	1/2 Iron, 1 Wood
Pliers	2 silver	Uncommon	Light	1 Iron
Needle and Thread	3 copper	Common	Tiny	1/10 Iron, 1/10 Cloth

RAW MATERIALS

RAW MATERIAL	PRICE	SHELF LIFE	RAW MATERIALS	TALENT
Iron Ore	4 copper	—	—	—
Iron	1 silver	—	Iron Ore	Smith
Silver	1 gold	—	—	—
Gold	10 gold	—	—	—
Stone	2 copper	—	—	—
Glass	8 silver	—	Stone	Smith
Wood	3 copper	—	—	—
Leather	12 copper	—	Pelt	Tanner
Cloth, Wool	8 copper	—	Wool	Tailor
Cloth, Silk	1 gold	—	Can't be found in the Forbidden Lands	Tailor
Wool	4 copper	One Month	—	—
Grain	3 copper	One Month	—	—
Meat	6 copper	One Day	—	—
Pelt	8 copper	One Week	—	—



TIME

TALENT

TOOLS

One Day

Smith

Forge

Quarter Day

Smith

Fire, 1 Stone

Quarter Day

Smith

Fire, Hammer

Quarter Day

Smith

Forge

One Day

Smith

Forge

One Day

Smith

Forge

One Day

Smith

Forge

Quarter Day

Smith, Tailor

Forge

TOOLS

Mine

Forge. It's possible to produce Iron without a Forge, but only 1 unit per Quarter Day. It requires a unit of Iron Ore and a Crafting roll.

—

—

Quarry

Forge. One unit of Glass can be produced per Quarter Day. It requires a difficult (–2) Crafting roll.

Axe. A Quarter Day's work in a Forest or Dark Forest, and a successful Crafting roll, gives a number of units of Wood equal to the number of rolled ~~X~~ doubled.

Tannery

Tailor Shop

Tailor Shop

Sheepfold

Field

Pasture, Pigsty, or Sheepfold

Read more about hunting on page 151.

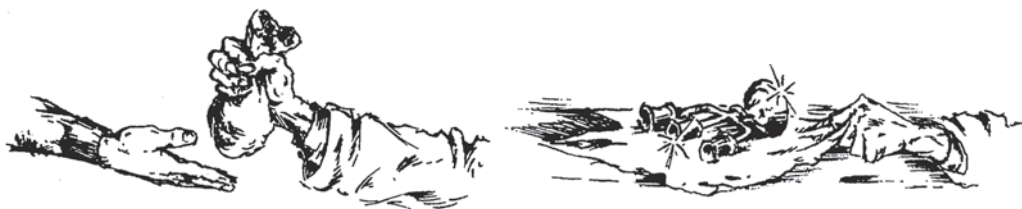


RAW MATERIALS, CONT.

RAW MATERIAL	PRICE	SHELF LIFE	RAW MATERIALS	TALENT
Flour	6 copper	One Month	Grain	—
Vegetables	4 copper	One Day	—	—
Fish	5 copper	One Day	—	—
Bread	1 silver	One Week	Flour	—
Tallow	6 copper	—	—	Tanner
Herbs	2 silver	One Week	—	—

BUILDINGS

BUILDING	PRICE	RAW MATERIALS	TIME	TALENT	TOOLS
Cottage	10 gold	200 Wood	One Week	Builder	Saw and hammer
Tower	20 gold	400 Stone or 200 Wood	Two Weeks	Builder	Sledgehammer and pickaxe or saw and hammer
Stone House	30 gold	600 Stone	One Month	Builder	Sledgehammer and pickaxe
Farm	50 gold	400 Wood	One Month	Builder	Saw and hammer
Fort	250 gold	1,000 Wood and 200 Stone	Two Months	Builder	Sledgehammer, pickaxe, saw, hammer
Fortress	1000 gold	1,000 Wood and 5,000 Stone	One Year	Builder	Sledgehammer, pickaxe, saw, hammer
Castle	3000 gold	1,000 Wood and 20,000 Stone	Five Years	Builder	Sledgehammer, pickaxe, saw, hammer
Palace	10000 gold	2,000 Wood and 50,000 Stone	Ten Years	Builder	Sledgehammer, pickaxe, saw, hammer





TOOLS

Mill

Garden

Net or hook and line. Read more about fishing on page 153.

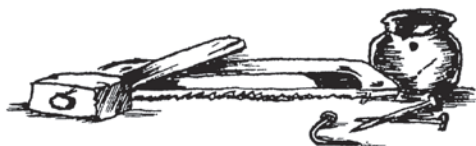
Bakery

A killed or slaughtered animal gives a number of units of Tallow equal to half the number of units of Meat (round down).

Garden

ANIMALS

ANIMAL	PRICE	SUPPLY	COMMENT
Riding Horse	2 gold	Uncommon	For stats, see page 126 in the <i>Gamemaster's Guide</i> .
Combat Trained Horse	8 gold	Rare	For stats, see page 126 in the <i>Gamemaster's Guide</i> .
Donkey	6 silver	Common	For stats, see page 126 in the <i>Gamemaster's Guide</i> .
Guard Dog	4 silver	Common	For stats, see page 127 in the <i>Gamemaster's Guide</i> .
Pig	2 silver	Common	Gives 6 units of Meat when slaughtered.
Sheep	3 silver	Common	Gives 2 units of Wool when sheared and 5 units of Meat when slaughtered.
Cow	1 gold	Uncommon	Gives 1 unit of Food (milk) when milked, and 6 units of Meat when slaughtered.
Chicken	4 copper	Common	Gives 1 unit of Meat when slaughtered.
Homing Pigeon in Cage	2 silver	Uncommon	Flies home to its Dovecote when released.





CRITICAL INJURIES – SLASH WOUNDS

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



CRITICAL INJURIES – BLUNT FORCE

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



CRITICAL INJURIES – STAB WOUNDS

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



CRITICAL INJURIES – OTHERS

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

CRITICAL INJURIES – HORROR

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



CRITICAL INJURIES – HORROR

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



FORBIDDEN LANDS

KIN

PROFESSION

ATTRIBUTES

Strength

Agility

Wits

Empathy

CONDITIONS



Sleepless



Thirsty



Hungry



Cold

Critical Injuries:



SKILLS

LEVEL

Might (STRENGTH)

Endurance (STRENGTH)

Melee (STRENGTH)

Crafting (STRENGTH)

Stealth (AGILITY)

Sleight of Hand (AGILITY)

Move (AGILITY)

Marksmanship (AGILITY)

Scouting (WITS)

Lore (WITS)

Survival (WITS)

Insight (WITS)

Manipulation (EMPATHY)

Performance (EMPATHY)

Healing (EMPATHY)

Animal Handling (EMPATHY)

NAME

Pride:

Dark Secret:

Age:

Reputation:

APPEARANCE

Face:

Body:

Clothing:

TALENTS

RANK

HELMET

RATING



SHIELD

BONUS

ARMOR

RATING

WEAPONS

BONUS

DAMAGE

RANGE

COMMENT

WILLPOWER

EXPERIENCE

DMG

RELATIONSHIPS

PC 1:

PC 2:

PC 3:

PC 4:

GEAR

GEAR
BONUS

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

Carrying Capacity

MOUNT

Name

Strength Agility



1.

2.

3.

4.

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11.

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20.

CONSUMABLES

Food



Water



Arrows



Torches



NOTES

COINS

SILVER

COPPER

GOLD





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