

EXPERIENCE

- ❖ 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 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)

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: Sneaky

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

Dragonslayer
 Executioner
 Fast Footwork
 Fast Shooter
 Fearless
 Firm Grip
 Fisher
 Hammer Fighter
 Herbalist
 Horseback Fighter
 Incorruptible
 Knife Fighter
 Lightning Fast
 Lockpicker
 Lucky
 Master of the Hunt
 Melee Charge
 Pack Rat
 Pain Resistant

GENERAL TALENTS

Pathfinder
 Poisoner
 Quartermaster
 Quickdraw
 Sailor
 Sharpshooter
 Sharp Tongue
 Shield Fighter
 Sixth Sense
 Smith
 Spear Fighter
 Steady Feet
 Sword Fighter
 Tailor
 Tanner
 Threatening
 Throwing Arm
 Wanderer

WEAPONS

MELEE WEAPONS

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

RANGED WEAPONS

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

SLOW ACTIONS		
ACTION	PREREQUISITE	SKILL
Slash	Edged or Blunt weapon	Melee
Stab	Pointed weapon	Melee
Punch/Kick/Bite	Unarmed	Melee
Grapple	Unarmed	Melee
Break Free	You are Grappled	Melee
Shoot	Ranged weapon	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

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

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

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			

FLEEING		SNEAK ATTACKS & AMBUSHES	
RANGE	MODIFICATION	RANGE	MODIFICATION
Near	–1	Arm's Length	–2
Short	0	Near	–1
Long	+1	Short	0
Open Zone	–1	Long	+1
Rough Zone	+1		

SHOOTING RANGE		TYPICAL COVER	
RANGE	MODIFICATION	BARRIER	ARMOR RATING
Arm's Length	–3/+3	Furniture	3
Near	–	Wooden Door	4
Short	–1	Tree Trunk	5
Long	–2	Wooden Wall	6
Distant	–3 (requires Aim)	Stone Wall	8

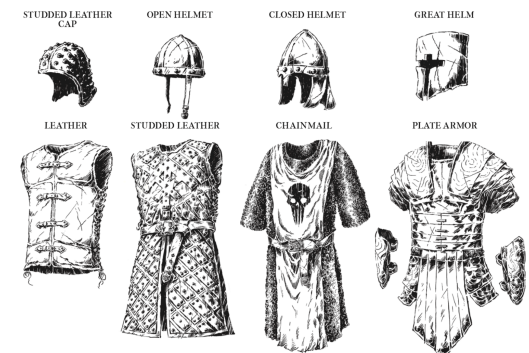
SHIELDS					
WEAPON	BONUS	DAMAGE	RANGE	COST	FEATURES
Small Shield	+1	–	–	6	Light
Large Shield	+2	–	–	15	

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

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.



CONDITIONS

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 1 point of damage to Strength per week. If your Strength is Broken while HUNGRY, you die after another week without food.
- ❖ As soon as you have eaten, you are no longer HUNGRY, and you can recover Strength normally.

COLD

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

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

- ❖ You immediately take 1 point of damage to both your Strength and Wits – as the cold seeps into your body and makes the blood run slower to your brain, you are unable to think clearly.
- ❖ You can even hallucinate, causing you to act irrationally – details are up to the GM to decide. Some say that when you are close to freezing to death, you feel a strong burning sensation that can make you tear your clothes off.
- ❖ You must keep rolling ENDURANCE at the same interval, and with the same effect if you fail. If your Strength is Broken while you are COLD, you die the next time you have to roll.
- ❖ You cannot recover Strength or Wits. Only after you have warmed up again, if only by a campfire, are you able to recover those attributes.

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 take 1 point of damage to both Strength and Agility every day. If either of your Strength or Agility are Broken while THIRSTY, you die after another day without water.
- ❖ As soon as you drink, you are no longer THIRSTY, and you can recover your attributes normally.

SLEEPY

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

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

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 ✕ rolled causes 1 point of damage to Wits. All fear attacks have NEAR range, unless stated otherwise. Some fear attacks target a single victim, while others affect everyone within range.

FALLING

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

DROWNING

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

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

POISON

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

LETHAL POISON

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

PARALYZING POISON

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

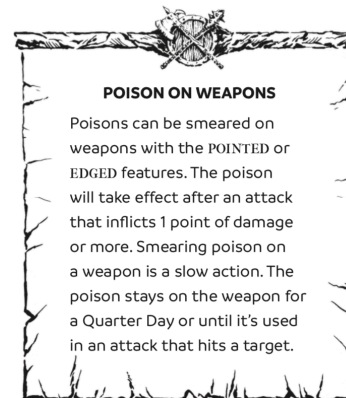


SLEEPING POISON

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

HALLUCINOGENIC POISON

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



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 1 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.

DISEASE

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

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

MEDICAL AID

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

MAGIC MISHAPS

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 (mental trauma).
- 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 *Gamemaster's Guide*) 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.

GENERAL SPELLS

SPELL	RANK
Magical Seal	1
Sense Magic	1
Dispel Magic	2
Obscure Magic	2
Bind Magic	3
Transfer	3

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

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

SYMBOLISM

SPELL	RANK
Entice	1
Horrrify	1
Paralyze	1
Blind	2
Illusion	2
Mind Trick	2
Puppeteer	3
Power Rune	3
Portal	3

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

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

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

DEATH MAGIC

SPELL	RANK
Befoul	1
Chill of the Grave	1
Contaminate	1
Ghoulsh Aura	1
Hand of Doom	2
Raise the Dead	2
Speak to the Dead	2
Steal Life	3
Terror	3
Weight of Ages	3

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 1 Willpower Point to cast the spell. Once the spell is cast, the ingredient has been spent and cannot be used again to cast spells.

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.

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 that you first cast it once. Then, you must spend at least a Quarter Day with quill in hand and make a successful LORE roll. Writing down a ritual takes two Quarter Days.

