



FOREST OF FATE™
QUEST

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CHARACTER

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ENCOUNTER

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POISON FOG

An eerie silence comes over you, the only sound the squelching of your feet. It's not until you are hit by the acrid smell that you notice the stifling green cloud rising past your waist...

Bypass using Scroll of Passage 872

328 388 48 698 559 715 478 555 554 4 307 563 258 360 615 374

THE MAIDEN

You hear a faint cry and between the trees can barely make out the figure of a woman, bent over and sobbing. You haven't passed a town in miles, and such a vulnerable, unarmed person has no business being out in these woods alone.

Bypass using Spirit Compass 770

198 501 925 74 655 675 213 432 768 439 877 691 395 692 446 745

DEEPER UNDERGROUND

Behold, a huge cavern gapes ominously in the cliff-side ahead. Is that daylight I see at the other end?

Bypass using Flaming Torch 949

790 955 642 787 895 919 733 838 317 927 128 677 967 99 725 857

THE HUNTER

Thwack-twaang! The sound of an arrow striking a tree trunk-but where did it come from? You look all around for the owner but hear only a distant rustle coming from the bushes.

Bypass using Four-Legged Friend 853

521 436 488 193 499 163 726 474 206 296 522 744 497 136 566 629

A BEAR IN NEED

By the side of the path you encounter a badly wounded bear. It looks as if its leg was caught in a trap, but it somehow managed to break free. You want to help, but you must remember this is a dangerous animal.

Bypass using Mysterious Herb 891

9 440 229 496 495 492 395 555 871 698 420 13 692 418 386 9

DON'T LOOK DOWN

The ground drops away in front of you to reveal a deep gorge. The only crossing point is a narrow rope bridge. It looks like nobody has come this way for some time.

Bypass using Rope 114

262 924 839 939 764 508 518 66 868 827 96 507 733 329 170 505

STUNTISH
SIDE-1

ENERGETIC
SIDE-1

CONDENSED
SIDE-1

FOCUSSED
SIDE-1

EXHAUSTED
SIDE-1

FERILESS
SIDE-1

SUSPECTED
SIDE-1

COMPOSED
SIDE-1

FLUSTERED
SIDE-1

CONFIDENT
SIDE-1

RECALLED
SIDE-1

VIGILANT
SIDE-1

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CARE

Pay attention to the details and take your time. You act with caution and vigilance. If a job's worth doing, it's worth doing right.



WITS

Think fast and solve the problem using brains over brawn. You cleverly outsmart your opponents, look for a weaknesses or draw on past experience.



STYLE

All eyes are on you, so this better be good. You use your charm to dazzle, seduce or bemuse, or laugh in the face of death with a flashy stunt.



SPEED

There's no time to spare. You move with dexterity, acting or reacting as quickly as you can to steal the initiative or gain a head-start.



GUILE

Nobody else plays fair, so why should you? You'll lie, cheat and steal to gain the upper hand-and when all else fails, you can always try hiding.



FORCE

Headstrong to the very end. You're straight shooting and not afraid to apply brute strength. Given a big enough lever you'll be able to break anything.

MICED HEX

Prevent the party from using any abilities, items or arefacts until the end of the next encounter.

Use this ability after correctly guessing which skill the party will use next

SPECTRAL TRAP

Choose a random, unused encounter and place it at the end of the path, moving The Finishing Post one step further away.

Use this ability after correctly guessing which skill the party will use next

PHANTOM STEAL

Take an item or arefact of your choice from the party at the end of the current encounter. If none are available, take 1 life point from any character who has at least 2 life points remaining.

Use this ability after correctly guessing which skill the party will use next

ASTRAL INTERFERENCE

Replace the victim's chosen skill with another, drawn at random from all other available skills.

Use this ability after correctly guessing which skill the party will use next



SKELETON KEY

They say that such a key can open any lock made by human hands. You should hold on to this one tightly.

+ 5 victory points



COILED ROPE

Every adventurer needs a bit of rope and now you have one. You never know when it might prove useful.

+ 5 victory points



GOLD

It's not going to make you rich, but this sack of coins could make all the difference in your next encounter with the locals.

+ 5 victory points



FLAMING TORCH

No more fumbling in the dark: now you have a flaming torch to light your way and fend off creatures of the night.

+ 5 victory points



SPIRIT COMPASS

Navigating just got easier! By some occult mechanism this device always points in the right direction.

+ 5 victory points



BEAST REPELLENT

Nothing keeps the nasties away quite like this potent mixture.

+ 5 victory points



MYSTERIOUS HERB

A incredibly rare plant, only found deep in the Forest. Nobody is entirely sure of its effects.

+ 5 victory points



HEALING POTION

Restore up to 5 life points and remove any negative statuses from one character. Cannot revive fallen characters.

+ 5 victory points



CHAMPION'S MASK

Become Epic at any skill for a single encounter, including skills your character cannot ordinarily use.

+ 10 victory points



FOUR-LEGGED FRIEND

You've gained a loyal companion, who knows the ways of the Forest better than any human.

+ 5 victory points



SCROLL OF PASSAGE

A powerful magic scroll that provides a safe path through an otherwise impassable natural obstacle.

+ 5 victory points

