

FREE LEAGUE



FORBIDDEN LANDS

BOOK OF BEASTS





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BESTIARY

"By the unclean crack of the Nightwalker, get up! These beasts are mere chickens!"

Shieldmaiden Armanda pulled her sword from the dragon spawn and wiped the steel on the merchant's fur collar as he lay there. Blood pulsed slower and slower from the wound she had opened in the monster's chest.

"Look at that, you're finally baptized!" she grinned and looked at her companion's soiled face. Then she turned serious.

"They say the spawns' mother Krasjika has already rotted, but refuses to leave this world out of love for her offspring and human flesh. Save your screams for her!"

And sure enough, there was a furious, gurgling roar in the distance, laden with otherworldly rage.

Welcome to the *Book of Beasts*. In these pages you will find no fewer than 28 new monsters, along with rules for using them and unique encounters and events for each and every one of them.

After that, the book presents as many as 36 new random encounters that the adventurers might run into, followed by a battery of useful tools and tables for the Gamemaster. At the end

of the book is a rule set for playing *Forbidden Lands* on your own, without a Gamemaster.

The *Book of Beasts* is not tied to any particular campaign or part of the game world. It can be used just as well in the core game's Ravenland as in the campaigns The Bitter Reach or Aslene – or in your own homebrew game world.

Enjoy!



USING THIS BOOK

The Gamemaster can use the beasts described in this book in many different ways. A random encounter from chapter 7 in the *Gamemaster's Guide* can be replaced with a random or purposely chosen monster from this book.

The text on each beast contains one or several new random encounters, and some monsters also come with suggested events that could occur at adventure sites.

The descriptions of the monsters in this book essentially follow the same format as in the *Gamemaster's Guide*, but add a few aspects to each monster, as described below.

LORE ROLL

Each monster in this book comes with a list of what an adventurer can learn about the beast with a successful **LORE** roll. More **X** grants additional and more significant insights to those hoping to defeat – or at least survive the encounter with – the beast in question.

RESOURCES

Each description of a monster specifies what resources the adventurer can harvest from a vanquished monster. Usually, the player character requires a certain skill or talent in order to obtain the treasure.

MONSTERS

D66	MONSTER
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11	Amphibian
12–13	Amoeba
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AMPHIBIAN

The water goddess Flow – caring and good – appears to have her sharp side. To protect the source of the healing springs and the crystal-clear waters that are the essence of Flow, she created the amphibians: cosmological hybrids of lung and gill, tasked with preserving the purity of the waters by watching the entrances to their goddess' realm. They are secretive creatures, reclusive and shy, but in carrying out their protective duties they are as slippery as eels and as cruel as poison toads. Woe to those who bring the filth of the earth to their unsullied realm, woe to those who bring human diseases to the springs of the divine. Above all they guard against the demons who muddy the waters with their mog, but unwashed adventurers will also meet a swift end if they try to pass down into the sacred freshwater deep.

Amphibians are large, frog-like humanoids capable of breathing air as well as water. They are found in rivers, lakes, and bays, but have a special fondness for deeper waters. One can occasionally glimpse their sentinels, armed with leisters, like motionless statues on skerries and rocks, carefully watching the movements of the land folk. Their dwellings are located beneath the surface, and there are stories about vast underwater kingdoms with palaces and treasure troves. But the conflicts between amphibians and other kin are mainly about their offspring. The amphibians are born from eggs similar to frogspawn, floating on the surface and therefore easily gathered by coastal fishermen and saurians, who regards the eggs as a nutritious delicacy.



RANDOM ENCOUNTER: A SUSPICIOUS STRANGER

A solitary islet emerges from the mist before you. It is barren, without any sign of a settlement, but you notice the shape of a humanoid figure with long arms leaning against a spear on a protruding rock. The creature is too far away for you to make out any facial features, but you get a bad feeling that it is staring straight at you. Next thing you know, the creature has vanished – and you suddenly feel very vulnerable in your humble vessel.

A patrol of belligerent amphibians has spotted the adventurers' boat, which is targeted by a ramming attack according to the rules on page 9. If the adventurers make a **SURVIVAL** roll they can spot the swimming bodies beneath the surface in time to grab hold of something before the first blow hits them (+1 to **MOVE**). The GM decides whether the amphibians are guarding a nearby hatching site with large quantities of eggs or whether the adventurers are drifting over one of the mysterious underwater realms mentioned in the legends.

TERRAIN TYPES: Lake, Quagmire

EVENT: ALL THAT GLITTER IS NOT EGGS

You move between the trading stalls at the large marketplace that rises above the river on sturdy stilts. Suddenly someone comes rushing towards you – fluttering clothes, a frog-like face, a frightened voice gasping "Protect my children!" Then the figure dives into the river and disappears.

After that, three things happen in quick succession. First, the adventurers discover that the largest and strongest member of the group has been handed a bundle containing what looks like oversized frog eggs. The eggs are transparent, and the adventurers can see tadpoles with bulging eyes swimming around in the cloudy liquid. Secondly, a local guard patrol shows up, armed with halberds and heavy crossbows. They are led by a merchant in a purple beret who points an accusing finger at the egg-filled bundle. Thirdly – before the patrol reaches the adventurers – D6 amphibian warriors come climbing out of the river, commanded by the female who handed over the bundle. The GM decides how the situation

LORE ROLL	
NUMBER OF X	INSIGHTS
1	Amphibians are frog-like humanoids mainly found in deep waters, where (according to legend) they guard the entrances to the water goddess Flow's realm.
2	Although amphibians can move effortlessly on land, they live in vast underwater realms where they gather riches from sunken ships and human treasures.
3	Amphibians hatch from eggs similar to those of frogs, which float close to the surface and are a highly sought delicacy among land-living kin.



develops, but adventurers who side with the amphibians will gain a powerful ally for adventures to come.

ADVENTURE SITE: Village

TYPICAL AMPHIBIAN WARRIOR

ATTRIBUTES:

STRENGTH 5, AGILITY 2, WITS 3, EMPATHY 3

MOVEMENT: 2 in water, 1 on land

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

ARMOR RATING: 2 (thick frog skin)

TYPICAL GEAR: Leister or harpoon, dagger, fish bone amulet bearing the mark of the goddess Flow.

DROWNING ATTACK: In water, the amphibians primarily attack by pulling their victims beneath the surface and drowning them. The attacks are often performed collectively, with multiple amphibians **GRAPPLING** a chosen victim together (page 92 of the *Player's Handbook*). If the attack succeeds, the victim is pulled beneath the surface and must make an **ENDURANCE** roll each round not to start drowning (page 113 of the *Player's Handbook*).

COLLECTIVE RAMMING ATTACK: Amphibians occasionally perform sneaky ramming attacks against fishing boats and other floating vessels. Their reason for doing so is unclear. Perhaps the boats simply come too close to their spawn, or maybe they are protecting the entrances to the underwater realm of the goddess Flow. Whatever the case, the ramming attack is an extremely unpleasant and often fatal experience. The amphibians attack the vessel from below, always as a group, swimming at full speed and crashing headfirst into the hull. Roll D6 to determine the effect:

1–2: The heavy blow rocks the boat and sends strong waves crashing over the railing, showering the adventures and their gear.

3–4: The powerful blow throws the boat several fathoms into the air. Everyone on board must make a **MOVE** roll (does not count as an action), otherwise they are plunged into the water and targeted by the amphibians' drowning attacks.

5–6: The violent blow capsizes the boat. Everyone on board is plunged into the water and targeted by the amphibians' drowning attacks, one after the other.

NO MONSTER ATTACKS

The rules for monsters in combat (page 73 of the *Gamemaster's Guide*) do not apply to amphibians. They act like normal NPCs, except in water where they prefer to drown or ram their victims as described above. Amphibian warriors are armed with leisters or harpoons made from fish or whale bones. Technically they are handled like tridents and long spears respectively, but with one extra point in damage (leister 3; harpoon 2) due to the large number of barbed prongs.



RESOURCES

Amphibian eggs are not only delicious, but highly nutritious, making them an excellent source of food. An egg is a tiny item but can be cooked by a **CHEF** into a unit of **FOOD**. The eggs can also be sold at a substantial profit. The typical rate is five silver coins per egg.







AMOEBBA

The ancient hunger has no face. It is an amorphous mass of scum and shadow, created by long forgotten gods in a time without mercy or stars. Alas, this abominable relic of a creature never left the Forbidden Lands. It lurks in the wet filth of the world: in muddy ponds and waste piles; in excrement-filled moats and sewers; among bloated corpses on battlefields and burial sites. Inside it floats the merged remains of gods, demigods, creatures, and beasts, all devoured in its endless search for sustenance. Sometimes the memories of these unfortunate souls resurface and form a grotesque parody of life from the shapeless, ever-changing mass.

Amoebas are primitive predators that feed by absorbing other creatures into their shapeless bodies. Dwarven tradition holds that they are waste products that poured into the world from the forge of the god Huge. Others believe they are the residue of a demonic experiment. Driven by insatiable hunger, they attack any living creature who comes near.





LORE ROLL	
NUMBER OF X	INSIGHTS
1	Amoebas are exceptionally ravenous predators that never back down from a fight, but they can be distracted with strong-smelling food.
2	Amoebas are difficult to harm with ordinary weapons, but are terrified of fire.
3	Amoebas contain corrosive substances which can be used to concoct a potent poison that, according to legend, is particularly effective against undead.

RANDOM ENCOUNTER: DEATH IN THE WELL

Through the trees you glimpse a lone stone well. It is an impressive structure, likely built by the ancient dwarves, surrounded by a low wall carved with runes. An iron chain linked to a pulley is hanging down into the darkness below. On closer inspection you notice that the chain is moving. Something shapeless moves quickly towards the surface – coming straight at you!

Player characters who succeed with a **LORE** roll realize that the runes are a warning. The ancient dwarves feared the well and the insatiable amoeba that springs to life and wells up from the depths towards the adventurers.

TERRAIN TYPES: Forest, Dark Forest

RANDOM ENCOUNTER: THE LIVING WASTE PILE

A horrid stench assaults your nostrils and makes your eyes water. Recoiling in disgust, you see the source of the odor: a huge waste pile, towering nearby like a mountain of half-rotten remains. Strange that you did not notice it earlier... Suddenly the shapeless mass rushes towards you with such force that the ground trembles – and you realize that it is a living being, one that clearly has chosen you as its prey.

A ravenous amoeba has spotted the player characters in its endless hunt for food. It has recently devoured a highborn wedding party on their way to a nearby castle. By defeating the amoeba and searching its remains, the player characters can find D3 Valuable Finds.

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



AMOEBA

ATTRIBUTES:

STRENGTH 18, AGILITY 3

MOVEMENT: 2

ARMOR RATING: None, but the amoeba only takes half damage from physical weapons and no damage at all from piercing weapons. On the other hand, it takes double damage from fire and instinctively retreats from adventurers carrying torches or other types of burning items.

RESOURCES

The amoeba's gastric acid contains cosmic substances older than the mystery of death. From a dead amoeba, an **ALCHEMIST** (page 156) can with a **HEALING** roll extract one dose of gastric acid per **X** rolled. If the acid is added to the brewing of a deadly poison (page 78 of the Players' Manual), the Potency is increased by 3.

MONSTER ATTACKS

D6 ATTACK

- 1 **TENTACLE ATTACK!** A barbed tentacle lashes out from the giant mass and wraps itself around an adventurer within **NEAR** range. Roll for the attack with eight Base Dice and Weapon Damage 2 (blunt force).
- 2 **REEKING CLOUD!** The amoeba exudes a reeking, dirt-green cloud of smoke. All adventurers within **NEAR** range must make an **ENDURANCE** roll. On failure the adventurer suffers acute nausea and collapses while vomiting violently, unable to perform any actions until the same point in the next round's initiative order.
- 3 **ACID SPIT!** A maelstrom forms in the gelatinous body and a cocoon-like clot is ejected from the mucus-filled depths. Roll for the attack with seven Base Dice and Weapon Damage 1 against the adventurer within **NEAR** range who has the highest **STRENGTH**. If damaged by the attack, the victim is affected by a lethal poison with Potency 7.
- 4 **BAD MEMORIES!** Twisted faces emerge on the surface of the shapeless mass. They float by, dissolve, or change into something else, in a parody of intelligent life. Adventurers within **NEAR** range vaguely recognize the faces of loved ones, and suffer a fear attack with eight Base Dice.
- 5 **MULTIPLE SUCK ATTACK!** The amoeba splits into smaller units that throw themselves at the adventurers in a deadly rain of slime. All adventurers within **NEAR** range must succeed with a **MOVE** roll (no action), or be showered by leech-like organisms that immediately start feasting on their bodily fluids. Each affected adventurer suffers an attack with nine Base Dice and Weapon Damage 1 (stab wound).
- 6 **ABSORBING ATTACK!** A bundle of slimy tentacles bursts out of the amoeba and wraps around an adventurer within **NEAR** range. Roll for the attack with eight Base Dice and Weapon Damage 1 (blunt force). If the attack succeeds, the adventurer is trapped and pulled towards the amoeba's maelstrom-like mouth. The adventurer suffers one point of damage each round they remain inside the monster, and dies immediately upon becoming broken. It is impossible to break free from the amoeba's grip, but the victim can attack it from inside and cut their way out with an attack that inflicts at least three points of damage. The amoeba will also let go if killed.





BASILISK

The psychopomps of the Congregation of the Serpent claim that the god Wyrn made the basilisk king of all reptiles. As the Protector's representative, it would watch over snakes, lizards, frogs, and other creatures that crawl across the earth. For that purpose, it was endowed with divine powers – the power to both give and take life with its mere breath, and to create and recreate with its commanding gaze. But the basilisk used its god-given powers for evil, killing and consuming rather than guarding and protecting. That is why it is considered a vile abomination to this day: a bitter anomaly hiding in the shadows, awaiting the day when it will reclaim its rightful place as Wyrn's right hand.

Basilisks are large, semi-intelligent reptiles with great predatory claws. They are exceptionally aggressive and feared killers with poisonous breath and a petrifying gaze. The basilisk's scales make it difficult to harm, but the beast has one major weakness: its life force is always bound to the cockerel's egg, coated with toad poison, from which it once hatched.

NUMBER OF X

INSIGHTS

LORE ROLL

- | | |
|---|---|
| 1 | Basilisks are terrifying predators with poisonous breath and a petrifying gaze. |
| 2 | Basilisks spring from a cockerel's egg incubated by toads, and the remains of such a mysterious egg are always kept in the basilisk's lair. |
| 3 | The basilisk's life force is bound to the egg from which it hatched. Destroying the egg renders the beast harmless, and the powdered shells of basilisk eggs can also be used to concoct magical elixirs. |



RANDOM ENCOUNTER: A KNIGHTLY MASSACRE

Agitated voices echo through the trees, mixed with the metallic resonance of heavy armor and swinging swords. A macabre scene is unfolding before you. Ten lifeless bodies lie scattered on the ground, some of them bloody and maimed, others frozen in twisted positions. In the middle of it all, a single knight is fighting valiantly against a snake-like monstrosity with the head of a bird. The knight raises his shield to protect his face, apparently trying to fight the beast without looking into its eyes.

The adventurers have stepped into the final act of a fight to the death between a raging basilisk and a group of Alderland knights, sent on a holy mission in the Forbidden Lands by Psychopomp Vivírula – head of the Congregation of the Serpent in Alderland. The last man standing is the knights' commander: Dominik of House Viperion, who happens to be the psychopomp's nephew. If the adventurers help him vanquish the basilisk, they will gain a life-long friend that may prove extremely useful in the future. Dominik is sworn to silence regarding his order and his mission, so on that particular topic he is as slippery as the serpent he worships.

TERRAIN TYPES: Forest, Dark Forest

RANDOM ENCOUNTER: THE AGITATED ALCHEMIST

A bearded old man in strange, partially torn clothes suddenly bursts onto the path before you. He stares at you with wide eyes and points back into the depths of the forest, panting with excitement as he repeats: "It's the egg, don't you see? The egg! I found it! You must ... The egg! I found it! The egg that yields gold!"

The poor man is a learned but misguided alchemist who after years of diligent study has concluded that basilisk eggs are the secret ingredient in turning lead into gold. By studying old books, he has also managed to locate a basilisk's lair, but in his calculations he forgot to factor in the basilisk itself. Now he needs the adventurers' help to defeat the beast and seize the coveted egg. He promises to pay them with some of the gold he will later create in his alchemical laboratory.

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

BASILISK

ATTRIBUTES:

STRENGTH 24, AGILITY 6, WITS 2

MOVEMENT: 2

ARMOR RATING: 8

BOUND LIFE FORCE: Every basilisk is bound to the cockerel's egg from which it once hatched. These large eggs, which are normally intact except for a small opening at the top, are always kept in the basilisk's lair. They are coated with a lethal toad poison with Potency 7 that is transferred through touch, but otherwise they are easily destroyed. When the egg is crushed, the basilisk loses its magic powers and shrinks into a grumpy but basically harmless viper (**STRENGTH** 1, bite with Weapon Damage 1 and a sleeping poison with Potency 4).



RESOURCES

Basilisk eggs contain primal magic, and from each crushed egg a sorcerous adventurer can obtain a powder that gives D6 Willpower Points.





MONSTER ATTACKS

D6 ATTACK

- 1 **CLAW ATTACK!** The basilisk strikes with its fearsome claws against two adventures within **NEAR** range. Roll for the attack with seven Base Dice and Weapon Damage 2 (slash wound).
- 2 **PECK ATTACK!** The beast darts its evil bird's head forward and pecks a chosen adventurer with its razor-sharp beak. Roll for the attack with eight Base Dice and Weapon Damage 2 (slash wound).
- 3 **CROWING ATTACK!** The basilisk raises its hideous bird's head and lets out a cacophonous crow that pierces the adventurers and makes their ears bleed. All adventurers within **NEAR** range must make an **ENDURANCE** roll (not an action). On failure they are flung to the ground, unable to do anything but groan and cover their ears. The effect lasts until the same point in the next round's initiative order, but it takes a quarter of an hour for affected adventurers to regain their hearing.
- 4 **WHIP ATTACK!** The basilisk uses its serpentine body as a whip in a sweeping attack that hits all adventurers within **NEAR** range. Roll for the attack with seven Base Dice and Weapon Damage 1 (slash wound); the same attack targets all victims within range.
- 5 **POISON ATTACK!** The basilisk exhales a yellow-green cloud that reeks of toad poison and stomach acids. All adventurers within **NEAR** range must make a **MOVE** roll (not an action). On failure they are engulfed by the cloud and completely impregnated with a lethal toad poison with Potency 7. The poison also has the unpleasant side effect that the victim is covered with knobbly toad warts and loses one **EMPATHY**, to a minimum of one. The warts can be treated with **HEALING** and all forms of healing magic, which also restores the victim's **EMPATHY** to its original rating.
- 6 **PETRIFYING ATTACK!** The basilisk's eyes flare up with a shimmering blue glow as it turns its terrible bird's head towards the adventurer with the highest max **STRENGTH**. The victim is frozen by the hateful gaze and feels their body stiffen and become heavy as stone. The affected adventurer must make an **ENDURANCE** roll (not an action). On failure their flesh turns to stone, rendering them unable to move or perform any actions. A petrified adventurer dies within 2D6 rounds, but the petrification can be reverted with a successful **ENDURANCE** roll. The adventurer can make a skill roll once per round as long as they are alive. The spells **HEALING HANDS**, **NATURE'S CURE**, and **MEND WOUNDS** can also undo the petrification, but only if the victim is still alive.





BOG MAN

To appease the gods and satisfy their hunger, humans throughout history have sacrificed living creatures in bogs, swamps, and bottomless ponds. That is why the marshes of the Forbidden Lands are always haunted by the restless dead – and that is why a wise man or woman will stay away from these treacherous places. Many also speak of powerful weapons and ancient artifacts having been cast into the muddy depths, and many bold adventurers have met their demise in search of these legendary treasures. The victims of the bog were shown no mercy when the gods demanded their bloody tribute – and the bog men show no mercy to those who disturb their restless slumber.

Bog men are the greedy and vengeful ghosts of slaves, prisoners of war, and other unfortunate individuals who were buried alive in the wetlands as sacrifices to the gods. Their tortured souls have merged with the bog's vegetation and manifest themselves as humanoid creatures of moss, roots, and decaying leaves, dripping with swamp water, with twisted skeletal faces that stare hatefully at anyone who disturbs their undead rest.

NUMBER OF X

INSIGHTS

LORE ROLL

- | | |
|---|--|
| 1 | Bog men are the ghosts of slaves, prisoners of war, and other unfortunate individuals who were sacrificed by being buried alive in a wetland. |
| 2 | Bog men are undead spirits and cannot be harmed with ordinary weapons, but they fear fire and magic, and can be lured away with shiny objects. |
| 3 | Bog men are often found near powerful weapons, artifacts, and treasures that have been dropped into the bog as offerings to the gods. |



EVENT: THE SACRIFICIAL BOG

Icy veils of mist surround the area: an old bog with gnarled trees and sprawling tufts of grass that snake their way up from black ponds. Further out into the mist you glimpse a stone wall with some buildings behind it. You see the outline of a mill and some form of watchtower, and from somewhere over there you can hear singing and music. But in order to get there you must cross the bog, whose dark waters suddenly look very menacing – like an ill-concealed portal to the realm of the dead.

The ominous bog is an old sacrificial site where the region's inhabitants have made offerings to the gods since ancient times. If the adventurers move through the bog, they will immediately be attacked by D3 bog men rising menacingly out of the water. The bog is full of underwater treasures, and if they decide to **EXPLORE** the site, the adventurers may roll D3 times on the table for Valuable Finds in a Lair. But adventurers who stay too long will attract even more bog men. Furthermore, the inhabitants of the nearby village may decide to organize a posse to stop the plundering strangers – and in the process get their hands on a group of suitable prisoners to sacrifice to their ravenous gods.

ADVENTURE SITE: Village

RANDOM ENCOUNTER: INTERFERING WORSHIPERS

The terrain is becoming increasingly wet and boggy, and the virgin forest gradually gives way to hanging mangroves and strange bushes with serpentine root systems growing out of stinking ponds. Cold veils of mist float over the bog and you hear the call of a black-throated loon coming from somewhere ahead of you.

Suddenly something rises from one of the ponds: a phantom of death, covered in moss and moldered leaves, stretches out its gnarled arms and starts moving towards you through the treacherous terrain.

The adventurers are attacked by D3 bog men who are drawn to the group's artifacts and treasures. The creatures will primarily attack the adventurer whom the GM believes to be carrying the largest amount of treasure in their knapsack. The terrain is full of bottomless holes, and each round of combat the adventurers must succeed with a **MOVE** roll. On failure they sink into the freezing water and start taking damage as per the rules for drowning on page 113 of the *Player's Handbook*.

TERRAIN TYPES: Marshlands, Quagmire, Dark Forest

BOG MAN

ATTRIBUTES:

STRENGTH 12, AGILITY 3, WITS 1, EMPATHY 1

MOVEMENT: 1

ARMOR RATING: None. Bog men are partially immaterial beings and can only be harmed by magic and magic weapons. They can be damaged by fire though.

DRAWN TO VALUABLE AND MAGICAL ITEMS:

Bog men are highly attracted to valuable and magical items which they desperately want to drag down into the bog as offerings to the ever-demanding gods. In combat they always target the adventurer who carries the largest number of treasures or magical items. It could be gold or silver coins, magic weapons, and artifacts – whatever the GM deems most appropriate, but bog men have a special fondness for shiny objects. In a crisis situation, the bog men can always be lured away from a fight by throwing a shiny piece of treasure into the bog.



MONSTER ATTACKS

D6 ATTACK

- 1 **HATEFUL SHRIEK!** The bog man's grotesque, undead face twists into a mask of murderous hatred as it lets out a shriek that threatens to tear the adventurers' souls apart. All adventurers within **NEAR** range suffer a fear attack with eight Base Dice. If it succeeds, the victim also becomes **COLD**.
- 2 **STRANGLING ATTACK!** The bog man's long, dripping arms suddenly branch into black roots that slither like snakes around the necks of all adventurers within **NEAR** range. Roll for the attack with seven Base Dice and Weapon Damage 1 (blunt force). If it succeeds, the victims also become **GRAPPLED**.
- 3 **DROWNING ATTACK!** The grotesque creature grabs an adventurer and tries to pull them into the bog. Roll for the attack with seven Base Dice and Weapon Damage 1 (slash wound). If hit, the adventurer is **GRAPPLED** and disappears into the black waters along with the furious bog man. The victim then takes ongoing damage as per the rules for drowning on page 113 of the *Player's Handbook*.
- 4 **MIST ATTACK!** Swirling mist slithers out of the bog man's eye sockets and settles over the adventurers like an impenetrable cloud. All adventurers within **NEAR** range suffer a -2 penalty to all attacks and combat related rolls. The effect lasts D3 rounds. Affected adventurers must also make an **ENDURANCE** roll where failure renders the victim **COLD**.
- 5 **MURDEROUS EMBRACE!** The bog man reaches out with its dripping arms and wraps them around an adventurer within **NEAR** range in a murderous embrace. An icy chill spreads through the adventurer's body as the undead creature tries to squeeze the life out of them. Roll for the attack with ten Base Dice and Weapon Damage 2 (blunt force). If it succeeds, the victim also becomes **COLD**.
- 6 **VENGEANCE OF THE GODS!** An unholy glow emanates from the bog man's eye sockets as it fills a chosen adventurer's mind with violent, telepathic flashes of their own death. The victim is enveloped in the terrifying vision and can feel themselves being lowered into the freezing bog with their arms and legs tied to their back, to the sound of hoarse voices ecstatically invoking the gods. The victim suffers a fear attack with ten Base Dice. If it succeeds, the victim also becomes **COLD**.

RESOURCES

Bog men are greedy creatures, always on the lookout for victims and treasures to pull down into their dark and solitary ponds. This rapacious vigilance can be extracted by a sorcerous adventurer and used to create an unpalatable but potent elixir that grants the user a D10 artifact die to **SCOUTING**. Each killed bog man is enough for D3 doses.





DREAD RAPTOR

All the Bloodmarch rider clans test their young by sending them to the nest of a dread raptor. That is where they are hardened into riders and acquire their rider names. If they bring back some of the hunger bird's feathers – and not only survive the ordeal – they have also earned the right to carry bow and arrow. For the Aslenes see the dread raptor as more than just a beast. It is the eternal enemy of horses and the bane of riders, created and molded by the fire god Horn the moment that the first horses sprung into the world with their flaming manes. It is part of the cosmic balance and the key to the Aslenes' ambition and indomitable courage.

The aggressive dread raptor is a giant carnivorous bird that is mostly found in Aslene (see *The Bloodmarch* campaign book) but it can also be found on plains far from that arid land. They normally hunt in pairs or smaller packs that run down their chosen victim. The prey is then immediately torn apart, often while still alive, after which the dread raptor swallows the pieces whole. This cruel fate mainly befalls horses – the dread raptor's primary source of food – but the gluttonous beast may also feed on humans and other humanoids in its path. A dread raptor that smells blood can move at speeds greater than that of a galloping horse, but is unable to fly due to its undersized wings.

NUMBER OF X

INSIGHTS

LORE ROLL

- | | |
|---|---|
| 1 | Dread raptors are huge and aggressive carnivorous birds that can run faster than a galloping horse. |
| 2 | Dread raptors are ravenous, man-eating beasts, but they prefer horse meat, and the Aslenes regard them as the archenemy of horses and a toughening ordeal for young riders. |
| 3 | Dread raptors are swift and effective killers, but dumber than giants and easily tricked by clever adventurers. |



RANDOM ENCOUNTER: FEATHERY AMBUSH

The first thing you notice is that something is causing a curious tremor in the ground under your feet – not just once, but over and over and over. Then you see a swirling cloud of smoke suddenly emerging a bit further out in the open, heath-like landscape. Something large and heavy is moving out there – and whatever it is, it is most definitely headed your way.

D3 dread raptors are dashing across the plains to sink their beaks into the adventurers' flesh. They come running at incredible speed and throw themselves at the adventurers D3 rounds after they notice the cloud of smoke. The beasts are blood-crazed and will fight fiercely to the last drop of blood – but they can be tricked or lured away from the area as per the rules below. One way of achieving this is to abandon one's horses and simply run away while the dread raptors satisfy their horse killing instincts (requires a successful **LORE** roll). Another option is for the group to split up and confuse the unintelligent killer birds, for example by running in different directions.

TERRAIN TYPES: Plains, Hills

RANDOM ENCOUNTER: THE HORSE FARMERS' REVENGE

A hysterical bellow echoes across the landscape. It is coming from a group of trees a bit further away, an inconspicuous grove in the middle of the heath. The bellowing continues with increasing intensity. It is difficult to tell whether it is the sound of a brute beast or a thinking being, but there is no doubt that something is suffering out there – scared out of its wits, to the very core of its being.

The bellowing creature is a terrified young horse that has been tethered to a tree at the edge of the grove, to serve as bait in a trap set by some farmers from a nearby settlement. The purpose is to stop a stubborn dread raptor that has devoured several of their horses. If they move closer, the adventurers will see the dread raptor – it too is attracted by the noise made by the poor horse. Moments later a few arrows are fired from some bushes behind the adventurers. The arrows are clearly aimed at the killer bird, but simply bounce off its dense coat of feathers. The dread raptor turns furiously to the adventurers and attacks them with vengeful rage. If the combat proves too difficult, the adventurers can be assisted by the D6 farmers armed with short bows (**MARKSMANSHIP** 2) who are hiding in the bushes.

TERRAIN TYPES: Plains, Hills, Forest

DREAD RAPTOR

ATTRIBUTES:

STRENGTH 14, AGILITY 5, WITS 1

MOVEMENT: 3

ARMOR RATING: 3 (feathers)

EASILY FOOLED: The dread raptor is an instinct-driven, unintelligent killer that has difficulty handling complex situation and sudden changes. That makes it relatively easy to fool, as long as one keeps a cool head. Suddenly changing direction and running the opposite way is a classic trick that many Aslenes use to shake off hungry dread raptors. Zigzagging or simply diving behind a bush might also be enough to confuse the beast. The GM assesses the chances of success on a case-by-case basis, but a successful **SURVIVAL** roll can help the adventurers out of a tough spot.



MONSTER ATTACKS

D6 ATTACK

- 1 **KICKING CLAW ATTACK!** The murderous giant bird kicks one of its clawed hind legs at an adventurer within **NEAR** range. Roll for the attack with nine Base Dice and Weapon Damage 2 (slash wound). If hit, the victim is knocked to the ground.
- 2 **SCREECH ATTACK!** The killer bird raises its horrifying head and lets out a shrill, fiendish screech that pierces the adventurers and fills their souls with pure unadulterated terror. Everyone within **NEAR** range suffers a fear attack with seven Base Dice.
- 3 **RAM ATTACK!** The dreadful bird charges straight into a chosen adventurer with its huge, feathered body. Roll for the attack with eight Base Dice and Weapon Damage 2 (blunt force). If hit, the victim is knocked to the ground.
- 4 **SWEEPING BEAK ATTACK!** The monstrous beast extends its long neck and sweeps its massive beak at all adventurers within **NEAR** range. Roll for the attack with seven Base Dice and Weapon Damage 2 (slash wound).
- 5 **SHAKE ATTACK!** The dread raptor grabs an adventurer within **NEAR** range with its massive beak and starts shaking them violently. Roll for the attack with nine Base Dice and Weapon Damage 2 (slash wound). If it succeeds, the adventurer is thrown to **SHORT** range and lands prone.
- 6 **DECAPITATING ATTACK!** The nightmarish bird lets out a triumphant cackle and aims a powerful peck at the neck of the adventurer within **NEAR** range whom the GM thinks most resembles a well-fed horse. Roll for the attack with ten Base Dice and Weapon Damage 2 (slash wound).

RESOURCES

Arrows with fletching from the plumage of a dread raptor give the archer modification +1 (+2 against horses and mounted adversaries). An adventurer with the **BOWYER** talent can extract enough feathers for D6 arrows from a slain dread raptor.





GATEKEEPER

They are creatures of the void, guardians of the empty spaces, commanders of the free flow of life between worlds. Such is their divine mission and cosmological purpose – preserving the invisible boundaries and structures that maintain harmony in the universe. Unfortunately, they have strayed into the Forbidden Lands, drawn to Zygofer's demonology and the hordes of unnatural abominations that have poured into the human world through the tears in Shadowgate Pass. Perhaps they are disoriented or blinded by hatred and hunger. Perhaps they follow an unknowable plan inscribed into the cosmos with runes of lava and the blood of gods.

Gatekeepers are extradimensional creatures who for reasons unknown have come to the Forbidden Lands. There are strong indications that they are demonic in origin, but that classification is complicated by their burning hatred for other demons. Gatekeepers are extremely territorial beasts that jealously watch over physical locations that hold various forms of portals and passages. They are drawn to magic and non-magic passages alike – crypt entrances, cave openings, and mountain passes – where they assert power and authority by controlling the flow of intelligent life in both directions. Demons and Misgrown are killed and devoured on sight, other life forms are given free passage if they can solve the gatekeeper's riddle.

NUMBER OF X

INSIGHTS

LORE ROLL

- | | |
|---|---|
| 1 | Gatekeepers are power-hungry but territorial beasts that have come from another world. |
| 2 | Gatekeepers watch over boundaries and passages, but those who solves their riddles are allowed to pass. |
| 3 | Gatekeepers possess interdimensional powers that can cause mortal minds to dissolve, but the damage from their attacks can be minimized with druidic magic. |



RANDOM ENCOUNTER: TEARS IN CREATION

A bloodcurdling scream echoes through the landscape. It builds into a long, anguished crescendo – there is no doubt that it is coming from somewhere nearby. You approach cautiously through the terrain. The scream is terrible indeed, full of anguish and unspeakable torment, and yet you are not prepared for the horrific sight that meets your eyes. A grown man in armor sitting on the ground, crying like a child. He is surrounded by torn bodies, and in the middle of the macabre mess – in front of what looks like a maelstrom of whirling air – sits a foul demon with great wings and bloody fangs.

An adventurer who succeeds with a **LORE** roll realizes that the maelstrom-like phenomenon is a magic portal. The GM decides where it leads, but it could be the Vale of the Dead (*Game-master's Guide*, page 231) or some other suitable adventure site connected to an ongoing campaign. But to pass through the portal, the adventurers must first deal with the gatekeeper. It notices them as soon as they set foot in the clearing. At first it will try to communicate with the adventurers through telepathy, but they will only be allowed through the portal if they pass the telepathic challenge.

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

RANDOM ENCOUNTER: THIS FAR, BUT NO FURTHER!

You move slowly up the narrow path winding its way along the rock face towards the mountain pass. The air is thin and hard to breathe, and a single misstep might cost you your life – the precipice

GATEKEEPER

ATTRIBUTES:

STRENGTH 24, AGILITY 4, WITS 4

MOVEMENT: 2

ARMOR RATING: 5 (leathery demon skin)

TELEPATHIC CHALLENGE: All gatekeepers have telepathic powers and communicate through mental images. Anyone hoping to pass through their portals must overcome a telepathic challenge in the form of a visual riddle. In their mind's eye, the victims see suns, moons, and other celestial bodies move among runes, shadows, and geometrical figures. They instinctively realize that there is a logic to it all – and that they will die unless they find the answer. The challenge is collective and aimed at the adventurers as a group. The adventurer with the highest **WITS** must win an opposed roll against the gatekeeper's **WITS**. With a druid among them the group gets a +1 modification. If the group figures out the logic to solve the challenge, they are allowed to pass unharmed – if not, they are attacked by the gatekeeper.

BOUND TO PORTAL: The gatekeeper is bound by interdimensional magic to a specific portal or passage. Forever guarding this gateway is the very purpose of its existence. That is why the gatekeeper can never leave the site – it will automatically dissolve and vanish forever if it moves beyond **SHORT** range of the portal in question.

plunges hundreds of meters down into a foggy haze. But you are close now. You can glimpse the passage that opens between the cliffs in front of you. Alas, there is something else as well. Something with huge black wings, waiting just where the path makes a turn and continues into the pass. Something you will clearly have to face in order to move on.

The road ahead is blocked by a gatekeeper who has made the mountain pass its territory. It starts to

MONSTER ATTACKS

D6 ATTACK

- 1 **SWEEPING CLAW ATTACK!** The winged beast strikes with its long, curved demon claws against two adventurers within **NEAR** range. Roll for the attack with eight Base Dice and Weapon Damage 1 (slash wound).
- 2 **INTERDIMENSIONAL BITE!** The gatekeeper opens its wide jaws and shows a terrifying set of razor-sharp fangs that emerges from the gaping maw in multiple rows. It bites a chosen adventurer within **NEAR** range. Roll for the attack with nine Base Dice and Weapon Damage 2 (slash wound).
- 3 **SWEEPING TAIL ATTACK!** The gatekeeper whips its scaled demon tail at all adventurers within **NEAR** range. Roll for the attack with seven Base Dice and Weapon damage 1 (blunt force). Everyone hit by the attack is knocked down.
- 4 **OTHERWORLDLY HUNGER!** With a piercing gaze full of dark mysteries, the gatekeeper turns to a chosen adventurer who suddenly feels otherworldly forces trying to squeeze the life out of their body. The adventurer must succeed with an **ENDURANCE** roll (not an action) or become incredibly **HUNGRY**. Because of the shock, they also get a -1 penalty to all skill rolls for the duration of the combat. Eating does not ease the hunger; the only things that can break the condition are **HEALING HANDS** or other healing druidic magic.
- 5 **OTHERWORLDLY THIRST!** The demonic beast turns its blank, black eyes to a chosen adventurer, who can suddenly feel otherworldly forces draining their body of its life-giving fluids. The adventurer must succeed with an **ENDURANCE** roll (not an action) or become desperately **THIRSTY**. Because of the shock, they also get a -2 penalty to all attacks and skills for the duration of the combat. Drinking does not ease the thirst; the only things that can break the condition are **HEALING HANDS** or other healing druidic magic.
- 6 **MIND DISINTEGRATION!** The gatekeeper spreads its bat-like wings and starts to glow with otherworldly light. All adventurers within **NEAR** range can feel its radiance burning into their souls and dissolving their minds. All affected adventurers must win an opposed **WITS** roll (not an action) against the gatekeeper. On failure they suffer a psychic attack with ten Base Dice that deals damage to **WITS**. At **WITS** zero, the victim falls into a catatonic state and is unable to act or communicate.

move threateningly and aggressively – whipping its tail, beating its wings – if the adventures go closer. It stares at them with its black eyes, clearly perceiving their presence as a threat. When the adventurers come into **NEAR** range they are faced with the gatekeeper's telepathic challenge. If they succeed, the gatekeeper reluctantly lets them pass, but if they fail, the beast attacks in a frenzied rage.

TERRAIN TYPES: Mountains

RESOURCES

Gatekeepers are eerily perceptive beasts that can see right through the veils and lies of the world. Their eyes can therefore be used as a kind of truth-seeing artifact that always gives its bearer a D10 artifact die when using the **INSIGHT** skill.





GIANT SPECTER

They have always been here. Always been a part of the essence of the world, its ancient history and slumbering rage. But no one knows how long they have been dead. Maybe they were never alive? Maybe they are the dark side of eternal life: forever dead twins of the immortal elves? Maybe they are – as described in many ancient texts – tormenting spirits sent by the Red Wanderer to keep the spread of the human race under control? Perhaps they herald the end of mankind's domination and the return to everything that once was, eons before the Shift and the treason of Wyrms?

Giant specters are the departed souls of ancient titans, who have a strange connection with the elves and the red, wandering star in the sky. They manifest themselves as enormous, humanoid ghosts –twisted beings with bodies composed of shadow and rotting flesh in equal measure. They mainly haunt the great forests, not least the regions around the elves and their settlements. Encounters with these lost, wandering remnants of ages past are always a horrifying experience, but they are actually more unpredictable than aggressive in nature. That being said, the giant specter is highly suspicious of humans, which they sometimes express through hatred and sadistic bloodlust.

NUMBER OF X

INSIGHTS

LORE ROLL

- | | |
|---|--|
| 1 | Giant specters are the ghosts of ancient titans, who are part of the very genesis and essence of the world. |
| 2 | Giant specters have some connection to the elves and seem drawn to their settlements in the great forests. |
| 3 | Giant specters are under the influence of the Red Wanderer and extremely dangerous to encounter when the star burns bright in the sky. |



RANDOM ENCOUNTER: SIGHS IN THE NIGHT

Something is clearly moving out there, in the deep darkness among the trees. Something big and heavy is snapping the sky-high pine trees as if they were twigs or the bones of a freshly slaughtered lamb. And it is getting closer. Fast. A tree falls to the ground right next to you, and you hear a hollow sigh – heavy with boundless sorrow. An unholy light glows through the trees and an enormous shadow, blacker than the night itself, comes stomping towards you.

The adventurers have attracted the attention of a giant specter that is haunting these parts of the woods. If there are humans in the group, these will be of particular interest to the great wraith. The GM rolls a die (as described below) to determine the specter's state of mind: on a 1–2 it is possible to communicate with the giant specter, who speaks in an ancient but understandable version of the human tongue. In that case the GM can let the specter recount a legend, perhaps one that suggests where the adventurers can find a suitable elven artifact such as Clay's Rosary (see the *Gamemaster's Guide*, page 132).

TERRAIN TYPES: Forest, Dark Forest

EVENT: THE VENGEANCE OF THE GODS

"Ladies and gentlemen, I've found the truth – the power rests with the stars! It is the Red Wanderer that protects the integrity of the cosmic structures!" A heavily bearded man in a fluttering robe bursts into the inn. One hand is clutching a long brass pipe, the other a scroll of parchment. "Don't you see – it is the red ..." continues the stranger, before being interrupted by a deafening crash. Much of the

roof is suddenly torn off, leaving behind a gaping hole. Something terrible is standing outside – two burning eyes are staring down into the inn from swirling shadows and rotting flesh.

The man is a studious stargazer who through diligent and persistent research has incurred the wrath of higher powers. Before the eyes of the adventurers and other guests at the inn, he now finds himself face to face with his nemesis: a giant specter that has come to silence him forever and protect the integrity of the cosmic structures. If the adventurers decide to defend the stargazer, they must face a giant specter in all its power (see roll result 5–6 on page 33). If they instead choose to stay out of it, the GM makes a roll on the table below to determine the specter's state of mind.

ADVENTURE SITE: Village

GIANT SPECTER

ATTRIBUTES:

STRENGTH 32, AGILITY 2, WITS 2, EMPATHY 2

MOVEMENT: 1

ARMOR RATING: None. Giant specters are undead creatures, but partially immaterial and only take half damage from non-magic weapons. Fire and magic deals damage as usual. Even if a giant specter is defeated, it will only be banished for a Quarter Day and will then return. The only way to truly destroy a giant specter is to use the **PURGE UNDEAD** spell (*Player's Handbook*, page 124) with Power Level 3 or higher.

CONTROLLED BY STAR: The giant specter is under the influence of the star known among the elves as the Red Wanderer. Every time the adventurers encounter a giant specter, the GM rolls a D6 to decide which phase the star is in and how this affects the wraith:

1–2: The Red Wanderer is in shadow, and the giant specter is skeptically curious about the adventurers. It only attacks in self-defense and cannot use Monster Attacks 5 and 6 on the table (automatic reroll).

3–4: The Red Wanderer is visible in the sky and the giant specter is threateningly aggressive towards the adventurers, particularly any humans in the group. It attacks at the slightest provocation and can use all Monster Attacks.

5–6: The Red Wanderer burns with a bright glow and the giant specter furiously attacks the adventurers with +1 Base Die on all Monster Attacks.

RESOURCES

The giant specter's essence contains stardust, which can be extracted from its remains by a sorcerous adventurer. This mighty substance, which manifests itself as a sparking powder, adds a D12 Artifact Die to all forms of healing magic as well as the **HEALING** skill. Each vanquished giant specter is enough for D3 doses.

MONSTER ATTACKS

D6 ATTACK

- 1 **SWEEPING DEATH BLOW!** With one of its long, clawed arms the gigantic ghost performs a sweeping attack against two adventurers within **NEAR** range. Roll for the attack with ten Base Dice and Weapon Damage 2 (slash wound).
- 2 **CRUSHING COLD!** The wraith wraps its huge, semi-translucent hand around an unfortunate adventurer. The icy cold of death envelops the adventurer, who also feels the presence of skeletal fingers squeezing the life out of their frail body. The victim suffers a fear attack using nine Base Dice – on success the victim also becomes **COLD**.
- 3 **PRIMAL ROAR!** The skull-like face twists into a murderous grin, and a thunderous roar that rumbles with the power of the black expanse in the sky washes over the adventurers. All adventurers within **NEAR** range suffer a fear attack using eight Base Dice.
- 4 **WRATH OF THE HEAVENS!** The huge face towers before one of the adventurers, staring deep into their soul with its empty eye sockets. The adventurer has a nightmarish vision where they see their own body being burned into ashes by the light of the red, wandering star in the sky. The victim suffers a fear attack using ten Base Dice, and then falls to the ground.
- 5 **WHIRLWIND ATTACK!** The enormous wraith reaches towards the heavens and lets the ancient powers of the heavenly stars whip up a whirlwind and unleashes it on the adventurers. Roll for the attack with ten Base Dice and Weapon Damage 1 against all adventurers within **NEAR** range. On success the victims are thrown to **SHORT** range and land prone.
- 6 **THE RED EYE!** The giant specter howls triumphantly at the sky and a blinding light – as red as the Red Wanderer of the heavens – suddenly radiates from its empty eye sockets. It turns to the adventurer with the highest **STRENGTH**, who is immediately targeted by an all-consuming heatwave that burns through both body and soul with the power of an exploding star. Roll for the attack with twelve Base Dice and Weapon Damage 1. Everyone within **NEAR** range must also succeed with an **ENDURANCE** roll (not an action) or be blinded and receive a –2 penalty to all attacks – see the rules for combat in darkness (*Player's Handbook*, page 112). The blinding effect lasts until the same point in the next round's initiative order.





GIANT SPIDER

Abominations is what they are, these black spiders of the forest: ravenous as amoebas and irritable as rock trolls, but sly and calculating as the serpents of old. They say these creatures are the spawn of the Nightwalker, maybe even his first. That they are spinning his dreams and mysteries. That they are part of a bigger, unfathomable plan to bring the old gods back into the world. That is why they are sworn enemies of demons and misgrown. And that is why they are eating, growing, and spinning. They are soldiers resting before the final fight – the great battle for creation and eternity.

Giant spiders are aggressive predators hunting for prey in the forests of the Forbidden Lands. Despite their primitive and terrifying appearance, their intelligence is relatively advanced. The hatchlings hunt in packs, communicating with each other through clicking sounds generated with their mandibles. Older spiders are more solitary, and old females have telepathic powers which they use to find and paralyze their victims.

NUMBER OF X

INSIGHTS

LORE ROLL

- 1 Giant spiders are cunning beasts and the elder females can supposedly locate their victims by reading their minds.
- 2 Giant spiders are warriors spawned by the Nightwalker, and in their labyrinthine webs one can supposedly find a portal to the old gods.
- 3 A giant spider's mandibles are a valuable raw material that can be used to craft powerful spears and swords.



RANDOM ENCOUNTER: A NEWLY HATCHED FAMILY

With a sudden crash, in a rain of leaves and broken branches, a grotesque creature drops down from the trees and ends up hanging in the air a few meters in front of you. It is a horrifying sight, the size of an ox, with lots of clawed, hairy legs and way too many staring eyes. It clicks and clacks with its massive mandibles, and it dawns on you that the monster is communicating – and that something swarming through the undergrowth has heard its murderous call.

The adventurers are attacked by a pack of giant spider hatchlings, directed by a proud and protective adult male. The older spider leads the charge like an airborne warlord with a strategic overview of the battle, which gives the hatchlings a +1 bonus to all attacks while the male is alive. But if the male is killed, the hatchlings suffer a –1 penalty instead, since they still lack experience as independent killers.

TERRAIN TYPES: Forest, Dark Forest, Ruins

RANDOM ENCOUNTER: THE TEMPLE OF THE SPIDER GOD

An overgrown temple ruin emerges from the dense vegetation. Collapsed walls and crumbling statues of long forgotten gods can be glimpsed underneath the tangle of shrubs and vines. An archway leads deeper into the darkness. On the other side is an open courtyard, paved with uneven and half-broken stones.

This crumbled and overgrown temple is dedicated to an incarnation of the Nightwalker worshiped by the giant spiders of the Forbidden Lands. The archway is adorned with runes, and an adventurer who succeeds with a **LORE** roll recognizes the largest one as the mark of the Nightwalker. But the adventurer also notes that the symbol is strange, almost spider-like, in its design. The temple area is inhabited by a colony of giant spiders, ruled by an ancient female. She notices the adventurers as they step through the archway, but is too heavy to hunt them down herself. Instead, she sends a pack of hatchlings led by two adult males to bring the food to her chamber in the vast burrow under the courtyard.

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

GIANT SPIDER, HATCHLING

ATTRIBUTES:

STRENGTH 10–20, AGILITY 3, WITS 2

MOVEMENT: 2

ARMOR RATING: 1

PACK: Newly hatched giant spiders, which are roughly the same size as a well-fed barn cat, always hunt in packs. A pack of hatchlings therefore counts as a single monster. The pack's **STRENGTH** varies, however, depending on the number of individuals it contains. No single attack can inflict more than 1 point of damage on a pack of giant hatchlings.



MONSTER ATTACKS, HATCHLING

D6 ATTACK

- 1 **MANDIBLE ATTACK!** The teeming mass of hairy spider hatchlings throws itself at a chosen adventurer, jaws agape. They bury their mandibles in the adventurer's flesh and frenetically start to tear pieces of meat and muscle from the victim's body. Roll for the attack with seven Base Dice and Weapon Damage 1 (slash wound).
- 2 **SCRATCH ATTACK!** The hairy mass of spiders washes over the adventurers in a living tidal wave of concentrated hunger. They rip and tear with their myriad legs, which end in nasty, spiked pincers. All adventurers within **NEAR** range suffer an attack with six Base Dice and Weapon Damage 1 (stab wound).
- 3 **BRISTLE ATTACK!** A tremor runs through the teeming mass, and the spiders fire a cloud of bristles that settles over the adventurers. Everyone within **NEAR** range must make an **ENDURANCE** roll. On failure they are struck with acute breathlessness and a severe itch that renders them unable to do anything but spit, clear their throats, and scratch themselves. The effect lasts until the same point in the next round's initiative order.
- 4 **VENOM STING ATTACK!** The mass of spiders swarms toward a chosen adventurer with their rear ends raised, where glistening black stingers are dripping with venom. Roll for the attack with six Base Dice and Weapon Damage 1 (stab wound). On success the adventurer is also injected with a sleeping poison with Potency 6.
- 5 **COORDINATED SPIT ATTACK!** The menacing clicking of mandibles and pincers indicates that the spiders are communicating with each other. The next moment a rain of slimy spider spit showers the adventurers. The slime is not poisonous, but unusually thick and sticky. All adventurers within **NEAR** range must make a **MOVE** roll (not an action). On failure they are temporarily entangled by the slime and suffer a -2 penalty to all attacks. The effect lasts until the same point in the next round's initiative order.
- 6 **DRAG ATTACK!** The giant spider hatchlings form a living wedge and charge at a chosen adventurer in a coordinated mass attack. Within moments the victim is completely covered in spiders trying to drag them away from the other adventurers. Make an opposed **MIGHT** roll against the hatchlings' **STRENGTH**. On failure the adventurer is trapped and dragged away from the area at a rate of one zone per round. One attempt to break free (slow action) is allowed per round.



RANDOM ENCOUNTER: A TEEMING CANDLEMAS

The night falls quickly in the forest and soon the area is submerged in deep, almost impenetrable darkness. Suddenly you see something glittering. It is a captivating glow that spreads through the trees in the pitch-black forest, twinkling like a thousand fallen stars. But the lights are coming straight at you – and the next moment an aggressive mass of hairy spider legs and shiny black eyes swarms into your camp from all directions.

The adventurers are attacked by a ravenous pack of giant spider hatchlings, attracted by the light of their torches and the irresistible scent of living flesh. They fight to the last mandible, but are focused on quick and simple solutions. They will therefore target the adventurer with the lowest **STRENGTH**.

TERRAIN TYPES: Forest, Dark Forest

RANDOM ENCOUNTER: THE GROANING COCOON

A desperate cry for help echoes through the forest, followed by anguished screams and loud gasps. The sounds are coming from somewhere nearby. You rush through the tall trees and are soon met by

a strange sight: a cocoon the size of a grown man is dangling from the bough of a tree. It is hanging barely a meter above the ground, and as you draw near you can hear soft sobs from inside the mysterious cocoon.

An adventurer who succeeds with a **SURVIVAL** roll notices that the dirt around the cocoon shows clear marks from one or several clawed beasts with a great number of legs. The adventurer also realizes that the cocoon might be the bait for some form of trap. Unfortunately, that is absolutely correct. Lurking among the trees are two giant spiders, both of them well-fed males, awaiting the right moment for an ambush. That moment may come if the adventurers try to free the battered but well-to-do merchant whimpering inside the grotesque cocoon.

TERRAIN TYPES: Forest, Dark Forest, Hills

GIANT SPIDER, ADULT MALE

ATTRIBUTES:

STRENGTH 16, AGILITY 6, WITS 3

MOVEMENT: 3

ARMOR RATING: 3



MONSTER ATTACKS, ADULT MALE

D6 ATTACK

- 1 **MANDIBLE ATTACK!** The hairy spider spreads out its mandibles and strikes at a chosen adventurer. The saw-toothed jaws swoosh through the air like orc scimitars. Roll for the attack with nine Base Dice and Weapon Damage 2 (slash wound).
- 2 **SCRATCH ATTACK!** The famished giant spider throws itself at the adventurers, attacking frenetically with its multitude of hairy, barbed legs. Its pincers grab the adventurers like a bear trap and everyone within **NEAR** range suffers an attack with seven Base Dice and Weapon Damage 2 (stab wound).
- 3 **BRISTLE ATTACK!** The spider curls up and raises its hair, before showering the adventurers with a cloud of spider bristles. Everyone within **NEAR** range must make an **ENDURANCE** roll. On failure they breathe the creature's bristles into their lungs and suffer the effects of a suffocating attack – see the rules for drowning (*Player's Handbook*, page 113). Coughing up the bristles and regaining the ability to breathe requires a successful **ENDURANCE** roll (not an action).
- 4 **VENOM STING ATTACK!** The eight-legged horror raises its rear end and attacks a chosen adventurer with a nasty venom stinger that suddenly shoots out from the repulsive body. Roll for the attack with seven Base Dice and Weapon Damage 1 (stab wound). If the attack deals damage, the adventurer is also injected with a paralyzing poison with Potency 8. The attack can be **PARRIED**.
- 5 **WEB ATTACK!** The spider beast's disgustingly numerous eyes focus on the adventurer with the highest **STRENGTH** – or whoever the GM considers to have the bulkiest body. A moment later the giant spider spews a cloud of slimy web over the adventurer. The victim must make a **MOVE** roll (not an action). On failure the victim is caught in the web and unable to move. Breaking free requires a successful **MIGHT** roll (long action). The slimy threads form a cocoon around the adventurer, who takes 1 point of damage for every round they spend encapsulated in the toxic substance.
- 6 **RAMMING ATTACK!** With a great leap the giant spider launches its massive body at an adventurer within **SHORT** range. Roll for the attack with eight Base Dice and Weapon Damage 2 (blunt force). If hit, the adventurer is knocked down.



RANDOM ENCOUNTER: THE WHISPERS OF THE SPIDER WOMAN

A strange sight emerges among the trees in front of you: a huge uprooted tree, covered in thick, white tufts and threads that hang in sheets from the sprawling roots. The ground to the right has been torn up and the tree seems to serve as a pathway down to some form of burrow. With a shudder you realize that the white stuff fluttering in the wind is an enormous spider web, and that the remains of humanoid victims are sticking out here and there. And then you hear it – a female voice, whispering threateningly in an ancient tongue, appears to be coming from inside your heads.

The unfortunate adventurers have stepped right onto the underground lair of an ancient giant spider. The female beast is outside the lair and comes crawling through the undergrowth behind the adventurers. Too huge and clumsy to take them by surprise, she instead tries to distract the adventurers with her telepathic ability (see stat block) before she attacks.

Adventurers who search through the grotesque number of bones inside the lair can find D₃ Valuable Finds.

TERRAIN TYPES: Forest, Dark Forest

GIANT SPIDER, ELDER FEMALE

ATTRIBUTES:

STRENGTH 28, AGILITY 2, WITS 4

MOVEMENT: 2

ARMOR RATING: 5

TELEPATHY: Elder females can grow to the size of a small residential building, but make up for their weight and relative clumsiness with highly developed telepathic abilities. They can read minds and sense the presence of all living creatures within **LONG** range. At **NEAR** range they can also distract their victims with telepathic whispers and mental images. To resist the distraction, all adventurers within **NEAR** range must win an opposed **WITS** roll against the female spider. On failure they suffer a –1 penalty to all rolls for the remainder of the combat.



RESOURCES

The giant spider's mandibles are composed of an ancient and durable material. Mandibles from a swarm of hatchlings can be used instead of **IRON** when crafting arrowheads (*Player's Handbook*, page 182). Each point of **STRENGTH** the swarm possesses gives ½ unit of **IRON**. A mandible from an adult male can be used instead of ½ unit of **IRON** when crafting a knife or dagger, and a mandible from an elder female can be used instead of 1 unit of **IRON** when crafting a sword. An arrowhead or weapon made from giant spider mandibles has +1 Weapon Damage.

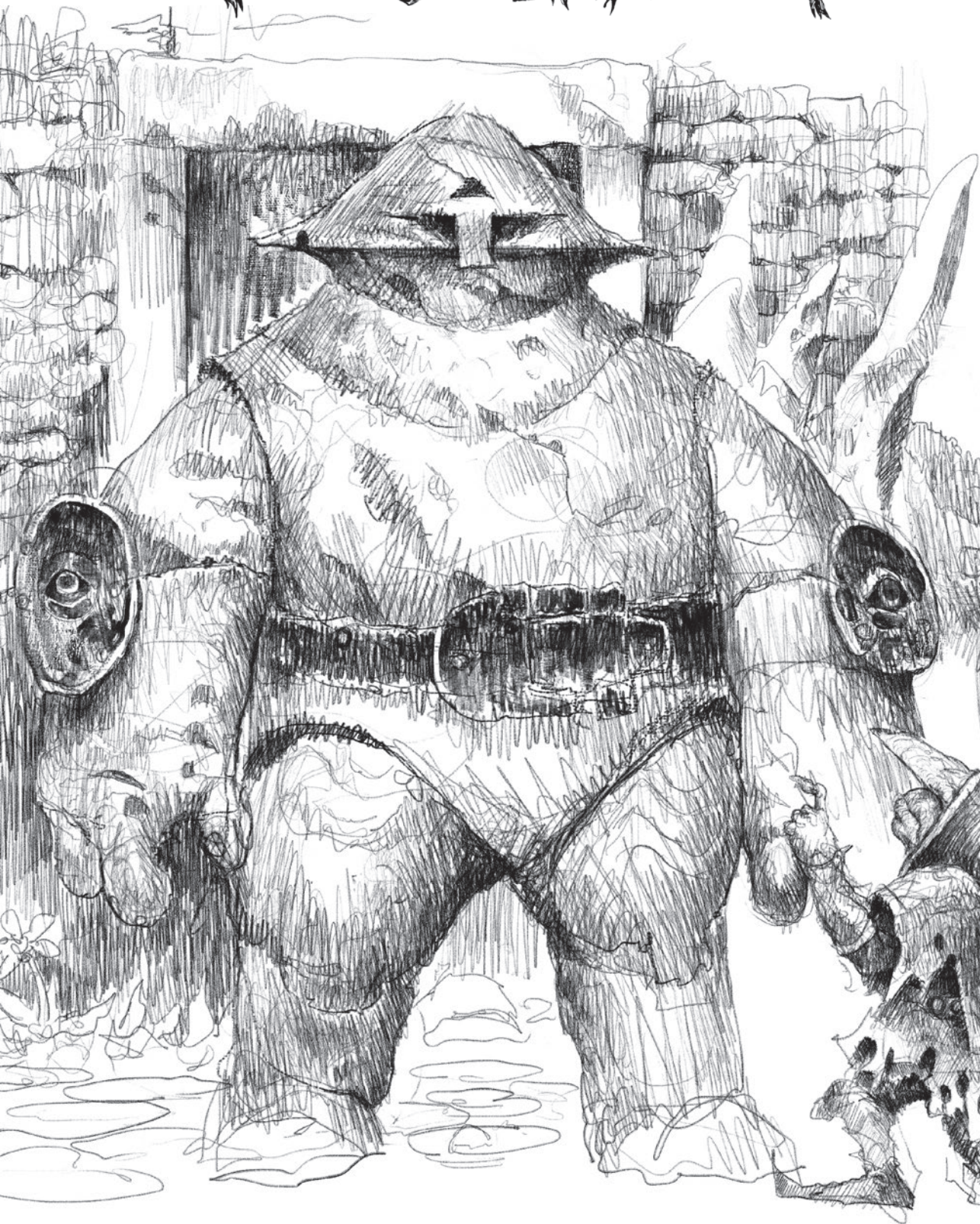




MONSTER ATTACKS, ELDER FEMALE

D6 ATTACK

- 1 **MANDIBLE ATTACK!** The giant spider spreads out her mandibles and tries to split one of the adventurers in half. The saw-toothed jaws swoosh through the air like scythes from the netherworld. Roll for the attack with nine Base Dice and Weapon Damage 3 (slash wound).
- 2 **SCRATCH ATTACK!** The terrifying female rears up and strikes from above with her front legs. Huge, black pincers cut through the air like living bear traps, covered in spikes and hideous growths, aimed at everyone within **NEAR** range. Roll for the attack with eight Base Dice and Weapon Damage 2 (stab wound).
- 3 **BRISTLE ATTACK!** The female spider curls up and raises her hair, before showering the adventurers with a cloud of thick bristles. Everyone within **NEAR** range must succeed with a **SCOUTING** roll (not an action) to see through the thick and foul-smelling cloud; otherwise they suffer a -2 penalty to all attacks as if they were fighting in darkness (*Player's Handbook*, page 112). The effect lasts until the same point in the next round's initiative order.
- 4 **VENOM STING ATTACK!** The eight-legged nightmare raises her enormous, bloated rear end and attacks a chosen adventurer with a great venom stinger that suddenly shoots out from the repulsive body. Roll for the attack with nine Base Dice and Weapon Damage 2 (stab wound). If the attack inflicts damage, the adventurer is also injected with a lethal poison with Potency 10.
- 5 **WEB ATTACK!** The elder female's disgustingly numerous eyes focus on the adventurer with the highest **STRENGTH** – or whoever the GM considers to have the bulkiest body. A moment later the giant spider spews a cloud of slimy web over the adventurer. The victim must make a **MOVE** roll (not an action). On failure the victim is caught in the web and unable to move. Breaking free requires a successful **MIGHT** roll (long action). The slimy threads form a cocoon around the adventurer, who takes 2 points of damage for every round they spend encapsulated in the toxic substance.
- 6 **TELEPATHIC DEATH BLOW!** The adventurers' minds are filled with evil whispers that grow louder and louder in a cacophony of death screams. At the same time they have visions of burning battlefields where gods and spiders war against demons on mountains of humanoid skulls and bones. All adventurers within **NEAR** range suffer a fear attack with nine Base Dice.





GREATER GOLEM

Fettering traitors forever in giants of stone is an ancient dwarven tradition from the time of the first stone singers, when the world was not yet solid and the ancient dragons hunted salamanders in the seas of magma. The first traitor to be bound in stone was the accursed Belial the Loose-Tongued, one of the forge god Huge's mastersmiths, who with treachery in his rotten heart carried the secret of steel from the dwarven halls to elves, humans, and others equally unworthy. Belial became the first greater golem in creation, doomed to stand guard until the end of time outside the gate to his master's divine forge.

A greater golem is a humanoid and often very roughly cut creature of stone, inside which the spirit of a convicted traitor is fettered as an offering to the gods. They are mute colossi of ancient rage, bound by equally ancient runes. Greater golems are usually found guarding old crypts and treasure chambers from dwarven civilizations such as the Gordian Empire that thrived during the Divided Years. But they are also used by Alderlander lords and ladies to protect mausoleums and hidden secrets.

NUMBER OF X

INSIGHTS

LORE ROLL

- | | |
|---|---|
| 1 | Greater golems are magical guardians watching over underground tombs and treasure chambers. |
| 2 | Greater golems were created by the ancient dwarves and contain the souls of fettered traitors. |
| 3 | A greater golem's strength is bound to the dwarven rune for "traitor" that is carved into every greater golem's forehead like a permanent stigma. |



RANDOM ENCOUNTER: THE END OF THE ROAD

The old sunken lane plows deeper and deeper into the rocky landscape. You have wandered this trail of ancient civilizations for what feels like forever. It has been a long time since you passed the last milestone. What little remains of the paving blocks is almost impossible to see, and the increasingly high roadsides suggest that the sunken lane is slowly turning into a cleft. Soon the road ends at a simple opening in the mountain, about the height of two men and twice as wide, surrounded by dwarven runes that are hard to decipher.

The adventurers find themselves on a detour through the Gordian road system that was never intended for other kin. The cave in front of them is a dwarven crypt. A successful **LORE** roll makes it possible to interpret the runes, which tell of the proud stone singers, engineers, and master smiths who were once responsible for maintaining the roads in these parts. Although their souls have passed on, their bones still rest in this sacred place. The crypt is guarded by a greater golem, who comes alive the moment someone enters the cave. It will not stop until all intruders have been slain, but cannot move more than two zones away from the opening. Allow one roll for Valuable Finds in the cave if the adventurers search the crypt.

TERRAIN TYPES: Ruins

RANDOM ENCOUNTER: THE DWELVER DILEMMA

With a terrible rumbling and a stench straight from the realm of the dead, a rift opens in the ground some twenty meters in front of you. A dozen unsightly

GREATER GOLEM

ATTRIBUTES:

STRENGTH 20, AGILITY 2, WITS 2

MOVEMENT: 1

ARMOR RATING: 8. Greater golems only take half damage from stabbing and slashing weapons.

MAGIC REGENERATION: A greater golem slain through non-magical means will be restored to full strength within a quarter of an hour. The only way to permanently vanquish the monster is to destroy the ancient rune that is carved into the forehead of every greater golem. This magic symbol – which means “traitor” in old dwarvish – is what gives the greater golem its life force. Without it the creature collapses into a pile of stones. Destroying the rune in combat requires a successful attack that inflicts at least 3 points of damage. In addition, the adventurer must explicitly target the rune, which adds a –2 penalty to the attack roll.

creatures come rushing up from the depths. They look vaguely dwarven, but pale as maggots, staring at you with bulging and likely half-blind eyes. They surround you in no time, chattering in a tongue you do not understand, but they do not seem hostile. The same cannot be said of the colossal stone creature slowly rising from the abyss behind them.

A cohort of dwellers from the lower levels of the World Sphere are making a brief appearance in the sun. They are attracted by the smell of a rare type of rock that one of the adventurers is unknowingly carrying in the mud under her left boot. Unable to speak in the thin air of the overworld, they gesture wildly in the hope of buying the boot in question. An adventurer



who succeeds with a **MANIPULATION** roll can use sign language to make the dwellers pay one gold coin's worth of gold dust. If the adventurer refuses to part with the boot – or if the group behaves in a clearly hostile manner – the dwellers will set their greater golem on them to take the rock by force.

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

RESOURCES

Greater golems are created through ancient magic, and from each defeated creature a sorcerous adventurer can extract D6 doses of a magic powder that increases the Power Level of a spell of their choice by +1.

MONSTER ATTACKS

D6 ATTACK

- 1 **CRUSHING ATTACK!** The stone colossus swings its mighty fists at the head of a chosen adventurer. Roll for the attack with nine Base Dice and Weapon Damage 1 (blunt force). On a success the victim is thrown to the ground.
- 2 **THROWING ATTACK!** The huge stone creature stretches out its arms and grabs an adventurer within **NEAR** range. The victim is lifted into the air and hurled with full force. Roll for the attack with eight Base Dice and Weapon Damage 1 (blunt force). On success the victim is thrown to **SHORT** range and crashes into the ground.
- 3 **SQUASHING ATTACK!** The massive titan of stone and earth throws itself at two adventurers and tries to squash them under its immense weight. Roll for the attack with ten Base Dice and Weapon Damage 2 (blunt force). Victims hit by the attack are also thrown to the ground.
- 4 **PARALYZING ATTACK!** An ancient rune on the stone creature's forehead suddenly starts to glow with a hypnotic light. Arcane powers are unleashed from the symbol and the adventurers suddenly find it difficult to move. All adventurers within **NEAR** range must make an **INSIGHT** roll. On failure the victim is paralyzed and loses all actions. The effect lasts until the same point in the next round's initiative order.
- 5 **FEAR ATTACK!** An ancient rune on the colossus' forehead suddenly starts to glow with a pale and unpleasant light that makes the adventurers think of punishing gods and everlasting imprisonment. Dark forces are unleashed from the symbol and all adventurers within **NEAR** range are affected by a fear attack with nine Base Dice.
- 6 **BLINDING ATTACK!** An ancient rune on the greater golem's forehead suddenly flares up in a blinding white light. All adventurers within **NEAR** range must make an **INSIGHT** roll with a –2 penalty. On failure the victim is blinded, which has the same effect as being in complete darkness (see the *Player's Handbook*, page 112). The effect lasts until the same point in the next round's initiative order.





IMP

These winged pests from faraway realms of death are the scourge of every sorcerer. They are drawn to arcane discharges and like leeches they feed on the life-giving juices of magical power and strength. Many adepts of the arcane arts have lost their powers, minds, and will to live because of these infernal, scornful scroungers. But they can be tamed and shaped into magical power sources. It is said that the venerable Nicodemus of Fire and Flame, House Winterbane's arch mage, managed to subdue a cunning imp with the help of a simple horseshoe. He bound it to his side as a subservient familiar and an endlessly combative opponent in chess.

Imps are magical beings of unknown origins – small, humanoid creatures that move through the air on demon-like wings. Some say that they are demons from a world populated by the souls of dead sorcerers; others argue that they are the accumulated result of all failed spells in the Forbidden Lands. Whatever the case, the imps are a pain to anyone versed in magic. However, powerful sorcerers occasionally subdue imps and use them as servants or external power sources.

NUMBER OF X

INSIGHTS

LORE ROLL

- | | |
|---|--|
| 1 | Imps are magical beings attracted by magical discharges and magically charged places. |
| 2 | Imps feed on magical energies and pose an extreme danger to sorcerers. |
| 3 | Imps are vulnerable to magic, they respect iron, and fear the Protector God in all his forms and incarnations. |



RANDOM ENCOUNTER: THE UNHAPPY DONKEY

A sad bray is heard in the distance. It is rapidly coming closer, accompanied by the sound of snapping branches and the panting of an agitated animal. Some form of large beast is clearly rushing through the vegetation – coming right at you! The source of the noise soon reveals itself: a grotesque creature with a human body and the head of a donkey, lunging at you with a shrill and hysterical bray.

The donkey-headed creature is a cursed blood mage on the run from two malevolent imps. Because of the donkey's head, he cannot speak nor use magic (see monster attack #3). Instead, he tries to hide behind the adventurers while braying and gesturing heavily. The imps come flying in hot pursuit – they have no intention of letting their prey escape and will fight to the death unless the adventurers willingly hand over the terrified donkey creature.

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

RANDOM ENCOUNTER: A QUESTIONABLE EXPERIMENT

A covered wagon, pulled by massive oxen, is bumping along the narrow forest road. Sitting in the driver's seat is a tall man with a slouch hat and a whip. He nods grimly in greetings as the wagon comes closer. At the same time, you hear a moaning sound that seems to be coming from inside the vehicle, and for a brief moment you see a mysterious hooded figure through a hole in the canvas. The figure is leaning over a strange cage – and before the wagon rolls by you see something moving in the cage.

Inside the wagon, the necromancer Volterra is trying to drain a captured imp of magical energy. The suffering creature is completely perforated by thick needles connected to strange vials that are slowly filled with black secretion. If the adventurers stop the questionable experiment and save the poor beast's life, it immediately becomes the familiar of the group's most skilled sorcerer. If there is no sorcerer, it binds itself to the adventurer with the highest **WITS** instead. (Use the NPC tables on pages 183–184 of the *Gamemaster's Guide* for Volterra and her bodyguard/soldier.)

TERRAIN TYPES: Forest, Dark Forest, Hills

IMP

ATTRIBUTES:

STRENGTH 6, AGILITY 4, WITS 6

MOVEMENT: 2

ARMOR RATING: 3 (scales). Imps are vulnerable to magic, fire, and all types of non-magic weapons that do not contain iron. They only take half damage from ordinary iron weapons, but double damage from iron weapons blessed by a priest or other holy figures from the Congregation of the Serpent, the Raven Church, or the Rust Brothers.

DRAWN TO MAGIC: Imps are drawn to powerful magical discharges and spells. The risk of attracting their attention is particularly strong when a spell overcharges. A sorcerer who rolls three or more ☠ when casting a spell automatically attracts D3 imps. They materialize out of thin air and immediately start to harass the spellcasting adventurer.

MONSTER ATTACKS

D6 ATTACK

- 1 **SLIP ATTACK!** The winged little fiend waves its arms and points a clawed finger at the adventurers' feet. A moment later the ground becomes as slippery as butter and all adventurers within **NEAR** range must succeed with a **MOVE** roll (not an action), or trip and fall to the ground.
- 2 **LEAD ARMS!** The imp's eyes flash as it makes a sweeping gesture at the two adventurers with the highest **STRENGTH**. The adventurers feel their arms become as heavy as lead, pulling them down to the ground. Each of them must win an opposed roll with their **INSIGHT** against the imp's **WITS**. On failure they are forced to drop their weapons, and for the next Quarter Day they are unable to use their arms.
- 3 **DONKEY'S HEAD!** With a sinister and scornful laugh, the imp turns to the adventurer who carries the largest weapon. The adventurer hears the demonic laughter turn into the braying of a donkey, while their ears grow long and hairy. The adventurer must make an opposed roll for **INSIGHT** against the imp's **WITS**. On failure they develop a donkey's head and cannot do anything but bray hysterically. The hysteria lasts until the same point in the next round's initiative order, but the donkey's head remains for a Quarter Day. During this time the adventurer is unable to speak and has -3 to all rolls based on **EMPATHY**.
- 4 **FLATULENCE ATTACK!** The malevolent creature inflates its cheeks, and the victim suddenly feels their intestines being filled with intense gas. An adventurer within **NEAR** range must make an **ENDURANCE** roll (not an action). On failure the victim gives in to the discomfort and farts out a violent cascade of foul-smelling gas. The acute flatulence gives all other adventurers within **NEAR** range -2 to all skill rolls. The stench lingers for a turn (15 minutes).
- 5 **TONGUE-TWISTING ATTACK!** The imp opens its wide mouth and sticks out a long, slime-dripping tongue. It points threateningly at a chosen adventurer, who feels their own tongue grow. The adventurer must make an opposed **INSIGHT** roll (not an action). On failure their tongue turns into a snake-like thing that, seemingly with a will of its own, slithers out of their mouth. The victim suffers a fear attack with seven Base Dice and is unable to speak for a Quarter Day.
- 6 **MAGIC LEECH ATTACK!** The imp spreads its bat-like demon wings and flies straight into the face of the group's most skilled sorcerer. If there are no spellcasting adventurers around, the beast instead targets the adventurer with the highest **WITS**. The imp presses its black lips against the victim's mouth and immediately starts to feed on their magical energies. The victim must win an opposed roll for **INSIGHT** against the imp's **WITS** (not an action), otherwise they are unable to move. One attempt is allowed per round. For each round spent in the imp's grip, the adventurer loses 1 Willpower Point and takes 1 point of damage to **WITS**. The attack is canceled if the imp sustains at least 2 points of damage from a single attack.

RESOURCES

Imps dissolve immediately upon death, but if trapped in an iron cage or bound as a familiar (requires an opposed roll for **MANIPULATION** against the imp's **WITS**), they can be used as external power sources by spellcasting adventurers. A sorcerer with a bound imp by their side automatically receives +1 Power Level on all spells.





IRON DRAGON

The iron dragon is the antithesis of forging and engineering. It is in fact the opposite of Creation itself and all that has been created and endowed with physical form by divine powers and dwarven hammers. It is a primordial force of destruction, a herald of decay, constantly gnawing at the roots of the world and eroding the bedrock with its treacherous snake holes. Every son and daughter of mighty Huga regards it as their sworn enemy: a constant reminder of the cosmic decay where no picks are digging, no blast furnaces smelting – and no dwarven hammers shaping the world with their ringing blows.

Iron Dragons are huge, wingless dragons that live deep underground. Unlike their cousins on the surface, they are no predators, but feed by absorbing metals they extract from magma, crystals, and rocks. The iron dragons' hunger for these metals – which they use to strengthen their teeth, claws, and scales – is almost insatiable. They are drawn to dwarven societies, where they wreak tremendous havoc. Dwarven scholars suspect that dwellers can control iron dragons and use them to wipe out dwarven societies that displease them, without being held responsible for the devastation. Occasionally, the iron dragons visit the surface as well – some say they are searching for their lost mistress, others that they are drawn to the steel wielded by the warriors and adventurers of the Forbidden Lands.

NUMBER OF X

INSIGHTS

LORE ROLL

- | | |
|---|---|
| 1 | Iron dragons are huge, ancient beasts that inhabit the forgotten chasms of the world, where – according to the dwarves – they gnaw on the deepest roots of bedrock and cause the foundations of the world to crumble. |
| 2 | Iron dragons feed on metals they extract from magma, crystals, and various types of rock. |
| 3 | Iron dragons are extremely powerful and virtually indestructible adversaries, but they have additional breathing organs on the outside of the neck where the skin is thin and vulnerable. |



RANDOM ENCOUNTER: THE WRATH OF THE UNDERWORLD

Suddenly you feel a heavy tremor spread through the ground. It is followed by another one – and then another one. The strength of the vibrations increases rapidly, and you struggle to keep your balance. A flock of startled birds clatter into the sky and you see a terrified deer leap across the path and disappear into the terrain.

A successful **SURVIVAL** roll reveals that something huge is making its way up from the underground, probably right under the adventurers' feet. Adventurers who succeed with a **MOVE** roll can leap aside before the ground splits open and a great iron dragon rises up in a swirling cascade of stones and dirt. Adventurers who fail to move in time automatically suffer a monster attack as the beast bursts through the earth's crust. It is the smell of metal that has brought the dragon to the surface, and it immediately turns its cruel head – and its full, monstrous focus – to the adventurer who wears the most metal on their body (armor, weapons, and other items).

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

RANDOM ENCOUNTER: THE DRAGON SLAYER

"Hold it, folks! This is no place for maidens and milksops!" A heavily armed dwarf in a great helm and full plate armor comes stomping authoritatively through the boulders. In one hand he carries a battle axe, in the other an iron chain attached to some form of anchor. "The ground is completely

undermined. This is where they breed ..." he continues, before being interrupted by a loud noise – coming from the ground beneath your feet. "Huge's whiskers!" exclaims the dwarf and disappears between the rocks, axe and anchor at the ready.

The dwarf is a Meromannian dragon slayer on the hunt for the ultimate trophy: the head of an adult iron dragon. If the adventurers follow him, they see the dwarf squeeze into a narrow crevice. Inside there is a cave passage that slopes steeply into the darkness. It soon leads to a maze-like system of gigantic tunnels, many of them recently dug, winding their way further into the depths. This can be developed into a whole adventure site, which can be created using the tables on page 172 of the *Gamemaster's Guide*. The GM decides whether the adventurers catch up with the dragon slayer in time or get lost and wander into an underground orc kingdom or the like – or even come face to face with an iron dragon.

TERRAIN TYPES: Hills, Mountains, Ruins

IRON DRAGON

ATTRIBUTES:

STRENGTH 60, AGILITY 3, WITS 2, EMPATHY 1

SKILLS: Scouting 2, Insight 1, Manipulation 1

MOVEMENT: 3

ARMOR RATING: 10

SENSITIVE AIRWAYS: Iron dragons have additional respiratory organs on the outside of their neck, not unlike the gills of aquatic life forms. This is a highly sensitive and vulnerable area. Attacks aimed at the breathing organs suffer a –2 penalty, but on a hit, the iron dragon has no Armor Rating.



MONSTER ATTACKS

D6 ATTACK

- 1 **CLAW ATTACK!** The iron dragon sweeps with its massive, shovel-like claws against three adventurers within **NEAR** range. Roll for the attack with ten Base Dice and Weapon Damage 2.
- 2 **AIMED IRON BITE!** The ancient beast opens its mighty jaws and bares a forest of gleaming metal fangs, many of them as large as human longswords. Roll for the attack with twelve Base Dice and Weapon Damage 2 (slash wound) against the adventurer within **NEAR** range who wears the largest number of metal items, such as weapons or armor.
- 3 **PRIMAL ROAR!** The Iron dragon raises its majestic head and lets out a thunderous roar that makes the adventurers feel like insignificant and highly vulnerable little bugs. All adventurers within **NEAR** range suffer a fear attack with ten Base Dice.
- 4 **ROCK ATTACK!** The Iron dragon uses its massive body as a sledgehammer and makes the ground around the adventurers crack open. Sharp stones and heavy pieces of rock whirl through the air in cascades of earth, and everyone within **NEAR** range suffers an attack with eight Base Dice. In addition, anyone who does not succeed with a **MOVE** roll (not an action) plummets down a crack in the ground and takes damage from a fall of D10 meters (see the *Player's Handbook*, page 113).
- 5 **TAIL ATTACK!** The iron dragon twists its immense body and sweeps its spiked tail against the adventurers. Roll for the attack with nine Base Dice and Weapon Damage 2 (blunt force) against everyone within **NEAR** range. Anyone hit by the attack is thrown to the ground.
- 6 **ACID CLOUD!** The ancient beast opens its huge jaws, and with a dreadful hiss it blows a cloud of corrosive acid over the adventurers. All adventurers within **NEAR** range suffer an attack with twelve Base Dice and Weapon Damage 2. Anyone hit by the attack keeps taking 1 point of damage for D6 rounds.



RESOURCES

An adventurer with the **SMITH** talent can extract 2D6 units of pure metal from a slain iron dragon. The procedure requires a successful **CRAFTING** roll and takes a Quarter Day. Metals from the iron dragon can be used instead of **IRON** when crafting weapons and metal armor, which then have Weapon Bonus +1 and Armor Rating +2 respectively.







MARA

It is a vile creature, as terrible as the plague and fierce as a storm whipped up by the demons of the higher planes. But the mara never takes physical form. It cannot be predicted, understood, or grasped by either human hands or scholarly means. It is a scourge born from nightmares, as elusive and deceptive as the chaos of dreams. Sometimes it appears to its chosen victim in the form of a demonic, scornfully grinning cat, other times as a shriveled corpse, frail-looking and partially covered in thick boar bristles. It is said, however, that the sleeper can always recognize the face of his nemesis in the mara's twisted features, but whether this is ancient wisdom or mere superstition is anybody's guess.

The mara is a magical being that haunts humanoid creatures in their sleep. Linked to anxious dreams and mental torment, they mainly manifest themselves in one of two forms. One appears spontaneously in the dream, normally in the guise of a demonic cat or a sexless corpse partially covered in fur. The other is summoned by dream sorcerers (see oneiromancers in the campaign module *The Bloodmarch*) and can assume the form of just about anything. But its appearance is always twisted and horrifying, and summoned maras always bear the features of the dream sorcerer that conjured it from the shadows of dreams.

NUMBER OF X

INSIGHTS

LORE ROLL

- | | |
|---|---|
| 1 | The mara is a magical being that manifests itself in anxious nightmares to torment the sleeper. |
| 2 | The mara cannot be harmed by ordinary weapons, but its shadow form in the physical world fears magic and is clearly bothered by fire. |
| 3 | Aslene dream sorcerers can summon maras, and these bound creatures always bear the features of the sorcerer that gave them life. |



RANDOM ENCOUNTER: UNKNOWN ENEMY

You are suddenly awoken by a weight on your chest, and a pair of sinister, glittering eyes are staring into yours. A shadowlike, nightmarish creature, shriveled and hairy, is straddling your hurting chest and scratching at your face with black claws. Unable to move, you feel the maliciously grinning creature squeeze the life out of your body.

One of the adventurers is attacked by a mara once the group has set up camp to **REST**. The chosen victim is at the creature's mercy, but other adventurers may be awakened by the noise and stop the attack as described below. The problem is that the mara returns the following night – roll to decide which member of the group it targets next. It has been summoned through Aslene dream magic by an old enemy of the adventurers. The GM decides who and why, but the adventurers can recognize their enemy's face if any of them succeeds with a **WITS** roll during the mara's attacks. If they manage to kill it, another D3 maras will show up the next night. The only way to stop the onslaught is to find and defeat the unknown enemy.

TERRAIN TYPES: All

RANDOM ENCOUNTER: A DREAMLIKE MISSION

You suddenly wake up to a frightening sound – soaked in a cold sweat, terrified, and painfully aware of each heartbeat hammering inside your startled bodies. What just happened? And what was that noise? A terrifying scream or a sudden cry? Or was someone trying to say something? A forgotten power word or an ancient secret? Or maybe someone was dying?

MARA

ATTRIBUTES:

STRENGTH 12, AGILITY 3, WITS 2

MOVEMENT: 1

ARMOR RATING: None. Maras are immaterial beings and can only be hurt by magic and magic weapons. Takes half damage from fire.

DREAM ATTACK: The mara attacks by manifesting itself in a nightmare and straddling the sleeper's chest. It rides, scratches, screams, and performs other types of monster attacks (see below). The mara only attacks one person at a time, but switches targets if forced to or if the victim becomes broken. An adventurer attacked by a mara cannot be woken up or wake up on their own. However, other adventurers can attack the mara through its shadow in the physical world: a terrifying silhouette of its demonic dream form, frenetically assaulting the sleeping victim. Adventurers in the same room as the victim can make a **WITS** roll once per round. On success they wake up and realize that something is attacking their friend.

The adventurers are beset by a vicious mara attracted by the anxiety of their dreams. It was not sent by some external enemy, but acts of its own accord. As a matter of fact, the mara has a specific problem which it tries to make the adventurers solve. The GM decides the nature of the mission, but it could be a matter of settling a score, retrieving a lost object, or slaying a monster. When the mission has been completed, the attacks cease and the adventurers can sleep peacefully again.

TERRAIN TYPES: All

MONSTER ATTACKS

D6 ATTACK

- 1 **RIDE OF THE MARA!** The mara straddles its victim's chest and starts riding them with violent movements, putting great pressure on the ribcage. Roll for the attack with eight Base Dice and Weapon Damage 1 (blunt force). If the attack inflicts damage, the sleeper may make a **WITS** roll with a +1 bonus for each round they have been subjected to the mara's assault. On success the victim wakes up feeling an immense weight pressing down on their chest, and the mara ceases its attack – until the next time the adventurer falls asleep.
- 2 **SCREAM OF THE MARA!** The deformed face becomes twisted with rage and the mara lets out a hateful scream that pierces deep into the soul of the sleeping adventurer, who suffers a fear attack with eight Base Dice. A successful attack leaves the victim **COLD**.
- 3 **KISS OF THE MARA!** The mara leans over the victim's face and presses its shriveled lips against the sleeper's mouth. The adventurer is filled with swirling dream dust from the deepest, darkest maelstrom of nightmares. They must succeed with a **WITS** roll or suffer a dreamy but lethal poison with Potency 7.
- 4 **BITE OF THE MARA!** The mara opens its drooling jaws and bares its sharp fangs, aiming a bite at the sleeper's neck. Roll for the attack with nine Base Dice and Weapon Damage 2 (slash wound). The wounds are physical and can also be seen in the world of the awake. The victim automatically wakes up if the attack succeeds.
- 5 **DREAM CLAWS!** The malevolent creature strikes its long, twisted arms against the sides of the sleeper's head. A wave of terror and flashing pain washes over the victim as the mara's dream claws tear deep into their consciousness. The victim suffers a fear attack with ten Base Dice. If the attack succeeds, the victim automatically wakes up but cannot do anything but scream hysterically for D10 rounds.
- 6 **CLAWS OF THE MARA!** The mara sinks its black claws into the sleeper's chest. The pain is excruciating as the evil creature starts digging its way towards the victim's heart. Roll for the attack with ten Base Dice and Weapon Damage 2 (stab wound). The wound is physical, and no armor will protect against the attack. If the victim becomes broken, the heart is torn out of the body. The wound can only be healed with **HEALING HANDS** and other forms of healing magic.

RESOURCES

The mara is a creature of terror and dread, and Sorcerers can extract a fear-inducing substance from the remains of a slain specimen. Mara extract takes the form of a smoky mist that, when inhaled, allows the user to perform a fear attack with ten Base Dice against a chosen victim. Each killed mara is enough to produce D3 doses of mara extract.





MIRE DRAKE

The fishermen around Lake Vārda will tell you that the mire drake is all the malice of the world made manifest, concentrated in a single beast. Anyone who has witnessed its ferocious attacks – against boats, fishing villages, and careless wanderers – can attest to that. The mire drake is a vile creature, more cunning and vicious than even the most black-hearted sea serpent. And yet it is worshiped as a god and oracle by many people across the Forbidden Lands. Like the mussel gatherers of the Blush, for instance, who seek the council of an eloquent mire drake known for its prophecies about everything from weather and childbirth to war and mussel plague.

Mire drakes are strange, amphibian predators living in lakes, rivers, and quagmires. They mainly feed on saurians, amphibians, and other aquatic creatures, but occasionally they venture onto land to hunt or mark their territory by spreading death and destruction. Scholars disagree on whether they can really be classified as dragons – mire drakes do not breathe fire, after all, and their faces are more humanoid than reptilian. But like dragons, they are cunning beasts that have learned to communicate in the human tongue and often exert a harmful, domineering influence on weak minds.

NUMBER OF X

LORE ROLL

INSIGHTS

- 1 Mire drakes are unpleasant, aquatic beasts that make life difficult for everyone living near the wetlands and watercourses of the Forbidden Lands.
- 2 Mire drakes are extremely territorial predators that jealously protect their chosen domains by spreading death and destruction.
- 3 Mire drakes are as cunning as they are ravenous and cruel, and it is said that they can exercise a sinister influence over weak-minded humans.



RANDOM ENCOUNTER: THE ORACLE IN THE MARSH

You can see figures moving through the mists of the gloomy landscape. They do not appear hostile, but nor do they seem particularly interested in you. Soon you see that these are groups of humans, probably fishermen or farmers – both children and adults – moving purposefully between treacherous floating mats and bottomless pits. From what they are saying, you gather that they are going to see the oracle; the oracle who speaks the truth about life and death.

These people are swamp farmers from a nearby settlement that for years have been plagued by a malevolent mire drake. By playing on the farmers' considerable fears, the beast has developed an oracle cult around itself and is predicting the future for its frightened audience during regular ceremonies at the heart of the swamp, always for the price of one or several human children. The farmers are all under the mire drake's spell and will not intervene if the adventurers decide to attack it, but if the beast is defeated, stories of their heroic deeds will be forever enshrined in local folklore.

TERRAIN TYPES: Quagmire, Marshlands

RANDOM ENCOUNTER: A STRANGE BIRD

The boat moves slowly through the dark waters. You are far from land, but can still see the twisted vegetation where the river delta turns into marshes. Suddenly you hear a wailing cry that echoes between the banks. It sounds like the call of a large bird, and soon you see a winged creature gliding

over the waves on thin membranous wings. But it is definitely no ordinary bird. It has a serpent-like body, massive claws, and a humanoid face with glistening predatory eyes that are staring furiously at your vulnerable vessel.

The adventurers have been spotted by an angered mire drake that comes gliding from its nest in the dense mangroves. An adventurer with a successful **SURVIVAL** roll realizes that the beast is defending its territory. The attack will cease if the adventurers turn the boat around and return the way they came; otherwise the mire drake will fight to the death – or until it flies away with one of them in its drooling jaws.

TERRAIN TYPES: Lake, Quagmire

MIRE DRAKE

ATTRIBUTES:

STRENGTH 32, AGILITY 3, WITS 5, EMPATHY 2

MOVEMENT: 2 in air and water (swimming with clawed flippers or gliding on thin membranous wings), 1 on land.

ARMOR RATING: 8

DANGEROUS ALLURE: Because of an ancient and largely obscure kinship with humans, mire drakes are able to exert a powerful, spiritual influence over individuals with low or average intelligence. All human adventurers with **WITS** 3 or lower must roll an opposed roll for **INSIGHT** against the mire drake's **WITS** every round they spend within **NEAR** range of the creature. On failure the adventurer is allured and cannot attack or perform other actions that cause harm to the mire drake. The effect lasts for one round.



MONSTER ATTACKS

D6 ATTACK

- 1 **BITE ATTACK!** The mire drake opens its wide jaws and multiple rows of serrated fangs jut out from its slimy mouth. A chosen adventurer within **NEAR** range suffers an attack with nine Base Dice and Weapon Damage 2 (slash wound).
- 2 **CLAW ATTACK!** The beast extends its razor-sharp claws and makes a sweeping attack against two adventurers within **NEAR** range. Roll an attack with seven Base Dice and Weapon Damage 1 (slash wound) against each of them.
- 3 **CHILLING SHRIEK!** The mire drake raises its horrific head and lets out a chilling shriek of hatred. All adventurers within **NEAR** range suffer a fear attack with seven Base Dice.
- 4 **WHIP ATTACK!** The mire drake uses its slithering, reptilian body as a whip in a sweeping attack against all adventurers within **NEAR** range. Roll for the attack with seven Base Dice and Weapon Damage 1 (blunt force). Everyone hit by the attack is knocked down.
- 5 **DROWNING ATTACK!** The furious beast grabs an adventurer with its great claws and tries to drag them down into the deep. Roll for the attack with seven Base Dice and Weapon Damage 1 (slash wound). If hit, the adventurer is caught and disappears beneath the surface along with the mire drake. The victim keeps taking damage according to the rules for drowning on page 113 of the *Player's Handbook*. Breaking free requires a successful **MIGHT** roll (slow action).
- 6 **TOXIC ATTACK!** The mire drake spreads out its bat-like membranous wings, and with a triumphant roar it blows out a cloud of corrosive poison that engulfs all adventurers within **NEAR** range. All adventurers are exposed to a lethal poison with Potency 10.

RESOURCES

An adventurer with the **SMITH** talent (level 2 and higher) can use the scales of the mire drake to craft a suit of dragon scale mail with Armor Rating 8.





MUMMY

The lords of ages past slumber restlessly in cairns and underground crypts. The cold of death has made them stiff and bitter, but nothing can quench their thirst for power. In life they reigned over peoples and kingdoms, in death over shadows and cobwebs. Mighty steel and gleaming gold fill their ancient chambers, and they are jealously watching every ounce and dust-covered splinter. They are fearsome warriors, but their bodies are as hollow and empty as their dead dreams. Ancient burial rites have turned them into predators and cannibals, hungering for the salts and juices that flow through the bodies of the living.

Mummies are the embalmed remains of ancient lords and great warriors. They are a higher form of undead, created through long forgotten death magic. They have retained their physical bodies, albeit in a shriveled and twisted condition. Their minds are essentially intact as well, as with the closely related death knights. Mummies are filled with bitter envy of the living and always hungry for human entrails – something their hollow bodies lack. Fortunately, they are bound to their burial chambers, although there are stories of roaming mummies hunting down trespassers and stolen burial goods.

NUMBER OF X

INSIGHTS

LORE ROLL

- | | |
|---|--|
| 1 | Mummies are the dried-up remains of ancient warriors that haunt burial cairns and underground crypts. |
| 2 | Mummies' bodies are empty and hollow, and they always hunger for human entrails. |
| 3 | Mummies are a higher form of undead and difficult to defeat in combat, but they fear fire and are bound to their burial chambers by ancient death magic. |

RANDOM ENCOUNTER: REMNANTS OF FORMER GLORY

A strange rock formation emerges from the mist on top of a hill further ahead. As you come closer you see that it is an ancient burial site. Moss-covered rocks have been placed in a large, horseshoe-shaped semicircle, in the middle of which lies a huge stone slab, partially overgrown by beather.

Adventurers who succeed with a **LORE** roll recall that the lords of old were often laid to rest in elevated burial mounds, so they could watch over the kingdoms they left behind. Underneath the stone slab – which can be lifted with a successful **MIGHT** roll – is the entrance to the tomb itself, which consists of four paved chambers connected by a long dirt tunnel. The chambers are full of corroded tools, cracked pottery, and the dried-up remains of servants and pets. In the innermost chamber, a chieftain-like figure sits upon a throne of stone, his hands resting on a two-handed sword. The mummy wakes up and attacks just as the adventurers enter the chamber.

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

RANDOM ENCOUNTER: GRAVE ROBBERS IN DISTRESS

Further out into the terrain you see a strange wooden stand. It is crudely made, with a thick rope in the middle that extends to the ground. Soon you see that it is some form of hoisting device – and that the rope stretches down through an opening in the earth, between two massive boulders. Knap-sacks, blankets, and other field gear lies scattered around the opening, along with a worn old map.

The adventurers can climb down the rope with a successful **MOVE** roll; otherwise they take damage from a six-meter fall. In the darkness below, a group of battered grave robbers is in

MUMMY

ATTRIBUTES:

STRENGTH 24, AGILITY 3, WITS 2

ARMOR RATING: None except armor.

Mummies take half damage from physical weapons, except stabbing weapons which inflict no damage at all. They take normal damage from magic weapons, and double damage from fire attacks (due to their dried-out state).

SKILLS: Might 6

TYPICAL GEAR: Two-handed sword, plate armor, great helm, one **VALUABLE** find.

DRAWN TO HUMAN ENTRAILS: Mummies have a constant hunger for entrails and are distracted by large, well-stuffed human bodies. In combat they always attack the adventurer with the highest **STRENGTH**. If the person withdraws from combat, the mummy will follow. If the person dies, the mummy will – regardless of the circumstances – spend one round ripping out and eating the victim's heart.

BOUND TO BURIAL CHAMBER: Ancient death magic prevents the mummy from leaving its burial chamber. A mummy who is lured out into the world of the living takes 2 points of damage to **STRENGTH** for each round it spends beyond **NEAR** range of the crypt's entrance.

desperate combat against three mummies: an ancient princess assisted by two embalmed servants. The princess wields a mighty double axe, while the servants are somewhat weaker (**STRENGTH 8**) and armed with broadswords. The underground crypt contains lots of riches – D6 Valuable Finds in a Lair – and the grave robbers promise them a share in the spoils if they help defeat the mummies. However, the grave robbers demand a bigger share, since they were the ones who found the treasure.

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

MONSTER ATTACKS

D6 ATTACK

- 1 **LORDLY STRIKE!** The shriveled corpse raises its weapon and delivers a ferocious blow to the adventurer with the highest **STRENGTH**. Roll for the attack with twelve Base Dice (Weapon Damage according to the weapon). If the attack inflicts damage, the adventurer is also thrown to **NEAR** range and lands prone.
- 2 **RAGE ATTACK!** The mummy's eyes flare up with unholy light and all adventurers can feel an ancient, power-hungry rage tearing at their souls like invisible claws. Everyone within **NEAR** range suffers a fear attack with nine Base Dice.
- 3 **CHILL OF DEATH!** The shriveled cadaver points a crooked, skeletal finger at the adventurer with the highest **STRENGTH**. The victim feels an icy chill spread through their body and lock-up all joints. The attack works as a paralyzing poison with Potency 10 (*Player's Handbook*, page 113). The victim also becomes **COLD**. The attack cannot be **DODGED**.
- 4 **BREATH OF DEATH!** The mummy opens its blackened jaws and blows out a cloud of swirling dust at the adventurers. Unholy fumes enter their airways and make the air dry and hard to breathe. Everyone within **NEAR** range suffers the effects of a sleeping poison with Potency 8 (*Player's Handbook*, page 113). The attack cannot be **DODGED**.
- 5 **UNHOLY SUMMONING!** The undead creature raises its arms and starts chanting in some ancient tongue. Tears open in the fabric of creation and numerous unholy spirits come floating into the burial chamber from a nearby kingdom of death. They stare at the adventurers with empty sockets and call for vengeance in hollow voices, as they tear at the adventurers' bodies with ice-cold, skeletal fingers. Everyone within **NEAR** range suffers a fear attack with ten Base Dice.
- 6 **HEART CONSTRICTION!** The mummy raises a claw-like hand and makes a crushing gesture in the air towards the adventurer with the highest **STRENGTH**. A terrible pain explodes in their chest – and it feels as though the heart is being ripped out of their body. The adventurer must make an **ENDURANCE** roll. On failure they suffer a massive heart attack, which counts as an attack with ten Base Dice and Weapon Damage 1 (non-typical damage). The victim is then overcome with mortal terror and suffers a fear attack with ten Base Dice. The physical damage can be halved with a successful **ENDURANCE** roll (not an action), while the fear attack does not occur at all.

RESOURCES

Sorcerous adventurers can extract the ancient strength that is bound inside the embalmed bodies of the mummies. At the cost of 1 Willpower Point, a vanquished mummy can be ground into a potent powder that when swallowed gives the adventurer +3 to all **STRENGTH**-based skill rolls. The effect is instantaneous and lasts for one round. Each mummy is enough for D6 doses.





NATURE SPIRIT

The old gods are not far away. They live and thrive in the world around us, in the earth, mud, and the pools of the marshlands. They bring life to our pastures, fields, and waters; watch over our bridges, paths, and trails. They govern our fate when we hesitate at the crossroads and guide us towards abundant life and well-stocked larders – or towards crop failure, hardship, and death. In return they ask only that we express our gratitude through offerings and respect. The love of the gods is boundless, as are their wrath and jealousy. Sevenfold is the vengeance that follows every betrayal, seven are the years of need that each forgotten sacrifice brings upon the lands of our fathers.

Nature spirits are partially immaterial, parasitic creatures that have developed a symbiotic relationship with human settlements in the Forbidden Lands. They feed on the vitality of physical life forms – plants and small animals as well as intelligent creatures. Nature spirits have no bodies, but are bound to physical places such as cairns, gates, or the primitive idols of hay and straw that are often found in fields around the villages. They manifest themselves as twisted, vaguely humanoid figures composed of twigs, stones, ears of grain, and other material from the environment around them.

NUMBER OF X	INSIGHTS
1	Nature spirits animate the civilized, cultivated farmlands and are worshiped as gods by farmers and shepherds.
2	Nature spirits are gluttonous but immaterial beings that feeds on the life force of living creatures.
3	The nature spirits' weakness is their insatiable greed, and they are easily fooled with promises of blood sacrifices, riches, and other types of offerings – including flattery.

LORE ROLL



RANDOM ENCOUNTER: BLOODY HARVEST

A strong smell of smoke blows in across the fields. You have walked through the rolling landscape for a long time, without encountering a single farmer, shepherd, or villager. But then you see the column of smoke. It rises from a place nearby, out among the tall ears of grain. Moving closer, you hear terrified screams and an ominous, rhythmic chanting.

A dozen farmers from a nearby village are about to sacrifice a captured youngster to ensure the next year's harvest. The smoke is coming from a burning, vaguely human-like idol the farmers have made from straw and old clothes, where a famished nature spirit has its dwelling. The idol leans over the terrified victim as the farmers drag him there, eagerly invoking old gods and ancestors. The farmers will flee if the adventurers decide to attack, but the nature spirit will fight to the last straw for its promised meal.

TERRAIN TYPES: Plains, Forest

RANDOM ENCOUNTER: QUEEN OF THE CROSSROADS

The narrow forest trail suddenly branches off into numerous paths of various sizes leading deeper into the dense vegetation. A strange cairn rises from the trampled earth where the paths converge. Resting on its top is a crown of woven twigs and broken-off antlers. Coins of different denominations lie scattered on the ground before the peculiar creation, along with a few rings and other shiny, half-buried objects.

The cairn is inhabited by a greedy nature spirit that demands a road toll from any travelers who wish to pass. Most of all it desires a blood sacrifice, but the spirit can also be appeased with shiny objects worth at least D6 silver coins, depending on mood and weather. An adventurer who succeeds with a **LORE** roll realizes that it is probably a good idea to present some kind of offering at the cairn. If that does not happen, the nature spirit attacks in the form of a crowned, somewhat witch-like creature that forms out of the cairn itself. The adventurers can find D3 **SIMPLE** finds if they search the place.

TERRAIN TYPES: Forest, Dark Forest, Hills

NATURE SPIRIT

ATTRIBUTES:

STRENGTH 18, AGILITY 3, WITS 2, EMPATHY 1

MOVEMENT: 1

ARMOR RATING: None. Nature spirits are partially immaterial and only take half damage from fire and non-magic weapons.

LUST FOR BLOOD SACRIFICE: Nature spirits are driven by an insatiable desire for physical offerings. With promises of future gifts – preferably living flesh or shiny objects – a skilled huckster with a silver tongue can persuade a nature spirit to stop fighting or find itself a new dwelling. This requires an opposed roll for **MANIPULATION** against the nature spirit's **WITS**.

MONSTER ATTACKS

D6 ATTACK

- 1 **CLAW ATTACK!** The nature spirit's grotesque figure forms a long, clawed limb and makes a sweeping attack against two adventurers within **NEAR** range. Roll for the attack with seven Base Dice and Weapon Damage 1 (slash wound). The attack can be **PARRIED**.
- 2 **WINDSTORM!** The nature spirit utters an ancient power word, and a mighty windstorm forms out of nowhere. The spirit steers it towards a chosen adventurer, who is flung into the air by the violent gales. Roll for the attack with nine Base Dice and Weapon Damage 2 (blunt force). On success, the adventurer is thrown to **SHORT** range and lands prone.
- 3 **EARTHQUAKE!** The furious nature spirit throws its head back and lets out a deafening roar that makes the ground give way beneath the adventurers' feet. All adventurers within **NEAR** range must make a **MOVE** roll (not an action). On failure they fall down into gravel and cracks, suffering an attack with eight Base Dice and Weapon Damage 1 (blunt force).
- 4 **WRATH ATTACK!** The twisted creature opens its jaws, and the adventurers stare down into a pitch-black abyss that threatens to swallow them alive. An inextinguishable rage streams from deep within the spirit and all adventurers within **NEAR** range suffer a fear attack with eight Base Dice.
- 5 **ELEMENTAL ATTACK!** The nature spirit roars a forgotten spell and a cascade of earth and swirling rocks – or water and sludge if the nature spirit is bound to a watercourse – spurts out of its whirling body. Roll for the attack with ten Base Dice and Weapon Damage 2 (blunt force) against everyone within **NEAR** range. The attack can be **PARRIED**.
- 6 **LIFE DRAIN!** Immaterial tentacles of dark energy slither out of the phantom, wrapping themselves around the adventurer with the highest **STRENGTH**. The victim must succeed with a **MOVE** roll or be trapped by the nature spirit, who immediately starts to feed on the victim's life force. For each round spent in the tentacles' grasp, the adventurer takes 1 point of damage to **STRENGTH**. They cannot free themselves from the death grip, but if someone else inflicts at least 3 points of damage on the nature spirit with a single attack, the tentacles will dissolve.

RESOURCES

Nature spirits thrive on their commanding presence and have a strange but awe-inspiring scent that can be collected and stored in a box or bottle. Releasing the scent gives the container's owner a +3 modification to all **EMPATHY**-based rolls. The effect lasts for one round and each slain nature spirit can provide D3 doses.





POSSESSOR

When the Blood Mist cleared and life returned to the Forbidden Lands, sheets of these bloodthirsty, demonic fumes bled on to the world by inhabiting other creatures and using their bodies as mindless puppets. Our scholars call them Possessors: some see them as vanths, the mythological huntresses of the night, who in the name of the Nightwalker invade our bodies and turn us into beasts in service of the red mist.

Possessors are sheets of blood mist that take physical form by possessing other creatures. It is unclear whether the possessor is a more powerful form of bloodling or a separate entity sprung from the same demonic gases. But there is no doubt that it is a higher and more advanced life form than the primitive bloodlings, driven by a mysterious but unmistakably calculating intelligence. It prefers to possess humanoid bodies, whose physical appearance is distorted and assumes features similar to the flayed form of the bloodlings, but larger, stronger, and covered in spiked, demonic armor.

NUMBER OF X

INSIGHTS

LORE ROLL

- 1 Possessors are remnants of blood mist that assume physical form by taking over the bodies of other creatures, which they invade through the airways.
- 2 Possessors are difficult to combat, but like other forms of blood mist they are sensitive to bright light.
- 3 Possessors die along with their physical host, as long as the blood mist is prevented from leaving the host's body at the moment of death.



EVENT: A DEMONIC BOTTOM-DWELLER

Thick sheets of crimson mist suddenly well out of the pot and slither around the defenseless spice merchant. His rotund little body is twisted into a demonic abomination whose enormity threatens to demolish the humble trading post. "Fools, surrender yourselves to the red mist!" roars the abomination before launching itself at you.

Stocking up on provisions for their next journey, the adventurers run into a possessor that for a long time has slumbered inside a pot of exotic spices. Having possessed the owner of the trading post, the blood mist tries to kill as many people as possible in the village before slipping off into the wilderness.

ADVENTURE SITE: Village

RANDOM ENCOUNTER: NEBULOUS ASSAULT

The winding path leads down into a small valley that plows through the hilly landscape. The air is cold, the ground covered in thorn thickets. Suddenly you see something move out there, close to the ground, practically slithering through the dense vegetation. Next thing you know, a blood-red mist comes flowing from the thickets and wraps you in its demonic embrace.

The adventurers are attacked by a furious possessor who immediately tries to invade the person with the highest **STRENGTH**. After D6 rounds, the demon gets tired of the adventurers' unmanageable bodies and instead possesses a deer passing by. The possessor

continues the attack in deer form, which means that it can be destroyed according to the rules below.

TERRAIN TYPES: Plains, Forest, Dark Forest, Hills

POSSESSOR

ATTRIBUTES:

STRENGTH 10, AGILITY 4, WITS 3

MOVEMENT: 1

ARMOR RATING: –

POSSESS HOST: The possessor enters and exits its victims through the airways.

VULNERABLE THROUGH HOST: In the form of blood mist, the possessor is immune to all types of attacks, including magic and magic weapons. The only exception is bright light (see below). However, the demon takes normal damage from all attacks while inhabiting a physical host. If the host dies, so does the possessor, which is why the demon always tries to abandon a broken host before it is too late. If there are suitable bodies nearby, the demon may try to possess one of them instead (see *Monster Attack 6: Possessing Attack*). If the adventurers have fought hard and bravely – in the GM's opinion – the demon may also slither away like mist and return at a later time.

SENSITIVE TO LIGHT: Like other forms of blood mist, possessors are sensitive to bright light. A flaming torch or lantern can be used as a melee weapon against them, with *Weapon Bonus +1* and *Weapon Damage 1*. A crystal of concentrated vile light from a will-o'-the-wisp (page 115) can be used as a weapon with *Weapon Bonus +2* and *Weapon Damage 3*.



MONSTER ATTACKS

D6 ATTACK

- 1 **DEMON TONGUE!** The possessed creature opens its mouth and flicks out a massive tongue – sharp as a whetted blade – at a chosen adventurer within **NEAR** range. Roll for the attack with ten Base Dice and Weapon Damage 2 (stab wound). On success the victim is also covered in a hallucinogenic demon poison with Potency 7.
- 2 **SWEEPING CLAW ATTACK!** The possessor strikes with its mighty demon claws in a sweeping attack that hits all adventurers within **NEAR** range. Roll for the attack with eight Base Dice and Weapon Damage 1 (slash wound).
- 3 **DEMON BREATH!** The possessor opens its slime-dripping mouth and blows a stinking cloud of demonic filth at all adventurers within **SHORT** range. Everyone affected must succeed with an **ENDURANCE** roll or contract a demonic fungal infection with Virulence 9.
- 4 **SMOTHERING FOG!** All adventurers within **SHORT** range are engulfed by sheets of thick, smothering fog that flood the airways and causes acute panic. Everyone suffers a fear attack with ten Base Dice. Each adventurer must also make an **ENDURANCE** roll to avoid being suffocated by the fog (see the rules for drowning on page 113 of the *Player's Handbook*).
- 5 **DECAPITATION!** The demon throws itself at a chosen adventurer within **NEAR** range and tries to bite their throat. Roll for the attack with twelve Base Dice and Weapon Damage 2 (slash wound). The attack deals damage to both **STRENGTH** and **WITS**.
- 6 **POSSESSING ATTACK!** The vile demon embraces an adventure within **NEAR** range and lets its red fumes seep into the victim's every orifice. The chosen victim must roll for **INSIGHT** or become a mindless puppet under the possessor's control. The victim can break free with a successful **INSIGHT** roll – one attempt is allowed per round.



RESOURCES

A defeated possessor turns into wisps of fleeting mist, which the adventurers with a **MOVE** roll can store in a glass bottle or a similar container. The wisps contain demonic energies which when inhaled add a D10 Artifact Die to all **LORE** rolls concerning demons and other monsters in the Forbidden Lands. Each possessor contains D6 doses.







RAT KING

It was the demonic flute that brought death upon the village. At first it sounded like a vaguely melodic lament, carried by the wind across the forests and meadows. But it grew into an ominous noise that hurt our ears and made the soft-hearted weep. Soon the milk turned sour and the butter rancid, and the cattle broke out of their pens. And then came the rats. Suddenly they were everywhere. The largest, fattest, most hideous rats the world has ever seen. They were completely unafraid of the village's grown men and snatched the toddlers from their cradles. They only listened to their master – the beast with the yellowed bone flute, which came walking at nightfall in a sea of rats. Bringing the cold shadow of plague and death.

Rat kings are demonic creatures sent by Pox Yersinia, a demon lord associated with death and decay who for hundreds of years has fought to enter the world through the demon gate in Shadowgate Pass. They prepare for their mistress' arrival by spreading the plague and other deadly diseases in the Forbidden Lands. Rat kings manifest themselves as humanoid, rat-like creatures, equipped with ornamented flutes carved out of Pox Yersinia's body. With these flutes they produce unholy sounds that give them power over rats, fleas, carrion birds, and other disease-carrying animals.

NUMBER OF X

INSIGHTS

LORE ROLL

- | | |
|---|---|
| 1 | Rat kings are demonic servants of Pox Yersinia, the mistress of pestilence and decay. |
| 2 | Rat kings are terrified of druids and others capable of using healing magic. |
| 3 | Rat kings control disease-carrying life forms with their long bone flutes, carved from the undead cadaver of a demon goddess. |



RANDOM ENCOUNTER: THE VILLAGE OF THE DEAD

A stone wall encloses the little farming village that emerges from the misty landscape. It looks quite prosperous with its sturdy half-timbered houses and multiple watchtowers. But moving closer you see that something is wrong. The iron-studded oak door is ajar, the towers are unmanned, and no smoke rises from the chimneys. The place looks abandoned, and yet you can hear music playing faintly: eerie but sometimes beautiful tunes that seem to be coming from some kind of flute.

The village has recently been attacked by a rat king, and all its villagers lie dead in a square at the center of the settlement. The bodies are covered in purple-blue boils, and an adventurer who succeeds with a **HEALING** roll realizes that it is the Blue Plague and that the bodies must not be touched (Virulence 5 on contact). In the middle of the macabre scene sits the rat king, perched on a well. The creature bows when it notices the adventurers and hisses a greeting before it attacks: “Welcome, welcome – open yourselves to my mistress’ embrace!”

TERRAIN TYPES: Plains, Forest, Hills, Mountains

RANDOM ENCOUNTER: THE PLAGUE IS COMING

A cacophony of high-pitched, aggressive animal noises breaks the silence. Next thing you know, a teeming mass comes flowing down the path towards you. Rats! Before you have a chance to react, they are everywhere – swarming around your feet and scratching their way up your boots, clothes, and knapsacks. Then you hear the flute. The tunes are aggressive, dissonant and rousing, and they are coming from a skinny figure who slowly comes walking through the sea of rats.

The adventurers are attacked by a malevolent rat king who roams the Forbidden Lands to spread its mistress’ message. The vanguard of rats carries the plague, and each adventurer must succeed with a **MOVE** roll to avoid being exposed to the Blue Plague (Virulence 5). If the adventurers attack the rats, they will retaliate as a swarm (see the *Gamemaster’s Guide*, page 127).

TERRAIN TYPES: Plains, Forest, Dark Forest, Hills

RAT KING

ATTRIBUTES:

STRENGTH 24, AGILITY 3, WITS 8, EMPATHY 2

MOVEMENT: 1

ARMOR RATING: 2

SENSITIVE TO HEALING MAGIC: Rat kings are creatures of pestilence and decay, which means that the effects of **HEALING HANDS**, **NATURE’S CURE**, and other types of healing magic are inverted and work as attacks. Instead of being healed, the rat king suffers damage equal to the Power Level.



MONSTER ATTACKS

D6 ATTACK

- 1 **CLAW ATTACK!** With long demonic rat claws, glistening with pestilential substances, the rat king strikes at one of the player characters. Roll for the attack with six Base Dice and Weapon Damage 1 (slash wound). If the victim takes damage, they also contract a severe infection with Virulence 6.
- 2 **NOISE ATTACK!** With its off-white bone flute, the rat king produces a demonic, high-pitched noise that cuts through the world like a shriek from the netherworld. The dissonant tunes permeate the adventurers with a cosmic malevolence that threatens to tear their souls apart. Everyone within **NEAR** range suffers a fear attack with seven Base Dice.
- 3 **BIRD ATTACK!** The rat king aims its flute at the sky and summons a cloud of cawing carrion birds that attack a chosen adventurer. The victim is surrounded by screeching black birds that attack frenetically with beaks and talons. Roll for the attack with eight Base Dice and Weapon Damage 1 (slash wound).
- 4 **BEFOULING ATTACK!** The rat king's eyes burn with a sickly glow, and a cloud of demonic impurity descends on the adventurers. Everyone within **NEAR** range is exposed to a poison with Potency 6. Furthermore, all units of **FOOD** within **NEAR** range are contaminated and become unfit for consumption (same Potency when ingested). The attack cannot be **DODGED**.
- 5 **RAT VORTEX!** Mad notes pour out of the flute and form a maelstrom-like whirlwind that immediately fills with panicked rats. The rat king aims its flute at a chosen adventurer who is enveloped by the gnawing, clawing mass. Roll for the attack with eight Base Dice and Weapon Damage 1 (slash wound).
- 6 **PLAGUE ATTACK!** The rat king lets a wave of otherworldly pestilence wash over the adventurers. Everyone within **NEAR** range is exposed to an acute demonic plague with Virulence 7. Adventurers who fail their opposed roll also develop puss-filled boils that erupt and burst within a single round. Each burst boil inflicts one point of damage to **STRENGTH**. The attack cannot be **DODGED**, but the effect of the boils can be prevented with healing magic or a successful **NATURE'S CURE** roll.



RESOURCES

The rat king's bone flute was created by a mighty demon lord and makes its bearer immune to demonic diseases, demonic magic, and other non-physical attacks from lesser demonic entities (**STRENGTH** 8 or lower).







ROCK TROLL

They have been called spirits of the living rock, revered as gods by the woodland druids, but there is nothing divine about these colossal, prehistoric creatures. They are nothing more than trolls. Cruel, ravenous, irritable filth with blackened hearts of cracked stone. The passage of eons has made them slow, but the crazed hunger of the trolls never left them. The smell of flesh and fresh blood rouses them from their slumber and turns them into ruthless killers: merciless monstrosities that crush anyone that comes near. None understand them but the dwarves, who desire the creatures' stone hearts and all that glitters and gleams in the depths of their mountainous bodies.

Rock trolls are trolls that have partially turned and, because of their old age and sensitivity to sunlight, have withdrawn to the darkness of the great forests. They are often found near ruins, forest temples, and similar places that tend to attract delicious humanoids. Rock trolls are extremely sluggish life forms but can move with impressive speed when the smell of human flesh triggers their predatory instincts. According to dwarven tradition, this consumption of human flesh has a beneficial effect on the precious metals found inside their bodies. There are stories of greedy dwarves luring each other into the rock trolls' territories to feed the beasts for future slaughter and mining.



LORE ROLL	
NUMBER OF X	INSIGHTS
1	Rock trolls are partially petrified trolls hiding from the sunlight in the depths of the great forests.
2	Rock trolls are ancient and sluggish creatures, but the smell of human flesh turns them into ferocious killers.
3	A rock troll's body contains minerals and precious metals avidly sought by the dwarves.

EVENT: A SORDID PLAN

You are woken by a deafening crash that shakes the building to its foundations. A deep, rumbling roar is heard from the ground floor of the inn, followed by the agonized screams of dying humans. Rushing downstairs, you see a huge stone creature with glowing troll eyes smashing everything around it with boulder-like fists. It has charged straight through the wall and is now surrounded by crushed bricks, furniture, and humans.

Actually, the rock troll is as rattled as the adventurers are, even though the smell of human flesh has triggered its bloodlust. It was cast down into the inn from a nearby forest hill by some lugubrious dwarves of the Meromannian clan. The dwarves arrive at dawn, expecting the sunlight to have made short work of the troll. They claim to be a belated rescue party, but what they really want are the precious gems that hopefully dropped from the troll's body as a result of the attack. A successful **INSIGHT** roll reveals that the dwarves are not who they say they are. If the situation turns hostile, use the stats of a Typical Meromannian (*Gamemaster's Guide*, page 59).

RANDOM ENCOUNTER: THE HUNGER OF THE FOREST

The forest has suddenly grown very dark – and eerily still and quiet. Looking through the dense trees, you see a dilapidated structure that is partially covered with shrubs and roots. Next minute the forest seems to come alive. A colossal creature of stone and moss rises from the darkness and attacks you with its granite fists, as big and heavy as small boulders.

The adventurers have had the misfortune to come across a half-slumbering rock troll. The drowsy giant attacks frenetically, governed by ancient instincts. If the fight proves too difficult, the GM can let an adventurer who succeeds with a **LORE** or **SURVIVAL** roll recall that trolls are sensitive to sunlight, and that cutting down a few trees in strategic places would expose the creature to the relentless rays of the sun.

TERRAIN TYPES: Forest, Dark Forest, Hills

ADVENTURE SITE: Village



ROCK TROLL

ATTRIBUTES:

STRENGTH 28, AGILITY 2, WITS 2

MOVEMENT: 1

SKILLS: Scouting 4

ARMOR RATING: 8 (stone skin). Damage from stabbing and slashing weapons is halved.

REGENERATE: The rock troll recovers one point of lost **STRENGTH** each round.

SENSITIVE TO SUNLIGHT: A rock troll takes 5 point of damage per round from direct sunlight.

RESOURCES

Rock trolls contain valuable minerals and rocks that dwarven adventurers can extract from the cadaver. However, this also requires the **SMITH** talent and a successful **CRAFTING** roll. The roll generates glittering stones worth one gold coin for each **X** rolled.

MONSTER ATTACKS

D6 ATTACK

- 1 **SKULL-CRUSHING BLOW!** The grunting behemoth swings its granite fists against the head of a chosen adventurer. Roll for the attack with ten Base Dice and Weapon Damage 2 (blunt force). If hit, the victim is knocked down.
- 2 **PREHISTORIC BELLOW!** The ancient creature opens its cracked stone maw and lets out a primordial bellow that propels the adventurers backwards. All adventurers within **NEAR** range suffer a fear attack with seven Base Dice.
- 3 **TROLL THROW!** The rock troll grabs an adventurer within **NEAR** range and hurls them against a nearby tree. Roll for the attack with twelve Base Dice and Weapon Damage 1 (blunt force). If hit, the adventurer lands prone within **SHORT** range of the rock troll.
- 4 **SWEEPING STRIKE!** The massive creature makes a sweeping attack with its granite fist. Roll for the attack with nine Base Dice and Weapon Damage 2 (blunt force) against all adventurers within **NEAR** range. If hit, the victims are knocked down.
- 5 **DEVOURING ATTACK!** The rock troll opens its mighty jaws, grabs an adventurer, and tries to swallow them in one piece. Roll for the attack with eight Base Dice and Weapon Damage 2 (slash wound). On success, the adventurer vanishes into the creature's innards. The victim takes one point of damage every round inside the rock troll, but can hack their way out of there with a successful attack that inflicts at least 4 points of damage in a single blow. The rock troll's stone skin does not protect it on the inside.
- 6 **SQUASHING SMASH!** The rock troll lunges forward with surprising speed and tries to squash the adventurers under its immense weight. Roll for the attack with eight Base Dice and Weapon Damage 2 (blunt force) against all adventurers within **NEAR** range. Anyone hit by the attack is knocked down.





SHAPESHIFTER

Everyone knows that King Algavard II married a shapeshifter. On the night before the royal wedding, the beast slew his wife-to-be, the lovely Transmagulda, who at the time of the wedding ceremony was but the shell of a human. A parody of an extinguished life. What gave the shapeshifter away was neither the voice nor the foul, less-than-ladylike language, although the bride's excessive belching caused many a raised eyebrow. No, it was the slimy marks in Transmagulda's bed chamber that led the court sorcerer on its trail. It is said that the king went mad with grief when he was forced to turn his sword on the abomination that had devoured his beloved but still bore her visage.

The shapeshifter is a creature that is hard to classify, capable of transforming into the creatures it devours and absorbs into its gelatinous, transformable body. It can assume the appearance of intelligent and unintelligent beings alike, but finds it difficult to mimic humanoid communication and often gives itself away through its clumsy attempts. The shapeshifter's original form is vaguely humanoid, but with changeable, almost fluid facial features. Some say it is actually a type of undead, composed of necrotic ectoplasm. Others argue that the creature is a higher form of amoeba that has adjusted its hunting methods to a more complex and civilized age.

NUMBER OF X

INSIGHTS

LORE ROLL

- 1 Shapeshifters are treacherous predators that can assume the shape of a creatures it devours.
- 2 Shapeshifters have difficulty mimicking humanoid languages and often give themselves away with their attempts at intelligent communication.
- 3 In their original form, shapeshifters are gelatinous beings and always leave a glittering trail of mottled gray slime, which is a sure warning sign to the trained eye.

RANDOM ENCOUNTER: GRAY SLIME IN THE STAIRCASE

You enter the dark house at the top of the cliff. The place seems to have been abandoned long ago. There are moldy tapestries on the walls and a thick layer of dust has accumulated on the stone floor. The only sign of life is a strange trail of slime that covers much of the winding staircase at the center of the tower. Suddenly you hear cautious footsteps and see a pale-faced girl in old fashioned clothes tiptoeing anxiously down the stairs. She stares at you with terror in her eyes and holds her index finger to her lips in a shushing gesture.

The child is a starving shapeshifter that for too many years has waited for food in the secluded tower. It has assumed the form of a traumatized girl who has something important to show the visitors – down in the dark, labyrinthine basement. If the shapeshifter gets the adventurers to come along, it will try to divide the group into smaller units before attacking. However, with a successful **LORE** roll (see below), the adventurers start to suspect that something is wrong as soon as they notice the trail of slime.

TERRAIN TYPES: Hills, Mountains, Ruins

EVENT: AN ENEMY AMONG US

“He has not been himself since he drank from the goblet with that ungodly slime – the time has come to confront him!” The leader raises his hunting spear towards the ceiling and is met with murmurs of agreement from his audience. It is the village’s strong men and axe-wielding matrons who have gathered at the inn, evidently to deal with a local concern. You hear voices muttering about animals and villagers disappearing without a trace, before the grim-looking crowd grab their simple weapons and head out into the night.

The village where the adventures have sought shelter for the night is haunted by a shapeshifter. Several villagers and livestock have gone missing, hence the action being taken before the adventurers’ eyes. The village elder leads the mob (the GM decides how many they are) to an aged lumberjack at the edge of the settlement who has been acting strangely for the past few days. The lumberjack has indeed been consumed by the nasty creature, but unfortunately it has already shapeshifted and is now part of the elder’s mob. Adventurers who succeed with a **SCOUTING** roll notice that one of the goblets on the elder’s table has slime on its rim. If the adventurers fail to intervene, the shapeshifter will kill the entire crowd before returning to the inn in the guise of the elder.

ADVENTURE SITE: Village

SHAPESHIFTER

ATTRIBUTES:

STRENGTH 12 + the mimicked creature’s **STRENGTH** (see below), **AGILITY 3**, **WITS 2**

MOVEMENT: 1

ARMOR RATING: None, but due to its gelatinous consistency, the shapeshifter only takes half damage from non-magic physical weapons, and no damage at all from stabbing weapons. Fire inflicts normal damage and magic attacks deal double damage.

LIFE FROM MIMICKED LIFE FORM: The shapeshifter can turn into consumed creatures of lower or equal **STRENGTH**. However, it has a limited memory bank and always assumes the shape of the most recently consumed creature. In addition to a complete reproduction of the victim’s appearance, the shapeshifter also assumes its physical skills, attacks, and vitality (**STRENGTH**). In combat, this means that the adventurers must first defeat the mimicked victim and bring its **STRENGTH** down to zero. Then the shapeshifter resumes its true form and can be fought based on its own attributes and attacks.

MONSTER ATTACKS

D6 ATTACK

- 1 **TENTACLE ATTACK!** A slimy tentacle forms from the amorphous mass and wraps itself with tremendous force around an adventurer within **NEAR** range. Roll for the attack with seven Base Dice and Weapon Damage 1 (blunt force). On success the adventurer is also afflicted by a paralyzing poison with Potency 6.
- 2 **CONFUSING ATTACK!** The amorphous mass twists rapidly and splits into smaller units with facial features that seem vaguely familiar to the adventurers. All adventurers within **NEAR** range must roll for **WITS** (not an action). On failure they lose themselves in the rapid metamorphoses and are unable to do anything but stare in disgust at the abominable creature. The effect lasts until the same point in the next round's initiative order.
- 3 **VISIONS OF THE CONSUMED!** The shapeshifter's face assumes the features of consumed victims, which flash before the adventurers' eyes in a series of death masks twisted in terror. Roll fear attacks with nine Base Dice against all adventurers within **SHORT** range.
- 4 **SLIME CASCADE!** The repulsive creature spews a cascade of half-chewed mucus lumps and threads of slime over all adventurers within **NEAR** range. Everyone affected must succeed with an **ENDURANCE** roll or contract a necrotic disease with Virulence 8.
- 5 **CONSUMING ATTACK!** With tentacular arms the shapeshifter grabs the adventurer with the highest **STRENGTH** and tries to devour them whole. Roll for the attack with eight Base Dice and Weapon Damage 2 (slash wound). On success the adventurer is pulled into the creature's insides and takes 1 point of damage per round from its digestive juices. The only way to escape is to inflict at least 4 points of damage on the creature with a single attack, or by having help from the outside. If the victim dies in there, the shapeshifter immediately assumes their appearance and physical attributes as described above.
- 6 **JET OF SECRETION!** With a drooling, scornful laugh, the shapeshifter fires a forceful jet of glistening gray mucus at a chosen adventurer. Roll for the attack with ten Base Dice and Weapon Damage 2 (blunt force). On success the adventurer is also hurled to **NEAR** range and lands prone.

RESOURCES

Adventurers can extract D6 doses of a metamorphous secretion from the shapeshifter's remains. The secretion takes effect immediately upon application and twists the person's face beyond recognition. However, the drawback is that the head becomes all lumpy and generally repulsive, which gives a -2 penalty to all **EMPATHY**-based skills. The effect lasts for a Quarter Day.





SKOLOPENDRA

Not much good can be said of the stygian monster that scholars call skolopendra, but that peasants and other ordinary folk know by names such as nightcrawler, poison hog, or underbeast. Indeed, the skolopendra is the only creature that can strike fear into a fully grown abyss worm, and it has been seen attacking both basilisks and drake wyrms. Unfortunately, it is known to target humans and other humanoids as well, sometimes to eat them, sometimes out of sheer evil – but also to fill them with its repulsive eggs, which the skolopendra spreads in its constant quest for domination over the shallow underground.

Skolopendras are primitive predators living in the damp, near-surface parts of underground Ravenland. It is long, thin, and flat, with numerous legs and serrated jaws dripping with toxic substances. Although the skolopendra is smaller than the abyss worm, farmers consider it an even greater scourge, as the sounds of trampling feet or digging shovels tend to attract its attention. It is ravenous and aggressive, and spreads its eggs through invasive impregnating attacks, primarily targeting abyss worms and similar beasts whose fleshy bodies are well-suited for incubation.

NUMBER OF X

INSIGHTS

LORE ROLL

- | | |
|---|--|
| 1 | The skolopendra is a primitive predator that lives and hunts in the top layers of the underground. |
| 2 | The skolopendra reproduces by laying eggs inside other animals and creatures, which it fertilizes through invasive attacks. |
| 3 | The skolopendra is instinctively drawn to prey larger than itself, as ample-bodied hosts give the beast's offspring a better chance of survival. |



EVENT: FATAL PASSAGE

As you move further into the dark cave, you are met by an almost unbearable stench. In the flickering torchlight you see the outline of a giant beast wedged between the rock walls. It lies perfectly still, and you soon realize that it is a carcass: the remains of an underground abomination that met its end down here in the depths. Unfortunately it is blocking the way ahead – and the only way forward is through its decaying body.

The carcass is that of a powerful abyss worm recently killed by a skolopendra. With a successful **SURVIVAL** roll the adventurers can locate its mouth and enter the decomposing, tunnel-like body. Before the adventurers come out on the other side, they encounter the great worm's killer: a creeping skolopendra furiously defending its prey. The beast has already laid hundreds of eggs, and adventurers who succeed with a **SCOUTING** roll quickly notice that the carcass is crawling with unusually large and aggressive larvae.

ADVENTURE SITE: Dungeon

RANDOM ENCOUNTER: THE BOILING EARTH

Without warning the ground gives way before you. Cascades of earth and mud shoot up around you, rocks are sent rolling and roots are snapping. It is almost as if the earth itself has suddenly started to boil. The next moment you see a revolting monstrosity with numerous legs and spiked growths come crawling out of the maelstrom-like sinkhole.

The adventurers are attacked from below by a famished skolopendra. The adventurer with the highest **STRENGTH** is its primary target. They – and everyone else within **NEAR** range of the chosen victim – must make a **MOVE** roll. On failure they slide down into the pit and suffer a –2 penalty to all attacks and combat-based skills, including **DODGE** and **PARRY**. If the combat gets too difficult, a successful roll for **SURVIVAL** or **LORE** can remind the adventurers that skolopendras tend to favor larger prey. Perhaps they can escape by leading the beast to the half-hidden gray bear den that the adventurers passed a while ago?

TERRAIN TYPES: Plains, Hills, Forest, Dark Forest

SKOLOPENDRA

ATTRIBUTES:

STRENGTH 24, AGILITY 2

MOVEMENT: 1

ARMOR RATING: 4 (carapace)

DRAWN TO LARGE BODIES: A famished skolopendra will attack anything that moves, but is instinctively drawn to large prey. This is because the skolopendra is always on the hunt for ample-bodied hosts for their abundant offspring, which hatch into ravenous larvae in immediate need of feeding. In combat the skolopendra always attacks the adventurer with the highest **STRENGTH**. The same goes for horses and other mounts with higher **STRENGTH** than the adventurers. Leading the skolopendra to a bigger animal can therefore be a way to escape with one's life (requires a successful **LORE** roll).

MONSTER ATTACKS

D6 ATTACK

- 1 **CLAW ATTACK!** The crawling horror writhes around in jerky movements and attacks two adventurers within **NEAR** range with a handful of its clawed legs. Roll for the attack with eight Base Dice and Weapon Damage 2 (slash wound).
- 2 **CLEAVING BITE ATTACK!** The skolopendra spreads its serrated mandibles and aims a bite at an adventurer within **NEAR** range. Glistening with toxic substances, the jaws snap at the air like a bear trap. Roll for the attack with nine Base Dice and Weapon Damage 2 (slash wound). If it succeeds, the adventurer also suffers the effects of a paralyzing poison with Potency 7.
- 3 **WHIP ATTACK!** The skolopendra uses its long body as a whip in a sweeping attack, hitting all adventurers within **NEAR** range with its spiked, segmented carapace. Roll for the attack with seven Base Dice and Weapon Damage 1 (blunt force). Affected victims are also knocked down.
- 4 **POISON STING ATTACK!** A glistening poison stinger emerges from the skolopendra's rear end, and the crawling abomination raises the stinger for a swift attack against an adventurer within **NEAR** range. Roll for the attack with eight Base Dice and Weapon Damage 2 (stab wound). If the attack inflicts damage, the victim is also injected with a lethal poison with Potency 9.
- 5 **LORD OF THE UNDERGROUND!** The skolopendra rears up its long, segmented body and leans over the adventurers with a vicious hiss. It snaps its great mandibles at the air and spreads all its stingers, claws, and growths. All adventurers within **NEAR** range suffer a fear attack with seven Base Dice.
- 6 **IMPREGNATING ATTACK!** A long, nasty, tentacular growth shoots out from the beast's front and burrows into an adventurer within **NEAR** range. Roll for the attack with eight Base Dice and Weapon Damage 1 (stab wound). If it succeeds, the victim is also subjected to an invasive impregnation attempt. The victim must succeed with an **ENDURANCE** roll, otherwise the skolopendra fills their body with eggs that hatch after D10 rounds. The process can be halted with all forms of healing magic or a successful **HEALING** roll, otherwise the adventurer suffers an attack with nine Base Dice and Weapon Damage 2 (slash wound) as the larvae eat their way out of the body.

RESOURCES

The skolopendra's feces is a stinking substance that strikes fear in monsters and wild beasts. Adventurers who smear their bodies with the grainy mass gain a +1 bonus to all weapon attacks against monsters and ordinary animals, which are left nervous and unfocused by the foul stench. However, the effect does not work on undead and only lasts one combat encounter per application. Each killed skolopendra contains enough feces for D10 applications.





THE SWARMING DEATH

Death comes swarming in the western wind, in the zephyr that whistles over mountains and woods. You must learn to read the signs – and fear what you see. The Swarming Death knows no mercy, for it has no heart with which to feel. There is no consciousness either, no thought or reason. No hatred and no dreams of power and glory. Only hunger; pure, strong, and all-consuming. Hunger and an ever-swarming evil that breaks down all the good, truth, and beauty that the gods bestowed upon the world.

The swarming death is an all-consuming cloud of flesh-eating locusts and other insects that plagues the Forbidden Lands on a regular basis. The phenomenon seems to have some connection with the western wind and the unknown lands beyond the mountains. Some say it originated in faraway Dragaland, others point to their kinship with the insectoids and their rapid expansion through the underground realms. A third theory – popular among sorcerers – is that the death swarms come from the planes beyond the demon gate in Shadowgate Pass. Whatever the case may be, there is no doubt that the insect clouds follow their own merciless logic, as they sweep through the lands like the cold breath of death itself. However, there are stories of powerful sorcerers who managed to subdue the swarming death and bend them to their will.

NUMBER OF X

INSIGHTS

LORE ROLL

- | | |
|---|---|
| 1 | The swarming death is an all-consuming cloud of flesh-eating locusts and other insects. |
| 2 | The swarming death plagues the Forbidden Lands on a regular basis and seems to bear some connection to the western wind. |
| 3 | The swarming death's teeming morphology makes it difficult to fight and defeat in combat, but like all primitive creatures it dreads fire and fire magic. |

RANDOM ENCOUNTER: THE SHARDS OF A WORLD

You gaze out at a dead and desolate landscape – or rather, the cadaver of a landscape, grazed bare and cleared of life. Sprawling shadows are all that remain of the trees, and the ground is cracked, brown, and arid, without even the slightest hint of vegetation. Gnawed bones and sharp vertebrae lie scattered across the wasteland. Locusts move here and there, disturbingly fearless and well-fed, clinging to these shards of a world.

The adventurers have come to a region that was recently attacked by the Swarming Death. The barren waste covers a kilometer-wide area, at the center of which there once stood a lone tower; only the bottom floor remains. Here a terrified, hysterically mumbling blood mage has barricaded herself behind thick basalt walls. She will not come out or let the adventurers in unless presented with excellent arguments (requires a successful **MANIPULATION** roll). The GM decides whether she is an innocent, traumatized victim or the person who actually brought the death swarms to the area, perhaps as a side effect of a magical experiment.

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

RANDOM ENCOUNTER: DEATH FROM ABOVE

Suddenly the sky turns dark and the whole world is filled with a terrifyingly deep growl that makes your insides twist like snakes. The harsh western wind lashes your faces, and you hear animals cry out in wild panic. That is when you notice the infernal wing beats – the sound of tens of thousands of rustling insect wings, descending on the land in a deadly whirlwind of hunger and mindless, swarming evil.

The adventurers are attacked by the swarming death, which descends ravenously on the area to clear the place of life and nutrients. There is no escaping the swarms, so the adventurers must fight to survive. If the odds are too grim, a successful **SURVIVAL** roll can allow the adventures to find shelter in some underground cavern. Alternatively, in the heat of battle, a single **X** in **LORE** could be enough to access the information below concerning the swarming death's sensitivity to fire. However, in that case, all fire-wielding adventurers must succeed with a **SURVIVAL** roll to prevent the flames from spreading from the insects to the surroundings. Failure gives rise to a wildfire, and all adventurers must make with a **MOVE** roll or suffer the eight Base Dice of damage from the rapidly spreading fire.

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

THE SWARMING DEATH

ATTRIBUTES:

STRENGTH 32, AGILITY 4, WITS 1

MOVEMENT: 3

ARMOR RATING: None, but a single attack against the insect swarm can never deal more than 1 point of damage. The only exception is attacks with fire and fire-based magic, which always inflict double damage on the swarming death.

SWARM: Individual death swarmers are unintelligent and essentially harmless, but as a swarm they possess a form of collective consciousness and are capable of performing joint, coordinated attacks as a single, teeming entity. The aggressive cloud of insects cannot be communicated with, however, except through the use of powerful magic.

MONSTER ATTACKS

D6 ATTACK

- 1 **AGGRESSION ATTACK!** The insect swarm flares up in a teeming rage that fills the world around the adventurers with the sound of rustling wings and a piercing, buzzing noise that cannot be shut out. All adventurers within **SHORT** range suffer a fear attack with seven Base Dice. The worked-up fury also gives the insect swarm +1 to the next roll on this monster attack table.
- 2 **BROAD HUNGER ATTACK!** The insect swarm spreads across the area and tries to devour everything in its path. All adventurers within **SHORT** range must succeed with an **ENDURANCE** roll or take one point of damage to **STRENGTH**, as hundreds of ravenous insects frenetically chew through their bodies. If the swarm has sustained damage, it recovers 2 points of **STRENGTH** through this rapid intake of nutrients.
- 3 **DISTRACTING ATTACK!** Suddenly, the teeming insects are everywhere. They assail their victims' eyes, ears, and mouths, making it almost impossible to breathe – and even harder to see anything but staring compound eyes and fluttering insect wings. All adventurers within **SHORT** range must make an **ENDURANCE** roll. On failure the victim is distracted and unable to do anything but swat away the disgusting bugs. The effect lasts until the same point in the next round's initiative order.
- 4 **BROAD MASS ATTACK!** The insect swarm splits into teeming wedge formations that attack all adventurers within **SHORT** range. Thousands of gluttonous insects tear at their flesh with ruthless, scissor-like jaws. All adventurers within **SHORT** range suffer an attack with seven Base Dice and Weapon Damage 1 (slash wound). The Armor Rating of all armor is halved, as the insects seep into all chinks and holes.
- 5 **SPRAY ATTACK!** The insect swarm produces a sticky aerosol cloud that settles over the area. The yellow viscous substance gives off an acrid smell, and contains a paralyzing poison with Potency 7. All adventurers within **SHORT** range who do not succeed with a **MOVE** roll are exposed to the drops and suffer the effects of the poison.
- 6 **CLEAN-PICKING ATTACK!** The teeming mass focuses its hunger on a chosen adventurer, who is attacked by the collective strength of tens of thousands of gnawing mandibles. Roll for the attack with twelve Base Dice and Weapon Damage 2 (slash wound). The attack cannot be **DODGED**. The immense weight also knocks the victim to the ground.

RESOURCES

The swarming death possesses a collective intelligence that can be partially extracted from a vanquished swarm. With a successful **HEALING** roll, an adventurer can extract D3 doses of a bone-dry but remarkably glittering powder that adds a D8 Artifact Artifact Die for one day to all **WITS**-based skills and a D10 Artifact Die to **SURVIVAL** when the adventurer in question **LEADS THE WAY**.





TUPILAQ

The tupilaq will follow you to the ends of the earth. Its ravaged mind is consumed with a single thought: to find and slay the chosen victim. However, the tupilaq takes no pleasure in this. It is an abomination, a mockery of the gods' beautiful creation, and an offense against life itself. And for that it hates itself more than anything. It is this great and unalterable tragedy that fuels its power and wrath. The tupilaq's only goal and desire is the death it was denied by its creator. But it cannot die. Not until it has found its target – and wiped out every last trace of the victim's earthly existence.

Tupilaqs are merged from parts of corpses and carcasses that have been risen from the dead. In the Forbidden Lands, the beast is primarily associated with the dark arts of the necromancers, but some scholars believe that the practice of creating tupilaq originated in faraway Dragaland. Tupilaqs are a primitive form of undead, without a clear and independent consciousness. They are used to find and kill specific individuals, whom the sorcerer identifies at the moment of creation. Once the mission is accomplished, the spell is lifted and the tupilaq collapses into a lifeless pile of organic remains.

NUMBER OF X

INSIGHTS

LORE ROLL

- 1 Tupilaqs are composed of merged body parts from corpses and carcasses – both intelligent and unintelligent in origin – raised from the dead by a necromancer.
- 2 Tupilaqs are used as executioners and assassins, and the creature's existence is always bound to the completion of a specific task.
- 3 Since tupilaqs are an affront to life itself and their deaths are always pleasing to the gods, it is possible to extract a life-giving elixir from each defeated specimen.



EVENT: A REAL VAGRANT

A strange figure sits in the corner of the simple inn where you are staying for the night. The darkness of the lounge and the wisps of smoke from the fireplace make it hard to see much more than a hunched person at a secluded table, face hidden under a hood. And yet it is giving you a bad feeling. Something is wrong; something makes it feel as though the gods' creation is about to fall apart – in this exact spot. "A real vagrant if you ask me," mutters the innkeeper as she passes your table carrying large tankards of beer, nodding towards the smoke-filled corner.

The figure in the corner is a murderous tupilaq waiting for its designated victim: the wealthy brewmaster Hieronymus Klack, who has made some powerful enemies over the years. As soon as Hieronymus sets foot inside the inn, with a scrawny scribe as his only companion, the tupilaq rises in all its gruesome horror and turns out to consist of humanoid body parts crowned by the half-rotten head of a wild boar. After hissing a few hateful words about unpaid debts, it attacks the brewmaster. Adventurers who save Hieronymus' life are rewarded with gold, and he also promises to make sure that all his powerful customers and benefactors hear of their bravery.

ADVENTURE SITE: Village

RANDOM ENCOUNTER: WHAT GOES AROUND, COMES AROUND

"Ah, there you are!" The unpleasant man is suddenly standing right in front of you, as if sprung from a hole in the fabric of creation. He leans on a wooden staff with a human skull at the top, staring

at you with fire in his eyes. "Time to feed, my love," he whispers softly – and from the shadows behind the mad sorcerer comes a crawling mass of half-rotten body parts. To your horror, you hear your own names coming from the abomination's many cadaverous throats, uttered in a guttural wheeze; again and again and again.

Because of some past offense, the adventurers are approached by a sorcerer from the Order of the Silent: a necromantic cult of assassins who offer their services to clients who share their twisted world view. The GM is free to make up the details, but the client could be an adversary from a previous adventure or a rival who feels cheated out of gold or glory. One or several adventurers are designated targets, which gives the tupilaq an attack bonus against them (see below). The sorcerer vanishes without a trace as soon as the tupilaq begins its assault.

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

TUPILAQ

ATTRIBUTES:

STRENGTH 24, AGILITY 2, WITS 1

MOVEMENT: 2

ARMOR RATING: None, but takes half damage from non-magic weapons.

FOCUSED STRENGTH: During their creation, every tupilaq is assigned a task it must complete before it can have peace. The mission is normally to kill or destroy one or several specific targets. Against these unfortunate souls – but only against them, not any companions they may have – the tupilaq receives an attack bonus (see Monster Attacks).

MONSTER ATTACKS

D6 ATTACK

- 1 **NECROTIC BITE!** The abomination opens its decaying jaws, baring numerous half-rotten tooth stumps, and bites one of the adventurers. Roll for the attack with five Base Dice and Weapon Damage 1 (slash wound) – or seven Base Dice and Weapon Damage 2 if the adventurer is a designated target. If the attack inflicts damage, the adventurer is also affected by a paralyzing poison with Potency 6.
- 2 **SCRATCH ATTACK!** The tupilaq extends its claws and springs furiously at an adventurer. Roll for the attack with six Base Dice and Weapon Damage 1 (slash wound) – or eight Base Dice and Weapon Damage 2 if the adventurer is a designated target.
- 3 **DARKNESS ATTACK!** The abomination produces a strange hum and lets out an oily, magical darkness that settles over the adventurers. All adventurers within **NEAR** range must make an **INSIGHT** roll (not an action). On failure they are blinded by the magical darkness and have to fight with a –2 modification according to the rules in the *Player's Handbook* (page 112). The effect lasts until the same point in the next round's initiative order.
- 4 **ROAR OF ANGUISH!** The grotesque creature contracts its body as if about to pounce and lets out a cacophonous roar of anguish from its human and animal throats. Every orifice in the revolting mass contributes to this symphony of horror, and all adventurers within **NEAR** range suffer a fear attack with seven Base Dice.
- 5 **TACKLE ATTACK!** The raging beast lunges with full force at an adventurer within **NEAR** range. The repulsive mass of cadavers feels as heavy as lead, and the adventurer suffers an attack with eight Base Dice and Weapon Damage 1 (blunt force) – or ten Base Dice and Weapon Damage 2 if the adventurer is a designated target. If hit, the victim is knocked down.
- 6 **DISSOLVING ATTACK!** The tupilaq wraps one of the adventurers in an almost loving embrace and spews out a stinking, milky-white poison that soaks the victim from top to bottom. Roll for the attack with seven Base Dice and Weapon Damage 1 (blunt force). On success the adventurer is **GRAPPLED** (see the rules in the *Player's Handbook*.) Every round they remain in the creature's grip, the adventurer is attacked with a lethal poison with Potency 6 (9 against a designated target).

RESOURCES

The tupilaq is created out of death and decay, but, ironically, its tissue has healing properties if treated correctly. An **ALCHEMIST** (page 156) who makes a **HEALING** roll can extract D3 doses of a foul-smelling cream from a dead tupilaq. Applying the cream completely restores any lost points of **STRENGTH** or **AGILITY**. It has no effect on critical injuries.





TWISTED ENT

When the demon flood swept into the forests, Clay's beautiful creation started to wither. Mog and other demonic tissue spread through the earth, tangling with the roots and branches of trees like underground tentacles. The vegetation itself bowed to its demonic will, and the shepherds of the forest – the wise ents – despaired at the evil of the world. Some ents were so disheartened that their rubies shriveled into black lumps. They were consumed by wrath and an insatiable urge to squash all life that had been defiled by human sorcery. That is how they came to be, the twisted ents: the lost wardens and fallen protectors of the Forbidden Lands.

Twisted ents are demonic tree creatures that have heeded the wicked call of the demons. They were elves once, but turned into trees to protect the mysteries of life and nature. But the demonic plague has filled them with bloodlust and consumed their minds. Their rubies are now enclosed in clusters of demonic larvae, with serpentine tentacles slithering where their crown used to be. The Rust Brothers sometimes make use of twisted ents in battles and sieges, but most of them wander aimlessly through the Forbidden Lands, spreading death and demonic devastation.

NUMBER OF X

INSIGHTS

LORE ROLL

- 1 Twisted ents are ancient tree creatures that have given in to demonic calls and been twisted into bloodthirsty killers.
- 2 Twisted ents were once elves, but their rubies have blackened and become home to demonic larvae and dark energies.
- 3 Twisted ents can be pacified with beautiful music that makes them remember happier times before the demon plague.



RANDOM ENCOUNTER: WHAT THE TROLLS SAW

The silence is broken by a terrifying roar. It is followed by a crash and loud thuds as a couple of trolls come rushing onto the path in front of you. They stare at you with yellowed eyes, but you see in them not hostility, but sheer terror. Something has scared them out of their minds. Before you have time to react, they vanish into the terrain on the other side of the path. Then you hear the dreadful roar again – much closer this time. There is something demonic about it, like the screams of thousands upon thousands of tortured souls.

The trolls are on the run from a twisted ent that roams the landscape in its crazed anger and endless hunt for lives to end. If the adventurers ignore the warning signs and stay on the path, the ent shows up after D3 rounds and attacks immediately. It has already forgotten all about the trolls and will not leave the area until all adventurers are dead and devoured by the larvae inside it.

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

RANDOM ENCOUNTER: THE SECRET WEAPON OF THE RUST BROTHERS

Angry shouts and obscenities are heard in the distance. Moving closer, you see a band of Rust Brothers forming a circle around a small hill in the middle of the overgrown landscape. The hilltop is covered with crumbling ruins, and several druids armed with bows can be seen up there. The Rust Brothers do not seem as well-armed, but they have brought with them a huge, demonic abomination that is pulling aggressively at its rusty iron chains.

There are as many Rust Brothers as there are adventurers. Their commander is an Iron Guard, and it is he who controls the twisted ent that will soon be unleashed on the D6 Maidens who have entrenched themselves among the ruins. Use the stats for typical Rust Brothers and Maiden Druids (*Gamemaster's Guide*, page 40 and 51 respectively) if the adventurers decide to intervene.

TERRAIN TYPES: Forest, Dark Forest, Hills

TWISTED ENT

ATTRIBUTES:

STRENGTH 36, AGILITY 3, WITS 1, EMPATHY 1

MOVEMENT: 1

ARMOR RATING: 10 (bark)

SENSITIVE TO MUSIC: Deep inside their tainted rubies, all twisted ents have encapsulated memory fragments from the time before the demon plague. These can be activated through beautiful music, in which case the creature comes to a halt and ceases its attack, lost in memories of happier days. A successful **PERFORMANCE** roll makes the twisted ent freeze mid-step. The effect ends immediately if the music stops or the creature is attacked. The effect also ends if the musician moves out of **SHORT** range of the creature.

DEMONIC LARVAE: Demonic larvae are constantly generated inside the twisted ent. They crawl around inside its bark, but can also be used in attacks aimed at troublesome opponents. The larvae work as a swarm with **STRENGTH 5** and **AGILITY 2**, and attack with sucking bites that have Weapon Damage 1. The bite ignores armor and releases a paralyzing poison with Potency 6 (see monster attack #6 for further details).



MONSTER ATTACKS

D6 ATTACK

- 1 **DEMONIC ROAR!** The demonic ent lets out a rumbling roar of anguish, and all adventurers within **SHORT** range suffer a fear attack with eight Base Dice.
- 2 **SWEEPING BLOW!** The twisted ent sweeps its gnarled, claw-like tree hands against two adventurers within **NEAR** range. Roll for the attack with nine Base Dice and Weapon Damage 2 (blunt force). Adventurers hit by the attack are also knocked down.
- 3 **ENSNARING TENTACLES!** One of the adventurers is ensnared by the grotesque tentacles that slither like serpents in the ent's tree crown. Roll for the attack with ten Base Dice and Weapon Damage 2 (blunt force). If hit, the adventurer is also **GRAPPLED** by the tentacles. The tentacles have **STRENGTH** 6.
- 4 **CRUSHING GRIP!** The furious tree demon grabs an adventurer and tries to tear them apart. Roll for the attack with eleven Base Dice and Weapon Damage 2 (blunt force).
- 5 **DEVOURING ATTACK!** The beastly creature embraces an adventurer and a demonic maw, full of fangs, opens in the middle of the worm-eaten trunk. Roll for the attack with nine Base Dice and Weapon Damage 2 (slash wound). If the attack succeeds, the twisted ent swallows the adventurer in one piece. The trapped victim can only escape by inflicting at least 3 points of damage with a single attack, or if the ent is killed.
- 6 **LARVAE CASCADE!** The twisted ent spews a cascade of glistening black larvae on all adventurers within **NEAR** range. Roll for the attack with eight Base Dice and Weapon Damage 1 (blunt force). Victims hit by the cascade also suffer a swarm attack (see the special ability Demonic Larvae above).



RESOURCES

An **ALCHEMIST** (page 156) who makes a **HEALING** roll can extract a paralyzing poison with Potency 6 from the demonic larvae inside the twisted ent's body. Each dead ent is enough for D12 doses. Furthermore, the blackened ruby is an attractive ingredient in various magical elixirs, and can be sold for D3 gold coins to alchemists and other practically oriented sorcerers.







UNDEAD DRAGON

"The winged lord of restless death" – that is how the undead dragon is often described in royal chronicles from the time of the Alder Wars. It is a fitting name for this loathsome beast, for it is indeed a lord: the lord of maggots, bones, and bloated corpses, who reigns supreme over mass graves and corpse pits. And it is there – among the restless remains of our mothers and fathers – that the undead dragon finds its food. But is that not what princes do? Is it not the essence and despicable privilege of power to draw glory and nourishment from the sludge of death?

Undead dragons are vicious carrion-eaters that haunt burial sites, old battlefields, and similar places in the Forbidden Lands where large numbers of corpses and carcasses have amassed. Their origins are unknown, but some scholars believe them to be ordinary dragons who refuse to accept their own death. In any case, there is nothing to suggest that undead dragons are controlled by anything but themselves – including their almost insatiable appetite for bone marrow. They are as sly and articulate as living dragons, but have a morbid fascination with death and decay, and like to hold court among skeletons and ghouls whom they entertain with poetry and music.

NUMBER OF X

INSIGHTS

LORE ROLL

- | | |
|---|---|
| 1 | Undead dragons are ravenous carrion-eaters searching for food at the burial sites and old battlefields of the Forbidden Lands. |
| 2 | Undead dragons are majestic creatures who, despite their decayed and repulsive exterior, possess the vanity and charisma of a prince. |
| 3 | The undead dragon's unholy life force is bound to its bone marrow, which it constantly replenishes by devouring the bones of other undead beings. |



RANDOM ENCOUNTER: THE CHOIR OF THE DEAD

At first it sounds like a melodic hum, but soon you realize that it is a croak: the hoarse croaking of multiple voices echoing eerily through the night. As you go closer you see torchlight and dark figures waddling around, surrounded by tall stones, in what looks like a dilapidated burial site. At the center of it all is a winged beast: the decaying carcass of a huge dragon, morbidly attired in princely purple and adorned with shimmering jewelry. It seems to enjoy the song and the attention it is getting from the shuffling figures.

The adventurers have stumbled across an undead dragon who, after a finished meal, is holding court at a burial site in the vicinity of a human settlement. The dragon is exceptionally vain, and with a successful **MANIPULATION** roll the adventurers can not only flatter themselves to a place at the beast's side, but even be rewarded for their panegyric efforts (allow D3 rolls on the table for Valuable Finds in a Lair). But this is a dangerous game to play, and a failed **MANIPULATION** roll will instead cause the dragon to attack, along with its mindless, undead court (see the beast's special ability).

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

RANDOM ENCOUNTER: A FEAST ON WHEELS

The ominous form of a winged beast suddenly covers the world in shadows as it sweeps by, high above your heads. You can see its huge, clawed wings and fiendishly staring reptilian head. Moments later, terrified screams and the metallic clatter of weapons are heard somewhere further ahead. After a few

loud thuds you hear the sound of running footsteps approaching through the rough terrain.

Only a hundred meters from the adventurers, an undead dragon has sunken its claws into a band of Rust Brothers. It is drawn to the dozens of restless dead that the Rust Brothers have picked from various villages and locked up in two wheeled iron cages. The beast is starving and slays anyone standing in the way of its feast. A handful of Iron Guards desperately tries to put up a fight while the Rust Brothers flee in panic – several of them in the adventurers' direction, along with a number of confused undead who have escaped their cages.

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

UNDEAD DRAGON

ATTRIBUTES:

STRENGTH 48, AGILITY 4, WITS 6, EMPATHY 3

MOVEMENT: 3

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

ARMOR RATING: None, but since they are essentially skeletons, stabbing weapons can never inflict more than 1 point of damage in a single attack. Undead dragons take half damage from other physical attacks, while magic and fire inflict normal damage.

CONTROL RESTLESS DEAD: The undead dragon can at any time use its majestic authority to take control of D10 of the restless dead that roam the burial sites and battlefields of the Forbidden Lands. The control is total, which means that the dragon can also use these sad wrecks as weapons and send them to their doom. The GM rolls D10 to decide what kind of restless dead the dragon calls upon. **1–4:** restless dead, **5–7:** skeletons, **8–10:** ghouls.

MONSTER ATTACKS

D6 ATTACK

- 1 **CLAW ATTACK!** The undead beast sweeps with its bony, fleshless claws against two adventurers within **NEAR** range. Roll for the attack with eight Base Dice and Weapon Damage 2.
- 2 **TAINED BITE!** The jaws of the giant dragon's skull open, baring hundreds of yellow and partially broken fangs, all of them clotted with half-rotten meat. Roll for the attack with nine Base Dice and Weapon Damage 2 (slash wound) against a chosen adventurer within **NEAR** range. On success the victim also contracts an unpleasant fever disease with Virulence 6.
- 3 **DEATHLY DESPAIR!** The undead horror opens its mouth and lets out a roar of both hate and despair that fills the adventurers with mortal dread. Roll a fear attack with eight Base Dice against all adventurers within **NEAR** range.
- 4 **UNDEAD MASS ATTACK!** The undead dragon lets out a terrifying laugh and starts chanting in an ancient, rumbling tongue. It sends D10 restless dead against the adventurers, whom they attack frenetically with complete disregard for their own safety (see the beast's special ability). If there are no undead or raisable corpses around, the undead dig themselves up from the underworld or something along those lines that the GM deems suitable.
- 5 **TAIL ATTACK!** The immense dragon writhes in anger and sweeps its great, spiked tail against the adventurers. Roll for the attack with seven Base Dice and Weapon Damage 1 (blunt force) against everyone within **NEAR** range. Victims hit by the attack are also knocked down.
- 6 **BONE SHOWER!** The undead dragon rears up and beats its wings triumphantly, while at the same time blowing a shower of chewed-up bone chips out of its gaping maw. All adventurers within **NEAR** range suffer an attack with ten Base Dice and Weapon Damage 2 (stab wound). The swirling cascades of bone meal also gives them a -2 penalty to all attacks. The effect lasts until the same point in the next round's initiative order.

RESOURCES

To slow down the relentless decay of the body, the undead dragon must constantly replenish its stores of bone marrow. This is achieved by absorbing the marrow of other creatures, preferably fresh undead. The beast's life essence resides in this ever-dwindling bone marrow – and this is something the adventurers can extract. In its pure form the marrow is toxic, but an **ALCHEMIST** (page 156) can with a **HEALING** roll produce D3 doses of a highly potent elixir. Anyone who drinks it suddenly feels invincible and gets a +2 bonus to all skill rolls based on **STRENGTH** and **EMPATHY** for D3 days. During that period the adventurer is also immune to fear attacks.





VAMPYR

When the protector god Rust created the world, he made humans masters of all that moved under the heavenly stars. Iron was the source of mankind's dominance, but it was the spilt blood of Rust's enemies – the red, the flowing, the hot and revitalizing – that kept them alive and gave them the strength to subjugate peoples and beasts alike. While this secret was later forgotten by their descendants, the vampyrs brought it with them in their ironclad hearts. It turned them into something else – something more than mere humans. Blood became their flame of life and their dark curse – the vampyr's road to salvation that also bound them to eternal undeath in the shadows of creation.

Vampyrs are ancient human-like predators that feed on the blood of humanoid creatures. They are blessed with strange magical powers, including a powerful form of regeneration that makes them difficult to defeat in combat. On the other hand, without a daily intake of blood they quickly grow weaker. Vampyrs regard themselves as mankind's firstborn, charged by the god Rust with a sacred quest to maintain humanity's god-given supremacy. They are sworn enemies of Zytera and the Rust Brothers, whom they believe have sullied the Protector's legacy with demonic corruption and other non-human influence.

NUMBER OF X

INSIGHTS

LORE ROLL

- 1 Vampyrs are ancient, human-like predators that feed on the blood of humanoid creatures.
- 2 Vampyrs worship the protector god Rust but reject Zytera as a false prophet and regard the Rust Brothers as victims of perverted teachings.
- 3 Vampyrs are cruel and powerful creatures, but quickly grow weaker unless they drink blood every day.

EVENT: THE TEMPLE OF THE BLOOD LORD

From a distance, the village with the smoking chimneys seemed rather welcoming, but as you pass through the village gate there is tension and hostility in the air. People run and hide at the sight of you, and pale, frightened faces can be seen in the windows along the desolate street. In the middle of the village rises a temple with a bloodstained statue of rusted iron standing guard by the dark entrance.

The village is under the influence of a powerful vampyr who has recently taken up residence in the temple. The creature sees itself as a messenger of Rust, sent to cleanse the humans by draining their blood. It is killing 1–2 villagers a day and will not stop until it has purged the village of impurity – that is, wiped out the entire population. The vampyr surrounds itself with a group of armed villagers (adventurers +D6 in numbers), all of them victims of mass hypnosis (see stat block) and willing to die for their master. Use the stats for Villager (*Game-master's Guide*, page 184), but add Melee 2 as well as a short spear or an axe.

ADVENTURE SITE: Village

RANDOM ENCOUNTER: THE DYING VAMPYR

A faint, wheezing whimper is heard from somewhere off the overgrown sunken road. Following the sound through the rugged terrain, you soon encounter a humanoid creature of indeterminate species – ancient and emaciated, stretched out on the ground in a suit of magnificent chainmail. It stares at you with pleading eyes and reaches out a bony, almost skeletal hand, as if asking for help.

The creature is a vampyr on the verge of starvation, having not had any blood for several days. Now it makes one last attempt to save its own life. If the adventurers step closer to help, the vampyr springs to its feet and subjects a chosen victim to Monster Attack 6 (see below). The dying vampyr only has 1 point of **STRENGTH**, but regenerates quickly by consuming the blood spilt from the adventurers during combat.

TERRAIN TYPES: Forest, Dark Forest, Plains

VAMPYR

ATTRIBUTES:

STRENGTH 18, AGILITY 4, WITS 4, EMPATHY 4

MOVEMENT: 1

SKILLS: Might 4, Lore 4, Insight 4

ARMOR RATING: None except its armor.

TYPICAL GEAR: Longsword, morningstar, or some other powerful iron weapon, chainmail, great helm, large shield.

REGENERATES THROUGH BLOOD: The vampyr can use the blood of wounded victims to heal its own injuries, including critical ones. For each damage to **STRENGTH** the vampyr inflicts on its opponent, it can recover 1 point of lost **STRENGTH** by feeding on the spilt blood, for example by licking the blood off a weapon. But each day the vampyr goes without drinking blood (at least 1 point of **STRENGTH**), it loses D6 **STRENGTH**.

MASS HYPNOSIS: The vampyr can take complete control of D10 humanoid creatures at the same time by using its terrifying presence in a hypnotic mass attack. However, this special ability only works on weaker NPCs like villagers, town guards, and bandits. Adventurers and other heroes are immune. The effect wears off after D10 days, immediately upon the vampyr's death, or when the vampyr so chooses – for example if it decides to use its mass hypnosis on another group of humanoids.

MONSTER ATTACKS

D6 ATTACK

- 1 **KILLING BLOW!** The fearsome warrior raises its weapon and aims a killing blow at a chosen adventurer. Roll for the attack with ten Base Dice and Weapon Damage according to the weapon. If the attack inflicts damage, the adventurer is also thrown to **NEAR** range and lands prone.
- 2 **MURDEROUS MIST!** The cruel and ancient form of the vampire dissolves into a murderous mist. Menacing wisps of mist slither around the adventurers and everyone within **NEAR** range must make an **ENDURANCE** roll. On failure they inhale the ominous mist deep into their lungs and suffer a suffocating attack as per the rules for drowning (*Player's Handbook*, page 113).
- 3 **INVISIBLE SWEEPING ATTACK!** With a clawed finger, the vampire draws a magical rune in the air. The next moment the creature becomes invisible and suddenly vanishes before the adventurers' eyes. It takes advantage of the confusion to leap straight into the group and attack everyone within **NEAR** range with a sweeping strike. Roll for the attack with eight Base Dice and Weapon Damage according to the weapon. The attack cannot be **DODGED** or **PARRIED**. The vampyr becomes visible again after one round.
- 4 **HYPNOTIC GAZE!** The pale-faced creature stares fiendishly at a chosen adventurer with its glowing red eyes. The adventurer feels an ancient evil trying to take hold of their mind and must make an opposed roll for **INSIGHT** against the vampyr's **EMPATHY**. On failure the victim becomes a mindless instrument that the vampyr uses to attack another chosen adventurer. The hypnotized adventurer gains a +2 bonus to the attack and inflicts +1 weapon damage. The hypnosis lasts for one round.
- 5 **BLOODSUCKING BAT SWARM!** The vampyr stretches out its thin arms and transforms into a swarm of black bats that envelops the adventurers in a bloodsucking cloud of chattering rage. All adventurers within **NEAR** range are attacked by the swarm. Use the stats for ordinary bat swarms (*Gamemaster's Guide*, page 127), but with damage 2 instead of 1. For each point of damage that the swarm inflicts, the vampyr regenerates 1 point of lost **STRENGTH**.
- 6 **BLEEDING ATTACK!** The vampyr throws itself with gaping jaws at a chosen adventurer and sinks its fangs into their neck. It immediately starts tearing and chewing through the adventurer's flesh while simultaneously feeding on their blood. Roll for the attack with ten Base Dice and Weapon Damage 2 (slash wound). If the attack inflicts damage, the vampyr automatically regenerates 1 point of lost **STRENGTH** per point of damage inflicted. The victim must also succeed with an **ENDURANCE** roll or suffer the effects of a paralyzing poison with Potency 6.

RESOURCES

Instead of a heart, every vampyr carries a rusty piece of iron ore in its chest. The ore is charged with ancient powers that the adventurers can use for their own purposes. Carrying the ore allows the adventurer to perform mass hypnosis (page 108) or become invisible for D10 rounds. The bearer can also regenerate D3 points of **STRENGTH** by drinking the blood of a humanoid creature, who suffers an equal amount of damage to **STRENGTH** in the process. However, the powers of the ore can only be used D6 times. The stone can also be hammered into the heart of an adventurer or some other humanoid. It slides into the person's chest with surprising ease, but the stone bearer turns into a vampyr after D10 days.





WATER TROLL

There can be no doubt that this aquatic fiend is every bit a troll in body and mind. It may not give off trollish grunts or odors, but they show the same strength and irrefutable bond to the earth and the damp dark. The same hunger for entrails, carrion, and offal. But unlike their cousins on land, the water trolls are cunning and devious, not to mention hard to see – lurking by the water's edge all covered in seaweed. However, there is talk of signs that reveal their territory; strange carvings in trees and rocks. Some say they are scratch marks from the water trolls' claws and growing tusks, others whisper about troll runes: ancient symbols of a forgotten language, aimed at the protecting powers of the underworld.

Water trolls are an offshoot of the troll species that has evolved to live in water. They are amphibian creatures that seem primarily drawn to rivers and relatively shallow streams, where they hunt for food near the water's edge. Like other trolls, they are indiscriminate omnivores, although the flesh of land-living humanoids is particularly enticing. Since water trolls like their food soft and fermented, their victims are usually not devoured right away, but hung to tenderize the meat in the creature's lair. Sometimes the victims are even kept alive for short periods to synchronize the moment of death and consistency of the flesh with the water troll's digestive process.

NUMBER OF X

INSIGHTS

LORE ROLL

- 1 Water trolls are a subspecies of troll that live in rivers and shallow streams, where they hunt for food by the water's edge.
- 2 Water trolls are cunning and devious killers, but strange scratch marks in waterside terrain are a classic warning sign to trained eyes.
- 3 Water trolls live in deep, maze-like lairs which they dig into the banks of watercourses and fill with food and glittering objects.



RANDOM ENCOUNTER: THE MISSING GROOM

Loud moans and wails are heard in the distance. As you draw closer, you see farmers in festive clothes moving frantically around a carriage adorned with flowers, in the middle of a stone bridge over a small river. They are crying, complaining, tearing their hair, and making agitated gestures toward the dark water. "Help!" bellows a sturdy matron who rushes towards you, braids flapping behind her: "The river god has taken my boy! He was supposed to get married today – you've got to help us!"

The poor youngster has been snatched by a hungry water troll that has swum away with the body to its underground larder. The body is mangled and covered in bite marks, but the groom's life can still be saved. The water troll's lair is a veritable cave system with lots of chambers connected by labyrinthine, partially flooded tunnels. The entrance is partially hidden under the surface and can only be discovered with a successful **SURVIVAL** roll. By rummaging through the ungodly remains covering the floor and crevices, the adventurers can find Valuable Finds.

TERRAIN TYPES: Lake, Quagmire, Marshlands

RANDOM ENCOUNTER: DEATH IN THE POND

A small pond is seen through the tall trees of the forest. The water's surface is glassy and calm, and the place seems infinitely peaceful. Moving closer, you notice strange traces in the terrain around the dark pool. What looks like a kind of runes have been carved deeply into trees and stones – though they

may just as well be the marks of a large beast that has sharpened its claws by the shore.

Adventurers who succeed with a **SURVIVAL** roll realize that these are the marks of a water troll. More importantly: the large number of carvings indicates that the adventurers are intruding on the beast's territory. This is an important realization. It means that the famished water troll lurking at the water's edge loses its positive modification as it moments later ambushes the adventurers.

TERRAIN TYPES: Forest, Dark Forest, Quagmire, Marshlands

WATER TROLL

ATTRIBUTES:

STRENGTH 22, AGILITY 2, WITS 2

MOVEMENT: 1

SKILLS: Stealth 6, Scouting 4

ARMOR RATING: 4 (scaly skin)

REGENERATE: The water troll recovers one point of lost **STRENGTH** each round.

SENSITIVE TO SUNLIGHT: A water troll suffers 1 point of damage per round in direct sunlight.

AMBUSH: Water trolls prey on their victims by the edge of the water and attack from ambush. Use the water troll's **STEALTH** with a +2 modification according to the rules for ambushes and sneak attacks on page 90 of the *Player's Handbook*. However, with a successful **SURVIVAL** roll, the adventurers notice the strange carvings – which could also be scratch marks – on trees and branches in the area, which means that the ambush must be performed without the positive modification. If the adventurers get two ✕ on their **SURVIVAL** roll, the water troll receives a negative modification of -2.



MONSTER ATTACKS

D6 ATTACK

- 1 **SLASH ATTACK!** The water troll slashes an adventurer with its black, slimy claws. Roll for the attack with ten Base Dice and Weapon Damage 2 (slash wound). A victim who takes damage also suffers a paralyzing poison with Potency 6.
- 2 **BITE ATTACK!** The water troll opens its black mouth and bites an adventurer with a stinking combination of tusks, seaweed, and fish scales. Roll for the attack with nine Base Dice and Weapon Damage 2 (blunt force). The adventurer is **GRAPPLED** and stuck in the jaws of the troll.
- 3 **TROLL THROW!** The water troll grabs an adventurer with its huge, clawed hands and throws the victim with tremendous force against some rocks nearby. Roll for the attack with twelve Base Dice and Weapon Damage 2 (blunt force). If hit, the adventurer lands prone within **SHORT** range of the troll.
- 4 **SWEEPING STRIKE!** The water troll uses its gnarled arms to make a sweeping attack against all adventurer within **ARM'S LENGTH**. Roll for the attack with eight Base Dice and Weapon Damage 2 (blunt force) against all victims.
- 5 **WATER BREATH!** The dripping creature leans forward and blows out a stinking shower of filthy water that washes over all adventurers within **NEAR** range. Everyone exposed to the water suffers a lethal poison with Potency 7.
- 6 **ABDUCTING GRIP!** The water troll pulls an adventurer into the water with its huge, seaweed-covered claws. Roll for the attack with seven Base Dice and Weapon Damage 2 (slash wound). If hit, the adventurer is **GRAPPLED** and disappears beneath the surface along with the water troll, which is holding the victim in a suffocating grip. The victim suffers damage each round according to the rules for drowning on page 113 of the *Player's Handbook*. If the adventurer loses consciousness, the water troll will bring them to its lair, where they are squeezed into a crevice to be saved for later. In D6 days the victim will be eaten by the water troll, but until then they may escape or be rescued by their friends.

RESOURCES

An adventurer with the **TANNER** talent can craft a leather armor with Armor Rating 4 from the tough and scaly skin of the water troll.





WILL-O'-THE-WISP

Drifting lights flickering in the night are never a good sign. Beware of their lure, for they are the flames of death: malevolent glimmers born out of hatred and despair, feasting on the fumes of rotting corpses. Once they were our sparks of life, our guiding lights. The learned, the wise, the old. But we chained them to the heretic's stake and destroyed their bodies. That is when we let the vile light into the world; the all-consuming hatred for the gods and their creation that is the black hearts of the will-o'-the-wisps. To the weak they seem like a beckoning call in the dark, but they bring neither comfort nor relief. The vile light seeks nothing but the destruction of the flesh and the sweetness of revenge, so woe to those who answer its call – down that path lies only death.

Will-o'-the-wisps are said to be the ghosts of druids, Raven Sisters, and other holy figures who were burned to death for their religious work. They manifest themselves as huge, floating skulls surrounded by flames, twisted by their undying hatred for the world. From a distance they are easily mistaken for flaming torches, and they are often bound to artifacts and other items that generate light and heat. They are vengeful creatures who attack their victims by luring them into bottomless swamps and other more or less natural death traps.

NUMBER OF X

INSIGHTS

LORE ROLL

- | | |
|---|---|
| 1 | Will-o'-the-wisps are the ghosts of holy men and women who once perished on the heretic's stake. |
| 2 | Will-o'-the-wisps are bound to specific places or artifacts that contain memories of their violent death. |
| 3 | Will-o'-the-wisps are incorporeal beings and can only be banished by destroying the specific place or artifact that binds them to the physical world. |



RANDOM ENCOUNTER: WISPS IN THE WOODS

Something flashes in the darkness among the trees. A sudden flare of light, faint and flickering. It moves rapidly, almost teasingly, to the side. Then it vanishes and all goes dark again. A few moments later it flares up anew, a bit further into the woods. It is an eerie yet beautiful glow, one that makes you long to step out of the darkness, into the light and the embracing warmth.

The adventurers have been spotted by a vicious will-o'-the-wisp that tries to lure them into a treacherous mangrove swamp. All adventurers must make an opposed roll for **INSIGHT** against the creature's **WITS**. Those who fail begin to follow the light into the cold waters of the swamp. Another opposed roll can be made once the victim is underwater, at which point they start to take damage according to the rules for drowning (the *Player's Handbook*, page 113). The will-o'-the-wisp has its dwelling inside a charred tree at the heart of the swamp. That is where it once met its fiery end, and the tree still glows with a cold, bleak light.

TERRAIN TYPES: Forest, Dark Forest, Hills

RANDOM ENCOUNTER: THE ENCHANTED CAULDRON

First you notice the outlandish smell. It slithers between the trees with the promise of food and a warming hearth. Perhaps it is roasted boar or rabbit stew being cooked? Soon you see it: a partially collapsed, moss-covered stone building, in the middle of an overgrown clearing. The place seems abandoned, but faint wisps of smoke are rising from the chimney.

A powerful will-o'-the-wisp has taken up residence in the old house. It is bound to a mossy iron cauldron hanging in the dark over an extinguished hearth. But player characters who fail their opposed roll against the wisp's **WITS** see something else: a delicious meat stew over a crackling fire. Lured victims who go near the fireplace will fall down a smoke shaft along with the cauldron and the laughing will-o'-the-wisp (a five-meter drop). The whole building is in fact one big death trap, and adventurers who fail a **MOVE** roll crash through the floor and fall into the cellar, where they are attacked by a drowsy gray bear.

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

WILL-O'-THE-WISP

ATTRIBUTES:

STRENGTH 8, AGILITY 3, WITS 8, EMPATHY 1

MOVEMENT: 1

ARMOR RATING: None. Will-o'-the-wisps are immaterial and can only be harmed by fire and magic weapons. However, as long as its dwelling still exists – a charred tree, a cauldron, or a woodpile – the creature takes half damage from any attacks. The only way to permanently banish a will-o'-the-wisp is to completely destroy its dwelling, otherwise it will return the next evening after nightfall. This also applies to the spell **PURGE UNDEAD**.

LURE: Adventurers who are affected by the will-o'-the-wisp's luring power must win an opposed roll for **INSIGHT** against the creature's **WITS**. A snared adventurer is willing to follow the will-o'-the-wisp to their doom but can still make another opposed roll whenever they take damage.

MONSTER ATTACKS

A will-o'-the-wisp primarily attacks by luring its victims to their deaths, but if the adventurers try to destroy its dwelling, the GM uses the following list:

D6 ATTACK

- 1 **DEATH GRIN!** The will-o'-the-wisp's twisted, flaming death mask grows to gigantic proportions and suddenly covers the whole field of vision. The hate-filled creature opens its jaws in a deadly grin, and an inhuman laugh of madness tears at the adventurers' souls. Everyone within **NEAR** range suffers a fear attack with seven Base Dice.
- 2 **VILE BOLT!** The will-o'-the-wisp concentrates itself into a radiant point of light and for a moment seems to disappear into itself. A second later it explodes in an off-white light that, with a heavy stench of burned flesh, flashes out towards the adventurers. All adventurers within **NEAR** range must succeed with a **MOVE** roll (not an action) to cover their eyes in time. On failure the adventurer is blinded for D3 rounds.
- 3 **ECTOPLASMIC CHARGE!** With a chilling roar the will-o'-the-wisp charges right through one of the adventurers, who is literally penetrated by the undead creature's unholy, ectoplasmic substances. The adventurer suffers an attack with eight Base Dice and Weapon Damage 2 (blunt force). The attack can be **PARRIED**.
- 4 **LIVING NIGHTMARES!** The will-o'-the-wisp sends out nightmarish flashes of memories from its earthly death. A chosen adventurer within **NEAR** is overwhelmed with visions of burning flesh, hateful crowds, and endless pain. Roll a fear attack with nine Base Dice.
- 5 **UNWORLDLY FLAMES!** The will-o'-the-wisp opens its flaming mouth and blows a smoking cloud of fire at all adventurers within **NEAR** range. Roll for the attack with nine Base Dice. A successful attack means that all affected victims take 1 point of damage per round until the fire is put out with a successful **MOVE** roll (slow action).
- 6 **UNHOLY POSSESSION!** The will-o'-the-wisp turns its hateful gaze towards one of the adventurers, whose mind is flooded with an urge to harm all living creatures. The GM selects an adventurer who combines physical strength with relatively low **WITS**. The chosen victim must make an **INSIGHT** roll. On failure the will-o'-the-wisp gains complete control over the adventurer and uses them as a weapon against the rest of the group. The effect lasts until the same point in the next round's initiative order.

RESOURCES

A sorcerous adventurer can extract a crystal of concentrated vile light from a defeated will-o'-the-wisp by using 1 Willpower Point. The crystal counts as a **TINY** item and works as a permanent light source that can only be dimmed by covering it with a thick piece of cloth or the like. It lights up one zone, even in magical darkness, and also gives all adventurers a +2 modification to attacks against nightwargs and all forms of blood mist.





WOLFSHADOW

When the Dreamer in Falender saw the world being torn apart by hordes of unworldly demons, he sought the Nightwalker's help to weave a predatory darkness that would fend off the unholy invasion. It was out of this godgiven, all-consuming darkness that the first wolfshadows and nightwargs came crawling. They were beings of wrath and boundless hunger, created out of powerlessness, as bloodthirsty and unfathomable as the abominations from the demon gate. Many say that the Dreamer himself was the first to fall victim to the predatory darkness, though there are whispers that the Dreamer was in fact the very first wolfshadow – and that the predatory darkness shows the way to the Nightwalker's eternal realm.

The wolfshadow is an immaterial being that possesses humanoid creatures and gradually turns them into nightwargs. The transition can take several years and the possessed remains in control of their own body for a long time, except when they are exposed to large quantities of blood or other things that trigger the wolfshadow's predatory instincts. In such situations the host transforms into a wolf-like humanoid of condensed darkness. The abomination is found both in the form of forcibly possessed creatures and among worshipers of the Nightwalker who willingly let themselves be consumed by the great darkness.

NUMBER OF X

INSIGHTS

LORE ROLL

- 1 The wolfshadow is an incorporeal, murderous being that is drawn to mighty warriors and possesses their bodies.
- 2 The wolfshadow turns its host into a raging hunger beast that gradually transforms into a nightwarg.
- 3 The wolfshadow fears the Nightwalker and can be driven from its host by using weapons consecrated to this ancient deity. But the duel must take place on the night of a full moon, when the Nightwalker's influence is at its strongest.

RANDOM ENCOUNTER: THE SURVIVOR

The first thing you notice are the carrion birds ominously circling a place further ahead. Moving closer you see the remains of a battlefield opening up like a great wound in the terrain. The ground is trampled and covered in blood, broken weapons, and mangled bodies. Suddenly you hear a deep growl – and a nightmarish figure of darkness and blood slowly rises from the mass of corpses.

The adventurers are attacked by a blood-crazed wolfshadow that leaps at them with gaping jaws and a huge two-handed sword. It has recently possessed one of the battlefield's warriors: an Alderlander knight who attracted the creature in the heat of battle. The wolfshadow attacks frenetically, but retreats if the opposition proves too great. If the GM wants, the knight could return in a later context, perhaps to seek the adventurers' help in lifting the deadly curse.

TERRAIN TYPES: Forest, Plains, Hills, Marshlands

EVENT: A DEFILED PLACE

A place of death suddenly opens up in the peaceful farmland. Scores of corpses litter the ground, hidden behind tall stalks of grain. The bodies are covered in strange runes, written in ash, and many of them have been partially eaten, but in a macabre, ritualistic fashion rather than savage and animalistic. A bloody trail runs through the field towards some smoking chimneys in the distance: a small oasis of civilization in the middle of the Forbidden Lands.

A bloodthirsty swordsman, fanatical in his worship of the Nightwalker, has performed the ancient and forbidden ritual that turns a human

WOLFShadow

ATTRIBUTES:

STRENGTH 16, AGILITY 6

MOVEMENT: 2

SKILLS: Scouting 5, Might 5, Stealth 4

ARMOR RATING: 2 (fur of darkness) and possible armor.

TYPICAL GEAR: Human warriors who willingly let themselves be possessed by the wolfshadow are often heavily armed, wearing chainmail or plate armor and wielding weapons like two-handed swords or heavy warhammers.

REGENERATES: Like the vampyr, the wolfshadow has regenerative powers based on devouring other creatures. But unlike vampyrs, the wolfshadow must eat entire creatures, not just their blood. In order to regenerate it must have a chance to withdraw and feed on a slain creature undisturbed, which takes D6 rounds. It can consume a maximum of 3 points of **STRENGTH** per round, which automatically restores the same amount of **STRENGTH** that the wolfshadow has lost in combat.

BREAKS DOWN THE HOST: The wolfshadow is drawn to humanoids with a bloodthirsty disposition and often takes over the host body during combat. The creature comes sneaking out of the darkness like a living shadow and pounces on its chosen victim, who must succeed with an **ENDURANCE** roll with a –1 penalty for each living being they have harmed during the fight. From now on the person must succeed with an **ENDURANCE** roll every time they enter combat, otherwise the wolfshadow breaks through and turns them into a murderous hunger beast. The effect lasts a Quarter Day, after which the person becomes themselves again and wakes up with no memory of what happened. After D10 years – or whatever seems appropriate to the GM – the host body is completely devoured by the wolfshadow and turns into a nightwarg. The only way to break the possession is to face the wolfshadow in single combat on the night of a full moon and inflict a critical injury with a weapon consecrated to the Nightwalker.

being into a wolfshadow. The creature has gone to the nearby village to spread the predatory darkness' cruel message by forcing the villagers to perform the same ritual – thereby creating even more wolfshadows. Unless the adventurers intervene and prevent the massacre, they will soon be hunted through the fields by D6 newly formed wolfshadows.

ADVENTURE SITE: Village

RESOURCES

The wolfshadow is linked to the mysteries of night and darkness. From the darkness that arises from a slain wolfshadow, an **ALCHEMIST** (page 156) who makes a **HEALING** roll can produce D3 doses of a magical extract that gives the user a D10 artifact die to **STEALTH** and all attempts to hide or move unseen under the cover of night.

MONSTER ATTACKS

D6 ATTACK

- 1 **NIGHTMARISH HOWL!** With its grim wolf's head raised towards the sky, the beast lets out a furious howl that rips and tears into the adventurers' souls. All adventurers within **NEAR** range suffer a fear attack with eight Base Dice. If it succeeds, the victim also becomes **COLD**.
- 2 **FURIOUS WEAPON ATTACK!** The wolf-like shadow warrior raises its weapon and lunges furiously at a chosen adventurer. Roll for the attack with nine Base Dice and Weapon Damage according to the weapon. If hit, the victim is thrown to **NEAR** range and lands prone.
- 3 **RENDING ATTACK!** The wolfshadow leaps forward and slashes an adventurer with its sharp claws. Roll for the attack with eight Base Dice and Weapon Damage 1 (slash wound). If hit, the victim also becomes **COLD**.
- 4 **HUNGER BITE!** The hungry beast throws itself with gaping jaws at a chosen adventurer and sinks its fangs into the victim's body. Roll for the attack with seven Base Dice and Weapon Damage 2 (slash wound). If it succeeds, roll for a second attack with seven Base Dice and Weapon Damage 2, as the wolfshadow tears a piece of flesh from the victim's body.
- 5 **WHIRLING CLAW AND BITE ATTACK!** With a vicious growl the wolfshadow leaps strait into the group of adventurers and performs a whirling attack of slashing claws and savage bites. Roll for the attack with seven Base Dice and Weapon Damage 2 against everyone within **NEAR** range. If it succeeds, the victim also becomes **COLD**.
- 6 **HOWLING STRIKE!** The wolfshadow raises its weapon to the sky and aims a furious blow at a chosen adventurer within **NEAR** range. At the same time, it lets out a terrifying howl that increases the power of the dreadful blow and locks the joints in the victim's body. All adventurers suffer a fear attack with eight Base Dice. If the attack succeeds against the chosen adventurer, they are also rendered paralyzed and unable to **PARRY**, **DODGE**, or otherwise avoid the strike. Roll for the weapon attack with ten Base Dice and Weapon Damage according to the wolfshadow's weapon. The paralyzing effect lasts D3 rounds.



RANDOM ENCOUNTERS

When the mist cleared, Tigerda Welemelda looked with amazement at the shimmering, symmetrical blocks of crystal on the terraced slopes of the valley.

“We have reached Polyhedra! We’re safe at last!”

She pressed her lips to the flute and started dancing to her own tune, but Gretlond grabbed her furiously by the shoulder.

“Never say we’re safe, you witless piper! The gods are listening!”

In his anger the huge orc bumped into a twelve-sided block that started crashing down the mountainside, taking others with it. As silence settled once more, they could see numerous eyes watching them from the shadows.

This chapter contains 36 new random encounters that the adventures might come upon on their travels in Ravenland. With minor adjustments they can also be used elsewhere. As GM you can choose or roll one of these encounters instead of those described in chapter 7 of the *Game-master’s Guide*.



NO ENCOUNTER

Time passes without any significant encounter. Describe the surrounding nature – the rustle of leaves in the forest, the howling winds across the plains, the mist in mountain valleys, or the soft rain against the adventurer’s faces. For the moment, they are alone in their journey across the Forbidden Lands.

TERRAIN TYPES: All

NEW RANDOM ENCOUNTERS

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



1 THE BIRTHING MANTICORE

An agonized bellow echoes through the wilderness, bending trees and branches with its sound wave and shaking the very earth beneath your feet. The next bellow almost knocks you to the ground. There is no doubt about it – a large and powerful beast not far from here is in immense pain.

The bellows are coming from a female manticore giving birth to a litter of monstrous cubs. Player characters who follow the noise through the terrain will soon find the creature's lair. The manticore rests on a macabre bed of branches, skulls, and gnawed-up bones. Its newborn offspring are rolling around like furry dumplings, coated in mucus and blood. Suddenly the mother opens her huge mouth and two of the cubs disappear between her triple row of teeth with a bloody slurp.

With a successful **SURVIVAL** roll the adventurers recall that manticores always hunt in pairs. Unfortunately, this case is no exception. An overprotective male is lurking in the vegetation outside the lair. He spots the adventurers just as they discover the lair. He will pounce on them in D6 rounds, and unless someone in the group succeeds with an opposed roll for **SCOUTING** versus the male manticore's **STEALTH** (skill level 4) the attack counts as a Sneak Attack (*Player's Handbook*, page 90). For the manticore's stats, see page III in the *Gamemaster's Guide*.

TERRAIN TYPES: Forest, Dark Forest, Plains, Marshlands

2 THE DEAD PIGEON

On the ground in front of you lies a dead bird with its gray speckled wings outstretched. The cause of death is a thick iron arrow with bright blue fletching that has pierced the poor animal's chest.

A successful **ANIMAL HANDLING** roll identifies the bird as a pigeon, probably of the kind often used as winged messengers in Ravenland. Adventurers who examine the carcass will find a tiny metal capsule attached to one of the pigeon's talons.

The capsule is locked, but can be opened with a **SLEIGHT OF HAND** roll. Inside is a rolled-up piece of parchment covered in minute letters. The text is encrypted with a classic Algavardian code, which means that the letters of the hidden message have been shifted four steps to the right (A = D, B = E, etc.): ABXO PFPOQBO QEB YIRB CIXJB EXP XTXHBKBA YBTXOB FQP TOXQE YOLOQEB KFD EQ ("Dear sister/The blue flame has awakened/Beware its wrath/Brother night"). If it takes time for the players to break the code, the GM can let them make a **LORE** roll to understand the logic behind it and access the secret message. It's up to the GM to decide what the message actually means.

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



THE MAN IN THE IRON CAGE

A big, black iron cage dangles ominously from a dead tree nearby. Straw and bones from previous prisoners can be glimpsed through the rusty bars. In the middle of the mess sits an emaciated, wild-looking man. He seems preoccupied with cleaning his nails with a torn-off skeleton finger, but suddenly looks up and stretches out his arms towards you in an imploring gesture.

The man with the feral beard introduces himself as Ambrosius Klack. He claims to be the most skilled and handsome swordsman in Ravenland, unjustly imprisoned by a local usurper because of a slight amorous misunderstanding. If the player characters pick the lock (**SLEIGHT OF HAND**) and free Ambrosius, he will show his gratitude by taking them to a hollow tree nearby, where he has stowed a treasure that he now offers them as a reward. Roll once on the table Valuable Finds in a Lair.

TERRAIN TYPES: Forest, Dark Forest, Plains, Hills

AMBROSIUS KLACK, BOASTFUL SWORDSMAN

STRENGTH 4, AGILITY 3, WITS 3, EMPATHY 3

SKILLS: Melee 3, Move 3, Stealth 2, Survival 2, Performance 1

TALENTS: Sword Fighter 2, Quickdraw 2

GEAR: None at the moment, but has several weapons caches and hidden treasures stashed away in different locations around Ravenland.



GARMAR'S WALL

A crumbling structure suddenly emerges from the terrain. It is the remains of a rampart from long ago, much higher than a well-fed ogre, quietly and mysteriously towering over the ancient landscape. Many of its stone blocks are partially eroded and covered with moss and vines. Scanning the long structure, you notice a number of gaping holes where the wall has collapsed, but also a few watchtowers rising above the rest of the rampart. Despite the ravages of time, it is clear that this was once a mighty fortification meant to keep the horrors of Ravenland at bay.

All that remains of the ancient wall is the 500 meter long, partially collapsed, section that rises from the terrain in front of the adventurers. However, in some places there is little left but the stone foundation, barely noticeable on the ground beneath thorns and tussocks of grass.

The rampart's origin has been lost in antiquity, but a successful **LORE** roll suggests that it is probably the remains of Garmar's Wall: a dwarven wonder mentioned in songs about the first Alder War between dwarves and Alderlanders.

Adventurers who decide to explore the wall will sooner or later run into the dwarven chronicler Grumhildur Quartz. This fearless truth-seeker from the Belderan clan is looking for the tomb of the dwarf chieftain Garmar Fourbeard. According to Grumhildur's research – which she will happily brag about to anyone willing to listen – this legendary chieftain's tomb is brimming with gold, artifacts, and indestructible dwarven steel.

She hates orcs and is suspicious of humans, but if the adventurers manage to gain her trust, she



can show them her map which indicates that the tomb is located next to the wall section in question. Her landmark is a specific tower, which according to the oldest records used to be the center point of the wall's "dwarven fires": an ingenious system of signal fires created by the ancient stone singers – far more advanced than the primitive beacons used by the humans, Grumhildur points out.

After a **Quarter Day**, adventurers dedicated to the task will find a symbol resembling a flame engraved on the external surface of a crumbling watchtower. Grumhildur, or a successful **LORE** roll, identifies the symbol as an old dwarven rune for "fire", "lightbringer", or possibly "warning". And sure enough: hidden beneath the thorny thickets is the entrance to an underground chamber.

Two massive boulders are blocking the entrance, but they can be removed with a successful **MIGHT** roll. But what awaits on the other side is no chieftain's tomb, but a surly fire demon who has been locked up in this inhospitable hole for as long as it can remember.

The fire demon tries to fight past the adventurers and escape, with only one goal in mind: to get as far away as possible from that cursed wall – and set the world on fire once more.

TERRAIN TYPES: Plains, Hills

SURLY FIRE DEMON

STRENGTH 18, AGILITY 3, WITS 3, EMPATHY 1

ARMOR RATING: None, but the demon is immune to fire and only takes half damage from non-magical weapons. Direct contact with the demon inflicts one point of damage to Strength.

FIRE BREATH: Breathes fire. Roll for the attack with nine Base Dice. The victim takes the same amount of damage each round until the fire is put out with a successful **MOVE** roll.



THE MISSING EGG

Something smooth and speckled protrudes from the ground behind some hastily dug up piles of dirt nearby. It could be the bald scalp of a lurking goblin, but moving closer, you see that it is a huge egg embedded in straw at the bottom of a deep pit.

The eggshell is speckled in muted natural colors and looks rock solid. With a successful **ANIMAL HANDLING** roll the adventurers realize that it probably comes from a good-sized reptile rather than a large bird, although there are of course legends about the titanic bird known as the roc.

It takes a successful **MIGHT** roll to move the egg from the area, but if taken to a nearby village it can be sold at a price of 2D6 silver coins. If the GM wants to develop this random encounter into a small adventure, the egg could start to hatch a **Quarter Day** after it is found. A network of cracks spreads across the shell and an intense heat starts to radiate from within. Before long the adventurers hear a strange hissing sound coming from the depths of the egg, which is soon answered by a more powerful version of the same sound from a place farther away. The mother has returned to receive her offspring. The GM chooses a suitable monster, but a dragon, drakewyrm, or hydra could make for an epic adversary in a small scenario.

TERRAIN TYPES: Forest, Dark Forest, Plains, Hills, Marshlands



6 ROCK CARVINGS

Imposing images of monsters, beasts, and humanoid creatures can be seen all over a nearby rock wall. Armed warriors and plowing peasants both feature in the dramatic scenes. The stylized images are carved directly into the rock and colored in shades of red, blue, and gold.

With a successful **LORE** roll the adventurers recognize several symbols of the old gods, not least ravens with writhing snakes in their talons. If they rolled at least two **X**, the adventurers realize that the place is linked to the Ailanders and the oldest human settlements in Ravenland.

TERRAIN TYPES: Mountains, Hills

7 THE FORGOTTEN GOD

The silhouette of an enormous humanoid creature rises from the terrain. It is as tall as many men, but fortunately it does not move at all. Soon you see that it is a giant statue of a two-legged creature holding a serrated two-handed sword to its chest.

If they move closer, the adventurers notice that the statue may have a humanoid body, but its face is not of this world and resembles that of an insect with antennae, mandibles, and staring compound eyes. With a successful **LORE** roll the adventurers remember legends about an insectoid god called Harm: an incarnation

of the wild and untamed nature, worshiped by certain druidic societies as an unusually capricious and incomprehensible aspect of the omnipresent Nightwalker.

TERRAIN TYPES: Plains, Hills

8 THE LIVING TREE

A majestic oak tree reaches for the sky from a small hill nearby. The tree looks sturdy and vital with its thick branches and shimmering foliage, but there is also something ancient about it – something watching.

Adventurers who examine the great tree and succeed with a **SCOUTING** roll can make three interesting observations. First, the tree's branches are constantly moving, even though there is no wind blowing in the area. Second, its trunk and leaves shimmer with a shade of golden red. Third, those who put their ears to the trunk can hear a faint humming. With a successful **LORE** roll the adventurers recognize a few elvish words, and a PC who spends a Quarter Day listening to the tree gets to hear a random legend.

The humming is coming from an ancient stilself, whose ruby is embedded inside the tree. The ruby is beyond the adventurers' reach, but if you wish to develop this random encounter into a small adventure, the tree could come to life in the form of an ent (see the *Gamemaster's Guide*, page 92).

TERRAIN TYPES: Forest, Dark Forest, Plains, Hills



9 THE WILD HUNT

A young man in blood-splattered clothes suddenly jumps out onto the path in front of you. For a brief dramatic moment your eyes meet. Wild, panicking eyes are staring pleadingly into yours, before the man runs off into the terrain. A few breaths later come a group of savage orcs of a kind you have never seen before: big, imposing, and eerily human-like, and all of them females. Armed with bows and hunting spears, they stare at you with glowing yellow eyes. Their leader – who has nine pearl-adorned fox tails hanging down her back – speaks to you in a deep but surprisingly articulate voice: “Strangers, we seek the human hare – have you seen it dance through here?”

The orcs (as many as the adventurers) are Viraga on the hunt for a poor youngster who has been chosen as prey for one of their grisly hunting rituals. They are bloodthirsty and aggressive, but completely absorbed with the ancient ritual. That is why they will not attack the adventurers, whether they point them towards the youngster or not. However, they will fight to the last drop of blood if the adventurers get in their way and try to obstruct the murderous chase.

The prey is a promising alchemist whom the Viraga have abducted from a nearby stronghold where he was moonlighting as an elixir maker for the local lord’s family. PCs who save the alchemist’s life and bring him back to the stronghold are rewarded with D10 silver coins each, in addition to the young man’s everlasting friendship. If they fail to intervene, they will later find his flayed remains near the path,

hanging in nine intertwined fox tails from a gnarled sacrificial tree.

For the Viraga’s stats, see the *Gamemaster’s Guide*, page 66.

TERRAIN TYPES: Forest, Dark Forest, Plains, Hills, Marshlands

10 A GUARD OF STONE

The outline of a humanoid figure can be seen in the dense vegetation. The figure does not answer when spoken to and seems almost unnaturally still.

Adventurers who venture into the thick undergrowth will soon find that the figure is in fact an overgrown statue. Removing the dense tangle of vegetation requires a successful **MIGHT** roll.

Hidden beneath the vegetation is a well-made statue of a female human warrior. In one hand she holds a thick short sword whose hilt ends in a self-eating snake (ouroboros). In the other she carries the severed head of a demonic Misgrown with winding ram’s horns and a greedy-looking toad’s face.

Adventurers who succeed with a **LORE** roll recognize the shape of the twisted hilt as a symbol of the Congregation of the Serpent. If the roll results in at least two ✕, they also remember legends about a guard of shieldmaidens who protected King Algarod against the demonic hordes of Zygofer during the escape to Alderstone at the end of the fourth Alder War.

TERRAIN TYPES: Forest, Dark Forest



11 DWARVEN RUNESTONE

A large rock carved with runes protrudes from the ground on a nearby hilltop. The runes are colored in shades of red and encircled by ornate loops that look a lot like dragon tails.

These are dwarven runes and can be read by someone with a successful **LORE** roll: “Tyrmyr son of Grundhir lord of the Great Hall of Mountainfall raised this monument so that the world shall forever fear and admire his manful slaughter of the spawn of Rust in the great war.”

The runestone is a memorial from the First Alder War and the spawn of Rust scorned in the text is Ferrale Teramalda’s Alderlander army. Dwarven adventurers who stay here for one turn have all their attributes restored to full if they have sustained any kind of damage. The effect only applies once.

TERRAIN TYPES: Forest, Plains, Hills

12 SLIME TRAILS IN THE VEGETATION

Glistening threads of slimy secretion extend across the terrain. They cover the stones, tussocks, and moss, and hang in clusters from bushes and branches like dripping cocoons of ungodly substances.

Adventurers who examine the trail of slime and succeed with a **SURVIVAL** roll can conclude that it comes from a basilisk in heat. They also remember that the slime is poisonous and can paralyze even the strongest of adventurers on contact (paralyzing poison, Potency 6). With a pair of thick gloves the poison can be collected in bottles and, for example, applied to weapons (2D6 doses).

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

13 OVERGROWN BATTLEFIELD

An old battlefield opens up in the landscape like a wound of bad memories. The field is covered in wild grass and winding thorns, with grinning skulls on spikes protruding from the vegetation. Between the tussocks there are rusty weapons lying side by side with gnawed-up bones.

Judging by the skulls, it seems that orcs, elves, dwarves, and humans have all fought and died in this place. If the adventurers spend a Quarter Day **EXPLORING** the battlefield, you may roll once on the table of Carried Valuable Finds. They also find D66 coins of various denominations. Roll a D6 for every unit of ten coins: 1–3 gives copper; 4–5 silver; 6 gold.

TERRAIN TYPES: Forest, Dark Forest, Plains



14 THE SKELETON IN THE TREE

Your travel-weary eyes are met by an ominous sight: a skeleton in torn, threadbare robes, dangling from a tree farther ahead. The head is bent forward at an unnatural angle and a thick iron chain attached to one of the branches is wrapped like a noose around the skeleton's neck.

The skeleton is all that remains of the learned necromancer Mortelius Quidom who was murdered by frightened villagers after an esoteric experiment in the local cemetery. Adventurers who search the skeleton will find a compendium of yellowed parchment containing three necromantic spells. The deceased cannot move as long as the iron chain remains in place, but if it is removed, Mortelius returns in the form of a ghost.

The undead necromancer is a terrifying sight and has a morbid fascination with his own remains, but has no hostile intentions. Not towards the adventurers, at any rate. As long as they behave somewhat decently, Mortelius will show his gratitude for being freed from his carnal prison by telling them the legend of the Phantomdaggers or some other artifact that you think has a logical connection to the mystery of death (for Phantomdagger, see the *Gamemaster's Guide*, page 137).

Should the player characters decide to attack Mortelius, he will summon all his unholy powers to turn the adventurers into undead slaves. As a ghost he is a formidable adversary,

but fortunately cannot move out of sight of the tree where he met his untimely death.

Mortelius has stats as a Ghost (see the *Gamemaster's Guide*, page 95), but with Strength 12 and Wits 7.

TERRAIN TYPES: Forest, Dark Forest, Plains, Ruins

15 OLD WELL

An old and partially overgrown well can be glimpsed amid the dense vegetation. It does not have a pulley, but the rotten remains of its wooden cover and a bucket lie scattered among the tussocks that surround it.

Adventurers peering down into the dark are met by a musty smell. It is possible to climb down to the bottom (four meters), but the walls are slippery and the player characters must succeed with a **MOVE** roll to avoid losing their grip and taking damage from the fall (*Player's Handbook*, page 113).

Scattered in the mud at the bottom of the well are bone fragments from several unfortunate animals who have tumbled down the deep hole. If the players actively explore the place, roll once on the table for Simple Finds in a Lair.

TERRAIN TYPES: Forest, Dark Forest



16 THE STONE TABLE OF THE GODS

A large stone table is standing between some trees nearby. It is an impressive construction of granite and marble, cut in rough but symmetrical blocks. The surrounding vegetation is dense and wild, but the table itself is remarkably untouched by the ravages of time and nature.

Archaic symbols that seem to indicate seating arrangements are seen around the tabletop. With a successful **LORE** roll the adventurers recognize a handful of them as ancient symbols for the old gods of Ravenland. The Nightwalker is positioned at the end of the table, but Wail, Flow, Clay, and Huge are represented along with several forgotten, now nameless gods.

TERRAIN TYPES: Forest, Dark Forest

17 AN ORCISH DELICACY

There are meter-high mushrooms growing in the gloom beneath a group of trees nearby. Their funnel-shaped caps are emitting a faint fluorescent light in a venomous shade of green.

Adventurers who succeed with a **SURVIVAL** roll recognize the mushrooms as Glowing Green Caps. In their unprocessed form they are lethally poisonous (Potency 7) to everyone

but orcs, but the poison disappears if they are sliced and dried in the sun. Prepared that way, the Glowing Green Cap makes excellent food for travelers: light, long-lasting, and nutritious.

Unprocessed Glowing Green Cap is considered a delicacy by the orcs and can be extremely useful in negotiations. Among orcs the price per unit is D10 silver coins.

TERRAIN TYPES: Forest, Dark Forest, Plains, Hills

18 THE MISERABLE BREWMASTER

The silence is broken by a loud sob, followed by several wet sneezes that turn into whimpers. The torrent of tears is coming from a stout gentleman who is crying by a smashed wooden cart a couple of hundred meters up ahead. Apart from his puffy, purple beret, the distressed man is stark naked. Scattered around him are torn shreds of clothing and pieces of broken crates and barrels.

The miserable man is none other than Brewmaster Humla: legendary brewer and supplier of fermented beverages to lords, heroes, and thirsty throats in castles and caves alike. At least according to himself. But now he has nothing.

Shortly before the adventurers arrived, Master Humla was attacked by a gang of ferocious bandits who not only stole all the kegs of his best lager, but also left with his recipe collection and his indispensable travel herbarium of beer-friendly herbs.



If the adventurers comfort Master Humla, he asks them to find and retrieve his stolen wares from the unwashed goons. Because of the bandits he has nothing to pay them with, but he promises them a handsome reward once the mission is completed.

With a successful **SURVIVAL** roll, the adventurers find traces of dragged kegs in the terrain. The traces lead to an underground den in a random adjacent hexagon on the map. Here are the seventeen remaining beer kegs along with a dozen snoring bandits in a beer-induced slumber. But a few are still awake and will fight tooth and nail to defend their loot.

Adventurers who return the stolen goods to Master Humla are offered one keg of beer as payment. If they decline, the brewmaster gets upset and declares them barbarous oafs with no insight into the true values of life. If they escort him back to the safety of his brewery, Master Humla is willing to pay them D10 silver and another keg of his finest lager.

For the bandits' stats, see page 183 in the *Gamemaster's Guide*.

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

19 OLD ROOT CELLAR

A partially underground cellar can be seen behind some tall trees. The roof is overgrown with shrubs and moss, but the entrance is made up of gray stone and a large wooden door with iron fittings.

The wooden door can be opened with a successful **SLEIGHT OF HAND** roll. Behind it is a short flight of stairs leading down to a cool cellar with large crates, jars, and other vessels. It is mostly empty and covered with cobwebs, but a few amphorae at the back of the room turn out to contain four liters of mature and exceptionally delicious wine. However, the wine is so potent that it can be used as a sedative (sleeping poison, Potency 6).

TERRAIN TYPES: Forest, Dark Forest

20 OLD STONE BRIDGE

An old arch bridge of stone stretches across a small and partially dried-up stream. The span of the bridge rests on three small arches of moss-covered granite.

A successful **CRAFTING** roll reveals that the construction is simple and definitely not of dwarven make: natural dry stone masonry held together without mortar or magic. Anyone trying to cross the bridge must make a **MOVE** roll.

Failure means that the person causes a minor collapse and plunges into the stream below (a three-meter fall, see page 113 in the *Player's Handbook* for falling damage). Beneath the middle arch, the adventurers find bones from a large humanoid creature, probably an ogre or a troll. Roll twice on the table for Simple Finds in a Lair if they explore the space under the bridge.

TERRAIN TYPES: Forest, Dark Forest, Plains, Hills, Marshlands



21 THE LIVING ROCK

Something fills the silence around you. A sound, barely audible, but definitely there. A deep murmur. Constant, rumbling, chanting. Creeping closer through the rocky terrain, you can make out a few words, although none of you understand the language.

Soon you notice a flaming light and long-bearded man in dark red robe in the shadow of some large rocks. Big, glowing cracks have opened in the ground before the man's feet. As he raises his arms to the sky and begins to speak in a commanding voice, you see a rough-cut creature of stone and roots slowly rising from the living rock.

The robed man is a stone singer in the process of creating a powerful golem. The rough-cut creature is effectively completed when the adventurers encounter the chanting mage. If they interfere with or try to disrupt the experiment, the stone singer will set his golem (Power Level 4) on them.

Adventurers who instead decide to follow the sorcerer and his creation will see them disappear through a low cave opening by some rocks. Inside is a natural cave that after about ten meters of darkness ends in a rock wall. The adventurers can hear the sorcerer's chanting and the golem's footsteps from the other side of the rock wall, but after a while they fade into silence.

If they examine the rock wall, they find carved symbols which a successful **LORE** roll reveals to be a mixture of dwarven runes and orcish scribbles. The meaning of the runes is

unclear, but a few symbols suggest that some form of massacre took place there – and that the mountain is haunted by restless spirits.

TERRAIN TYPES: Mountains, Hills

SUMMONED GOLEM

STRENGTH 5, AGILITY 1

ARMOR RATING: 6

22 PETRIFIED TROLL

A monstrous silhouette taller than two men looms farther ahead in the terrain. With its club raised for battle, the figure seems intent on smashing anyone who passes by.

It soon becomes clear to the adventurers that the menacing shadow is harmless, as it turns out to consist of half-crumbled rocks covered in moss and lichen. With a successful **LORE** roll they realize that that these are the remains of a troll turned to stone by the sun.

Scattered on the ground around it are the bones of several unfortunate enemies, as well as their rusted weapons. Adventurers who look around will find D6 silver coins and possibly a weapon of excellent quality that is relatively unscathed by time.

TERRAIN TYPES: Forest, Dark Forest, Plains, Hills, Marshlands



23 PARTS OF A GONDIAN ROAD

Crumbled sections of an ancient paved road wind their way through the terrain, bearing silent witness to a glorious past and knowledge long forgotten. Much of the road is overgrown and the visible sections are covered with cracks, yet it is clear that it was once an impressive piece of engineering.

With a successful **LORE** roll, the adventurers realize that they are looking at a fragment of the intricate road system that the dwarf king Gonder had built in the time before the Alder Wars. If the adventurers **EXPLORE** the cracks for a Quarter Day, you can let them roll once on the table for Valuable Finds in a Lair.

TERRAIN TYPES: Forest, Dark Forest, Plains, Hills, Marshlands

24 MONSTER DROPPINGS

You are struck by a pungent stench. Up ahead is a huge green-brown pile of dung, surrounded by large, frantically buzzing insects. The pile is larger than a full-grown human and has not yet hardened.

With a successful **SURVIVAL** or **ANIMAL HANDLING** roll, the adventurers conclude that the droppings are still fresh and that their source is likely not far away. Judging by the size of the feces, it must be a beast of considerable size.

Should the adventurers dig around in the excrement, you can let them roll once on the table for

Valuable Carried Finds (a possession that belonged to an unfortunate individual who became the beast's breakfast). However, the beast's dung is corrosive and works as a lethal poison with Potency 6.

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

25 GREAT SERPENT

A cry for help echoes through the fog. It is the voice of a youth, shrill and panicked. Drawing closer you see ten figures standing on a cliff by the water, barbed long spears in hand. A terrified youngster in a snow-white nightshirt is balancing on the edge of the cliff, with the menacing figures slowly goading him towards the water. In between the youngster's panicked screams, they repeat the same monotonous chant: "Great Serpent, Great Father, Great Life-Giving Master Death." Ripples and sudden waves in the water indicate that something in the dark depths has heeded their call.

The hooded cultists are local fishermen who believe that the Protector God, Wyrn, dwells in the black waters where they catch their food. The fishermen are by no means religious fanatics, but driven by a pragmatic and down-to-earth attitude toward life's big questions. It is tradition, however, to sacrifice one of the local sons or daughters every year to ensure good fishing for the coming season.

In other words, the blood sacrifices are performed for the fun of it, and the adventurers can **MANIPULATE** the fishermen into sparing the young man's life. But they demand another life in return. The Protector God can only give life and



good fishing fortune if He himself is presented with a living creature for immediate consumption. If the adventurers win the **MANIPULATION** roll by two **X**, the fishermen can be persuaded to sacrifice a valuable item instead, just for this year, but only one that glitters and gleams.

So the fishermen can be reasoned with, though they will defend themselves ferociously if attack. But the sea serpent lurking in the black water is not so reasonable. When the player characters show up, it is already fired up by the all the chanting and the smell of the fear.

Unless the youngster plunges into the water within **D10** rounds of the adventurers' arrival, the serpent will rear its hideous head and try to snatch up as many as possible of the people on the edge of the cliff.

For the sea serpent's stats, see the *Game-master's Guide*, pages **116–117**.

TERRAIN TYPES: Lake, Quagmire

SERPENT-WORSHIPPING FISHERMEN

STRENGTH 3, AGILITY 3, WITS 3, EMPATHY 2

SKILLS: Survival 3, Animal Handling 3, Melee 2, Animal Handling 2, Scouting 1

GEAR: Long spear, **D6** copper coins, one simple find.

26 A PEACEFUL PLACE

An overgrown meadow undulates through the landscape. Colorful flower heads in red, blue, and yellow peep up above the waist-high grass, and the air buzzes with well-fed bees and butterflies. A rare serenity reigns over the place.

Adventurers who succeed with a **SURVIVAL** roll notice large quantities of Stonefreeze growing in the meadow: a plant whose spores have a paralyzing effect. With another successful **SURVIVAL** roll, the plants can be distilled into a transportable poison and applied to weapons (**D10** doses). Adventurers moving through the flowery meadow without protecting their airways are exposed to a poison attack (paralyzing poison, Potency 7).

TERRAIN TYPES: Forest, Plains, Hills, Marshlands

27 GIANT BIRD'S NEST

The shape of a giant bird's nest can be seen at the top of an enormous tree. Nothing seems to be moving among its branches, but the glint of gleaming metal can be seen in the sunlight.

If the adventurers climb to the top of the tree, which requires a successful **MOVE** roll each, it becomes clear that the nest is long abandoned. Beneath a thick layer of cobwebs and a cover of moss-like greenery they can see eggshells of worrying size and bones from an animal and what appears to have been a small humanoid creature.

Half-moldered scraps of clothing, a broken meerschaum pipe, and a rusty but still deadly short sword can also be seen among the remains. If the adventurers rifle through the mess, roll once on the table for Valuable Finds in a Lair.

TERRAIN TYPES: Forest, Dark Forest



28 A BRIDGE OF BONES

A deep ravine opens like a wound in the ground and blocks the path forward. However, a bit farther away is the skeleton of an enormous beast that after its death forms a natural bridge over the ravine.

The two-meter-high ribs prevent the adventurers from plunging into the chasm below, and once on the other side they come out through the gigantic skull and its gaping jaws. The beast's bones are extremely durable and can be shaped by a skilled craftsman into some form of weapon. An excellent bow or blade can be crafted with the **CRAFTING** skill and the **BOWYER** or **TANNER** talent (rank 3). The weapon gets a D8 Artifact Die.

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

29 THE RAVEN

The sound of frenzied wingbeats is heard from a place nearby. Moving closer, you see a large raven hopping, flapping its wings, and moving jerkily around a fly-infested deer carcass. You soon notice a snare wrapped in an iron grip around one of the raven's talons, and one of its wings is hanging limp, as if broken. The raven struggles to break free, but is too exhausted and confused to stand a chance against the cruel trap.

The raven is in fact a druid of the Raven Sisters who has gotten caught in a devious hunting trap. She is dazed with pain and too weak to resume

human form, but will recover if the adventurers free her and give her something to drink.

As long as the adventurers do not give her concrete reason to doubt their intentions, she shifts back to her human state and introduces herself as Sister Ravlunda. After expressing her deep gratitude she offers to cure any injuries and ailments with her healing magic.

As a member of the Raven Sisters, Ravlunda has built an impressive personal network in many of the nearby villages. She could prove to be a useful ally if the adventurers ever find themselves in a critical situation in the area.

TERRAIN TYPES: Forest, Dark Forest, Plains, Hills

SISTER RAVLUNDA, RAVEN SISTER

STRENGTH 2, AGILITY 3, WITS 5, EMPATHY 4

SKILLS: Healing 3, Lore 3, Marksmanship 3, Melee 2, Survival 1

TALENTS: Path of Healing 3, Path of Shifting Shapes 3

GEAR: Short bow, dagger, quiver of arrows (D6 Resource Die), bottle of healing potion which like the spell **MEND WOUNDS** heals broken bones and bleeding wounds, Power Level 2 (four doses)

30 THE DEMON TRAP

There is something strange writhing and kicking on the ground further ahead. As you get closer you see that it is a humanoid creature pinned to the earth by roots and vines. You notice something else as well – the



trapped one suffers from a demonic infection. Horn-like growths, fangs, and reptilian eyes can be glimpsed as the creature tries to break free from the vegetation.

The next moment you hear a whistling sound as strong roots spring up from the earth around you. They slither up your bodies and start pulling you relentlessly to the ground. A voice full of hatred rasps behind you: "Spawn of demons, your time is at an end: the wrath of the Shardmaiden shall annihilate your bodies and eradicate any trace of your unholy souls."

The adventurers have accidentally walked into a magical nature trap set by the forest's Maiden Druids to capture Misgrown creatures in the area. The Maidens (one more than the number of adventurers) soon realize their mistake, but they are proud and suspicious and will only free the adventurers if there are elves or Elvenspring among them.

If not, they will leave the adventurers among the roots until the spell wears off (a Quarter Day). Breaking free requires a successful **MOVE** roll with -2 or someone casting the spell **DISPEL MAGIC** (Power Level 2 or higher).

The trapped Misgrown is an escaped experiment from one of Zytera's demonological laboratories (see *Raven's Purge*). Unless the adventurers intervene, the Maidens will take it to a sacred glade and have it put down in an ancient druidic ritual. However, if the adventurers save the creature's life it will show both gratitude and affection. It is not aggressive, but terrified of sorcerers and growls alarmingly when there are magical places or items nearby.

For the Maiden Druids' stats, see the *Game-master's Guide*, page 51.

TERRAIN TYPES: Forest, Dark Forest

ESCAPED EXPERIMENT

The snared creature has a terrifying appearance with horn-like spikes all over its body. The face is dominated by an oversized mouth with huge fangs. Ten green reptilian eyes are positioned around its scalp, staring ravenously in all direction. The Misgrown understands human speech and is rather fond of humans, but only communicates through guttural grunts.

ESCAPED EXPERIMENT

STRENGTH 4, AGILITY 4, WITS 2, EMPATHY 1

ARMOR RATING: 4 (spiked natural armor)

ATTACKS: Teeth (for damage, see page 82 in the *Game-master's Guide*).

DEMONIC WEAKNESS: Suffers double damage from all magic, including healing magic (which inflicts damage on the escaped experiment rather than healing it).



THE BURNING BUSH

A waist-high bush in the middle of the terrain is emitting a strange, shimmering blue light. Closer up you see great flames of blue fire flaring out in every direction from the gnarled plant. Oddly enough, the surrounding vegetation seems unaffected by the fire.

Adventurers who touch the burning bush can feel an intense heat, but are not harmed. However, they sense a strong unworldly presence and must make an **INSIGHT** roll. Anyone who fails must roll on the Horror table (the *Player's Handbook*, pages 199–200), while those who succeed gain an extra Willpower Point.



With a successful **LORE** roll, the adventurers can recall legends of old, partially forgotten nature gods that present themselves in the form of burning bushes or carcasses.

TERRAIN TYPES: Forest, Dark Forest, Plains

32 MAGICAL GLADE

You suddenly find yourself in a shimmering glade where the surrounding trees are adorned with feathers and wind chimes. The faint, ethereal tinkle of the wind chimes is as beautiful as it is eerie, and several of the trees have archaic symbols carved into their bark.

A successful **LORE** roll identifies the symbols as druidic Maha runes, and sorcerous adventurers can instinctively feel ancient magic radiating from the glade. Each adventurer who spends the night in the glade gains an extra Willpower Point.

TERRAIN TYPES: Forest, Dark Forest

33 THE POSSESSED STONE THRONE

An ancient but still majestic throne of stone sits perched on a small height nearby. It is partially overgrown with thick thorns and there is a deep crack zigzagging across its back. Seven steps cut in stone lead up to the modestly decorated throne. Its armrests end in roaring, monstrous faces and

at the top of the cracked backrest are two crossed scimitars under a stylized crown.

The stone throne once belonged to an orc lord that ruled the area many generations ago. If an adventurer sits on the weathered throne, the orc lord will materialize as a ghost. Filled with undead rage and envy of the living, he ferociously attacks the adventurer who dared sully his high seat.

But the undead's anger subsides if they move away from the throne. With a bit of flattery, he can even be persuaded to relate a legend about the Ravenland of old, embellished with orcish bragging about crushed enemy skulls and glorious drinking sprees.

Stats for Ghost are found in the *Game-master's Guide*, pages 94–95.

TERRAIN TYPES: Forest, Dark Forest, Hills

34 THE JOLLY GRAVEDIGGERS

The wind carries a cheerful tune from a place nearby. Someone is singing out there, with more enthusiasm than skill. Soon you hear that it is coming from a small choir of merry but less than musical voices. The few words you can make out are about goblin feats and achievements.

The sound draws closer and you soon notice three jolly goblins strutting through the terrain. They are carrying large spades and fully stuffed backpacks, but seem unequipped for combat. Their black eyes gaze expectantly at the horizon as they croak out their heroic songs about bold goblins rescuing careless halflings from the wolf's jaws.



The adventurers have run into the goblin siblings Plump, Kolk, and Hekate who are on their way to a nearby village to seek employment as gravediggers. They are cheerful, unafraid, and outgoing.

If attacked the goblins will defend themselves with a variety of sneaky tricks, but if everything plays out peacefully, they will offer the adventurers some roasted squirrel and freshly brewed mead by a warming campfire.

They talk about their plans for the future and their excellent division of labor: Plump and Kolk will do the digging while the fast-talking Hekate handles the finances and coordinate their work efforts.

The latter includes keeping the restless dead in a good mood. Hekate claims to be good with undead. Her secret is an old family heirloom which she will proudly show off after a few drops of mead. It is a mummified goblin finger with a long black claw at the end. According to Hekate, the finger belonged to her great-grandmother who was a respected necromancer of the Worm-crawler clan.

The mummified finger is the siblings' most prized possession. However, with a successful opposed roll for **MANIPULATION** versus Hekate's **INSIGHT**, the adventurers can persuade the goblins to sell their heirloom for D6 gold coins or a keg of dwarven beer – but only if they can make a quick deal.

The finger contains ectoplasmic memories from a goblin necromancer and gives its bearer the necromantic ability to communicate with the dead (see the spell *Speak to the Dead* in the *Player's Handbook*, page 142). The ability also works with undead, but can only be used once per Quarter Day and costs one Willpower Point per use.

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

PLUMP, KOLK AND HEKATE

STRENGTH 2, AGILITY 4, WITS 3, EMPATHY 2

SKILLS: Move 3, Melee 3, Survival 2, Sleight of Hand 2, Insight 2, Lore 1

TALENTS: Nocturnal, Path of the Killer 2

GEAR: D6 copper coins per person, food (D6), water (D6), spades, three short swords, three daggers, mummified finger with necromantic powers. Hekate has a vial of lethal poison (five doses, Potency 6) which she applies to her weapons in the event of combat.



THE FEROCIOUS BATTLE

The first thing you notice are the carrion birds greedily circling a place further ahead. There are so many of them that they form a small cloud of black feathers and bad omens. Then you hear it. Metal hitting metal, the deep and rhythmic beating of drums, roars of rage and pain.

Colorful pennants and fluttering banners of war appear above the treetops. For a moment they disappear behind a rain of black arrows, followed by heavy thuds. The screams and drums grow louder, as do the resounding, frantic clangs of axes meeting swords and metal shields.

The adventurers have stumbled into a ferocious battle between belligerent orcs of the Isir clan and a division of Meromannian dwarves from the army of the warlord Tormund. It is



a skirmish rather than a full-scale battle, with about fifty warriors on either side.

Both the orcs and the dwarves are consumed with bloodlust and extremely dangerous to be around. Consequently, adventurers who interfere in the fighting risk being attacked by both sides.

But if they distinguish themselves in battle, for example by killing a prominent warrior, they may be offered employment as mercenaries by the opposite side once the fighting is over. Meromannian dwarves and Isir orcs are known to treat skilled warriors with respect, but elven PCs would live dangerously as mercenaries in an orcish army.

If the adventurers search the corpses on the outskirts of the battlefield, you can let them roll twice on the table for Carried Valuable Finds. However, this comes with the risk of being captured by provosts from either side who are patrolling the area with D6 soldiers in search of looters, deserters, and other dishonorable scum.

Stats for Meromannians and Isirs can be found in the *Gamemaster's Guide*, pages 59 and 66, respectively.

TERRAIN TYPES: Forest, Dark Forest, Plains, Hills

36 THE CASTAWAY

You suddenly see large amounts of broken planks and other debris floating near the surface of the water. The lumber seems sturdy and beautifully decorated, but is broken to pieces and full of strange gasbes, possibly from a giant beak.

Floating the middle of the mess are straw-filled crates and large oak barrels of sugar-coated apples, fermented herring, and other delicacies. The wet and bearded head of a man peeps up from one of the barrels: "Oh, decent folk on the big blue – dare I ask you to lend me a hand? I shall pay you handsomely for helping me out of this predicament."

The man in the barrel is the sole survivor of a noble sloop that was attacked by a giant squid during a diplomatic mission. He answers to the name of Permodius Pen and has a tongue as silvery as his quill is sharp. For the past twenty years he has served as a special advisor and envoy to Duke Gottfried of House Three Stars.

Adventurers who succeed with a **LORE** roll have heard of the Duke. He belongs to a junior branch of the Alderlander royal family and has for some reason settled down in the ancient stronghold of Winterbane in the depths of Ravenland, along with a small army.

If the adventurers rescue master Permodius, he will let them keep all the barrels of precious delicacies from Duke Gottfried's cellars. The fermented herring is particularly sought after, and the total market price of all the sloop's food supplies is 4D6 silver coins. If this is not enough, he promises to put in a good word for the adventures with the Duke, who never fails to generously return a favor.

Master Permodius is tight-lipped about the exact purpose of his diplomatic mission, but he does mention the dwarf king Turik of Belder and the importance of an alliance against "the demonic rabble." He is highly educated and well-versed in the legends of Ravenland.

TERRAIN TYPES: Lake



GAMEMASTER TOOLS

“The barrier seems to consist mostly of extruded air strings, old and magically weak.”

Peleas’ fingers flexed gently against the corridor’s invisible wall and then began a weaving dance in front of him.

“Even the simplest form of dispelling magic should make the matrix collapse into itself.”

Hogbreaker held up the torch to peer beyond the obstacle, further into the tomb. The next moment he kicked the sorcerer to the ground.

Peleas’ eyes flashed with anger, but his companion pointed at a few grains of sand which in the firelight trickled down from above, stopped, then floated back up again.

“It’s a trap,” he hissed. “The magic isn’t just blocking the way. It’s supporting the ceiling.”

This chapter covers a range of locations, rules, and other things that can be used to spice up your campaign. Some of it will affect what skills and talents the players choose for their characters, so it is best to include the players in the discussion on which rules should be added.

Several of the tool are alternatives to things that already exist in the *Gamemaster’s Guide* in the Core Boxed Set, and can be used instead of the tables found in that book.



TRAPS

The table below can be used instead of “Dungeon Traps” on pages 176–177 in the *Gamemaster’s Guide*.

TRAPS			
D66	TRAP	EFFECT	WHO IS AFFECTED
11–13	Net	Pulled D6 meters into the air. SLEIGHT OF HAND to get loose.	D6 adventurers
14–16	Poison darts	Attack with five Base Dice (Weapon Damage 1) and Potency D6 (lethal)	Everyone
21–23	Crushing boulder	MOVE roll, otherwise attack with ten Base Dice (blunt force, Weapon Damage 1)	Everyone, from first to last
24–26	Monster pit	Fall D6 meters, roll on the Dungeon Inhabitants table (<i>Gamemaster’s Guide</i> , page 174)	D6 adventurers
31–33	Acid shower	Attack with five Base Dice (Weapon Damage 1), continues until a MOVE roll succeeds	Everyone
34–36	Magical trap, individual	Roll D6+3 for Power Level, D6 for spell; 1: Horrify, 2: Blind, 3: Stone Storm, 4: Immobile, 5: Earthquake, 6: Hand of Doom	Whoever goes first
41–43	Exploding gas	Attack with ten Base Dice (Weapon Damage 1)	Everyone
44–46	Quicksand	MOVE roll to avoid, otherwise drowning (see <i>Player’s Handbook</i> , page 113). MIGHT roll each round after the first to pull oneself or someone else to safety.	
51–53	Diseased fumes	Virulence D6+3 (disease described in the <i>Player’s Handbook</i> , page 111)	Everyone
54–56	Domination	The spell Puppeteer (the <i>Player’s Handbook</i> , p. 132), roll D6+3 for Power Level, the victim attacks another player character	Random adventurer
61–63	Magical trap, group	Roll D6+3 for Power Level, D6 for spell; 1: Horrify, 2: Blind, 3: Stone Storm, 4: Immobile, 5: Earthquake, 6: Hand of Doom	D6 adventurers
64–66	Teleportation	Teleportation to another location in the same dungeon, roll for which traps there are	Whoever goes last



BOOKS, BALLADS, AND GRIMOIRES

The adventurers can come across books on their travels, and examples of such sources of knowledge and power are presented below.

In the tables for “Carried Valuable Finds” and “Carried Precious Finds” (see the *Game-master’s Guide*, pages 188 and 190, respectively),

result #61 yields a rare or unique book. Here we present rules for further developing these finds. First roll to see what type of book is found, then what specific book it is. Roll D6 if the book is rare, add 2 to the roll if the book is unique. Reading a rare or unique book requires a Quarter Day of studies and a Wits roll. On a success, the adventurer increases a skill level or talent rank one step. A person can only study the same book once.

TYPE OF BOOK			
D6	TYPE	EFFECT	VALUE
1–3	Ballad	Rank +1 in a general talent, roll for talent and ballad	5D6 silver
4–6	Manual	Level +1 in a skill, roll for skill and manual	2D6 gold
7+	Grimoire	Rank +1 in a magic talent, roll for grimoire and magic talent. Can only be used by Druids and Sorcerers.	3D6 gold

TALENT AND BALLAD			
D666	TALENT	BALLAD	COMMENT
111–115	Lightning Fast	“Easy Little Dwarfing”	Lullaby from Yendra
116–123	Builder	“The Bridges of Belifar”	Epic about a tragic construction project
124–132	Bowyer	“The Eye of the Serpent”	Monster-slaying hymn
133–142	Berserker	“Follow Your Heart”	Orcish self-help song, illustrated
143–146	Executioner	“One More for the Block”	Practical handbook for headsmen
151–155	Defender	“Watch Out Gentle Elf Child”	Cautionary nursery rhyme
156–164	Dragonslayer	“The Fall of Arrakash”	The great deeds of the hero Oglander
165–212	Ambi-dextrous	“The Boy Who Fought a Giant and a Rooster”	The importance of not ending up in a two-front fight, and what to do when it happens



D666	TALENT	BALLAD	COMMENT
213–216	Fisher	“Dancing Waves at Maidenholm”	Powerful song about the daily life of fishers
221–224	Tanner	“She Skinned the Cat in Every Way”	List of ways to skin a cat, written in verse
225–233	Fast Footwork	“Pell the Sly and Arm-strong the Dull”	Salacious song about a scoundrel named Pell
234–242	Hammer Fighter	“Clang, Said Smulg the Dwarf”	Dwarven choral, translated
243–251	Threatening	“Woe Cried Homewald”	Narrative song with a questionable moral
252–256	Master of the Hunt	“A Falcon Flew Over the Bitter Reach”	Hunter’s wisdom in verse form
261–265	Firm Grip	“Lullaby for Spunnis the Dwarven Wrestler”	—
266–314	Cold Blooded	“Jolly Little Goblins”	—
315–323	Throwing Arm	“The Halfling Flew Across the Gargan Marches”	Comedy of unknown origin
324–332	Knife Fighter	“A Knife in a Rush”	Gutter poetry from Brodelmarg, the capital of Alderland
333–341	Chef	“In the Pot it Goes”	A comical song about making soup out of what you find by the side of the road
342–346	Quarter-master	“Orcs in the Larder”	Tragicomical poem meant to teach noble the art of supply management
351–355	Lockpicker	“The Pauper at the Elven Gate”	Cheap entertainment for the poor, written in verse
356–363	Incorruptible	“Lament for the Taxman”	Attempt at poetry with a strong moral message
364–412	Fearless	“Live as If You Were Dead”	Soldier’s song with the rhythm of a galloping horse.
413–421	Pack Rat	“She Carried Them to Safety”	Ode to the female giant Vyglā
422–426	Sharp-shooter	“Right in the Face and Other Songs”	Popular entertainment
431–434	Horseback Fighter	“The Waltz of the Scrawny Mare”	Pompous court dance
435–442	Sailor	“From Distant Seas I Brought My Love”	Sentimental love ballad



D666	TALENT	BALLAD	COMMENT
443-451	Tailor	"Hoseless in Wailer's Hold"	Folk song for adults only
452-456	Shield Fighter	"Gong gong the axes song"	Dwarven fiddle-tune from the Iron Realm, translated
461-465	Brawler	"Better a Fight with a Thousand Orcs than Another Dance with You"	Popular comedy written in some unclear meter
466-514	Smith	"Hammer Fast, the Dwarf is Almost Here"	Orcish epic with a tragic ending
515-523	Pain Resistant	"A Thousand Needles, Sang Pickpick"	Comical song about a lengthy torture scene
524-532	Quickdraw	"Strike with the Speed of Light"	Goblin song, possibly with a moral
533-541	Fast Shooter	"Grudging Halfling, a Hundred Stones You Throw"	A love/hate song about half-lings, in a poetic meter that only goblins can understand and appreciate
542-546	Spear Fighter	"Through a Forest of Spears in a Rain of Arrows"	Memorial song commemorating a battle at Shadowgate Pass
551-554	Steady Feet	"On the Divide I Danced on a Summer's Day"	Love song from Alderland
555-563	Pathfinder	"Tracks of Orcs Will Lead Me to Your Tomb"	Settler's song
564-612	Melee Charge	"Upon the Hill, Friends, Upon the Hill We Meet"	Military romanticism in a decent attempt at iambic verse
613-621	Sword Fighter	"Naked Steel and Well-Dressed Warriors Make Me Feel at Home"	Thinly veiled erotica disguised as an army song
622-626	Lucky	"Oh That's Nothing Said Tolda Pullpicker"	Popular comedy without an unnecessary moral message
631-635	Wanderer	"Slowly We Go to Our Doom"	Walking song from Alderland
636-644	Sharp Tongue	"The Steel Bites, But Not Like You"	Witty ballad
645-653	Axe Fighter	"My Heart Breaks, Like This Man Before Me"	A bloody vocal piece of unclear purpose
654-662	Sixth Sense	"The Night of Daggers"	A funny song about a change of rulership in Alderland
663-666	Herbalist	"On Cottongrass I Fly to You"	Strange mix of nature verse and love poem

SKILL AND MANUAL

D66	SKILL	MANUAL
11-12	Might	"Sweat, courage, and leverage" by Nilia Trollvålte
13-14	Endurance	"Ten Simple Tricks to Conquer Death" by Rango Svartsch
15-16	Melee	"The Rhythm of Blood and the Syncopation of Death" by swordmaster Lesendra Kaa
21-22	Crafting	"Perfection Only" by Himilia Heavyhammer
23-24	Stealth	"The Ogre Can't Crush What It Can't See" by the goblin hero Sulfur Wolfpaw
25-26	Sleight of Hand	"Yours and mine, a critical study" by Mynona
31-32	Move	"Treading Lightly in the Presence of Dragons" by Alimander Fuhns
33-34	Marksmanship	"The Weak Spots of Demons" by Piilia Strongbow
35-36	Scouting	"Omens" by Sanderman Pölje
41-42	Lore	"The Fluctuations of Knowledge" by the scholar Borlos Hogga
43-44	Survival	"Alone in the Blacklands" by the persistent Jaar Hugge
45-46	Insight	"Walking In Obscurity" by the mystic Urrfolt the Dreamer
51-52	Manipulation	"Ambivalence" by master persuader Demetra Jarnack
53-54	Collector's edition, double value, roll again	
55-56	Signed copy, double value, roll again	
61-65	Omnibus, double value, roll for which two books are included	
66	Marginal notes increase comprehension, rank/level +2, double value, roll again	

MAGIC TALENT AND GRIMOIRE

D66	MAGIC TALENT	GRIMOIRE
11-14	Healing	"The Salts of Life and Their Combinations" by Katira Lighthand
15-22	Shapeshifting	"Bear-Guise and More" by Telidra Manifold
23-26	Awareness	"Hidden Before Your Eyes" by Harnemo Langela
31-34	Symbolism	"Disruptive Hermeneutics", unknown author
35-42	Stone Song	"The Will of the Stone", collection of writings translated from various dwarven sources
43-46	Blood Magic	"Blood Bonds" by Shelakessa Bloodmaster
51-54	Death Magic	"Entropic Recursion" by Zygofer, the One
55-61	Ice Affinity	"The Secrets of Frost" by Dormand Uxu
62-64	Elemental Magic	"Pyroclastic Insights" by Herrenda Maas
65	Particularly insightful comments in the margins, rank +2, double value, roll again	
66	Two talents are covered, roll twice and ignore this result if it comes up again	



JOURNEYS

In this section you will find random tables that can add more life and detail to the adventurers' journeys in Ravenland and elsewhere.

LOCATIONS

Whenever the adventurers reach a new hexagon on the map, you can roll on the tables below to get a feel for the area. Each terrain type has a separate table.

PLAINS

D6 THE NATURE OF THE LOCATION

- 1 The breeze is playing with the swaying grass
- 2 Low-growing plants are holding on in the windswept landscape
- 3 The fields lie open, with flowering plants thriving in gorges and crevices
- 4 A stream winds its way through the landscape and feeds into smaller pools
- 5 A ravine cuts through the landscape
- 6 The wind sweeps over low-growing shrubs and defiant flowers

FOREST

D6 THE NATURE OF THE LOCATION

- 1 Birds are chirping and bumblebees buzzing
- 2 Slippery moss, strange mushrooms, and large insects
- 3 An oppressive silence reigns
- 4 Tall, straight tree trunks and waist-high ferns on the ground
- 5 Rays of sunlight cut through the foliage and play along the meadows of purple flowers growing between the trees
- 6 A stream winds its way through the landscape and the sunlight glitters off a small waterfall

DARK FOREST

D6 THE NATURE OF THE LOCATION

- 1 The forest is dark and gloomy
- 2 The sun cannot break through the dense crowns of the trees
- 3 The tangled undergrowth forces the adventurers to hack their way through
- 4 Fallen trees and mossy boulders slow the adventurers down
- 5 Rustling in the bushes makes the journey more arduous
- 6 Small, black ponds force the adventurers to take a more winding path



HILLS

D6 THE NATURE OF THE LOCATION

- 1 The wind whips the hilltops, but calms down in the valleys between them
- 2 The hills are steep and form narrow passages
- 3 Shallow hills give an amazing view of the area
- 4 Mist gathers between the hills
- 5 The wind whispers between the hills
- 6 The gravel of the hillside gives way to the adventurers' weight and slides rattling down the slopes

MOUNTAINS

D6 THE NATURE OF THE LOCATION

- 1 Strong winds grab at the adventurers
- 2 Prayer flags flutter in the wind, placed there by long-lost pilgrims
- 3 The clouds hang low and sweep into the mountain passes in a windy mist
- 4 The mountain gives shelter from the wind and everything is remarkable still
- 5 A roaring rapid forces the adventurers to take a detour
- 6 Great boulders come crashing down the slopes, and the noise echoes between the mountains

LAKE/RIVER

D6 THE NATURE OF THE LOCATION

- 1 The water is still like a mirror
- 2 A breeze gently ripples the water
- 3 Birds gather and dive into the water in the adventurers' wake
- 4 Gusts of wind whip up white foam on the waves
- 5 Fast-flowing currents create whirlpools in the water
- 6 Shoals of ghostly pale fish are moving in the deep



QUAGMIRE

D6 THE NATURE OF THE LOCATION

- 1 Large ponds are separated by dense thickets
- 2 Lakes thick with seaweed slow down all movement
- 3 A fog creeps along the water, coiling around anything that moves
- 4 Something big and slow is moving in the deep
- 5 Pale faces are staring up from the water – fallen soldiers from some forgotten war
- 6 Long-legged birds wade through the shallow water, fishing with their sharp beaks

MARSHLANDS

D6 THE NATURE OF THE LOCATION

- 1 Swarms of insects dance in the sunlight
- 2 A lone bird is dejectedly calling for its flock
- 3 Unknown creatures have left watery trails on the ground
- 4 There are low bushes rich with golden berries
- 5 The monotonous landscape is broken by groves of slender trees
- 6 Clusters of stagnant pools turn the hike into a winding journey

RUINS

D6 THE NATURE OF THE LOCATION

- 1 The ground is covered in broken wall fragments
- 2 Knocked-down pillars are lying over the place
- 3 An overgrown garden forms a living maze
- 4 The mossy remains of walls show where houses, roads, and courtyards once stood
- 5 Broken pillars are standing in clusters, like groves of petrified trees
- 6 The trees are dense and their roots have penetrated into already abandoned buildings



CAMPS

Listed below are descriptions of typical campsites for each terrain type.
Roll on the tables when the adventurers make camp to see what they find.

PLAINS

D6 THE NATURE OF THE CAMP

- 1 A shallow ravine offers good shelter from the wind
- 2 A lone cliff provides shelter and a small spring to drink from
- 3 A vast hollow provides shelter near the ground, enough for a night or two
- 4 A stream flows slowly through the plains and you make camp in its reeds
- 5 An abandoned leather tent can be repaired well enough to sleep in
- 6 The plains offer nothing but hard ground and coarse grass, and you accept this fact

FOREST

D6 THE NATURE OF THE CAMP

- 1 A glade with a large stone in its center makes for a good campsite
- 2 A grove with thick moss provides good rest
- 3 A murmuring brook is your company for the night
- 4 A tree house sits high among the crowns of the forest, and you borrow it for a while
- 5 A simple hut of twigs is standing in the grove, as if it was waiting for you
- 6 A couple of dense trees are all the shelter you get tonight

DARK FOREST

D6 THE NATURE OF THE CAMP

- 1 The interlacing branches of dense trees forms a roof over your heads
- 2 A huge uprooted tree provides shelter and shade
- 3 Several overturned trees leaning against each other form a natural chamber to rest in
- 4 A great tree is fighting its own rot, and the adventurers spend the night crammed inside its hollow interior
- 5 A hollow underneath some large boulders gives shelter for the night – provided that its previous owner does not return
- 6 There is a long-abandoned wooden hut in the forest, and the adventurers occupy it



HILLS

D6 THE NATURE OF THE CAMP

- 1 A ruin at the top of a hill provides both shelter and a good view of the area
- 2 A small lake between the hills offers shelter and water
- 3 A dilapidated shepherd's hut can quickly be restored to habitable condition
- 4 A burrow dug by some kind of beast is the best option available
- 5 An abandoned wooden fort provides protection from the weather and potential attackers
- 6 A raised stone table between some hills bears witness to ancient rites, and provides a roof over the adventurers' heads

MOUNTAINS

D6 THE NATURE OF THE CAMP

- 1 A bowl-shaped caldera provides concealment and shelter from the wind
- 2 A large boulder leaning against the rock face forms a natural tunnel
- 3 A rocky ridge offers some shelter from the wind, but not from the rain
- 4 A cave accommodates the adventurers Old bones on the ground suggest that it was once home to some kind of predator
- 5 A snowdrift is dug into a snow cave to rest in
- 6 The edge of a glacier offers a meltwater tunnel, and round little rocks become your bed for the night

LAKE/RIVER

D6 THE NATURE OF THE CAMP

- 1 A small tributary becomes a good harbor to rest and hide in
- 2 A wooded islet provides shelter from the wind and dry ground under the adventurers' feet
- 3 A half-sunken, overgrown boat will serve as a camp
- 4 A grove of trees leans steeply over the water and creates a bower at the beach
- 5 A damp sandbank will have to do as a camp
- 6 A cliff rises from the water, and its flat top offers a good view of the area



QUAGMIRE

D6 THE NATURE OF THE CAMP

- 1 A thicket supports the adventurers' weight as they rest above the murky water
- 2 A narrow strip of land becomes the adventurers' camp
- 3 An abandoned raft stuck in the quagmire makes a good resting place for weary travelers
- 4 An abandoned hut is standing on rickety stilts, but it is good enough for the adventurers
- 5 The skeleton of a giant lizard offers firm ground, and the skull makes a good fireplace
- 6 A single, dead tree sticks out of the black water The adventurers moor to the tree and huddle together on their raft

MARSHLANDS

D6 THE NATURE OF THE CAMP

- 1 Natural drainage has dried the peat and gives the adventurers a nice place to rest
- 2 Dense tussocks of grass will have to do as the adventurers' camp
- 3 Fallen trees keep the ground stable enough to rest on
- 4 The adventurers find a patch of ground less wet than the surrounding area It will have to do
- 5 A settler's cabin once stood here, but the marsh won The adventurers rest inside the remains of the log house
- 6 There is no natural resting place to be found, but the adventurers make the ground firm and dry enough by gathering twigs

RUINS

D6 THE NATURE OF THE CAMP

- 1 Fallen, overgrown pillars offer shelter for the night
- 2 A looted crypt will have to do as a camp
- 3 A majestic statue has fallen over, and the adventurers find shelter and dry land in the bend of its arm
- 4 Heads of stone, tall as a grown man, form a circle that is easily defended
- 5 A collapsed dome forms a sheltered room among the ruins
- 6 A burned-out temple will have to do as a campsite



WEATHER

Weather is an optional complication to the adventurers' hikes. If these rules are used, make three rolls each morning to determine the weather of the day: one roll each for Wind, Rainfall, and Temperature.

WIND

D6	FORCE	EFFECT
1-2	None	MAKE CAMP +1
3-4	Breeze	None
5	Gales	MAKE CAMP -1
6	Storm	MAKE CAMP -2. For a Quarter Day, all player characters must succeed with an ENDURANCE to keep moving.

RAINFALL

D6	RAINFALL	EFFECT
1	Clear skies	LEAD THE WAY +1
2-4	None	None
5	Drizzle (rain or snow)	LEAD THE WAY -1
6	Downpour (rain or snow)	LEAD THE WAY -2. For a Quarter Day, all player characters must succeed with an ENDURANCE roll to keep moving. In storms and downpours one roll is made, with a -2 modification.

TEMPERATURE

D6	TEMPERATURE	EFFECT
1	Hot	Each HIKING player character must succeed with an ENDURANCE roll every Quarter Day not to get THIRSTY
2-5	Pleasant	None
6	Cool	All player characters who are not in a camp must succeed with an ENDURANCE roll every Quarter Day or become COLD



RULES FOR STRONGHOLDS

The following section expands on the rules for strongholds (chapter 8 in the *Player's Handbook*).

RANDOM EVENTS AT THE STRONGHOLD

A stronghold can serve as an adventure site where the adventure comes to the player characters rather than the other way around. Another option is to have a random event connected to a monster take place at the stronghold – why let the player characters feel safe there?

EVENTS AT THE STRONGHOLD

D6	EVENT	MONSTER
1	All that Glitter is Not Eggs	Amphibian
2	A Demonic Bottom-Dweller	Possessor
3	An Enemy Among Us	Shapeshifter
4	The Revenge of the Gods	Giant Specter
5	A Sordid Plan	Rock Troll
6	A Real Vagrant	Tupilaq

SERVANT PERSONALITIES

You can roll on the table below to create personalities for the servants hired to work at the

player characters' stronghold. Roll three times to create more nuanced servants: once for the servant's name and kin, once for their personality, and once for their secret. The table can also be used to add personalities to other NPCs.

SERVANTS

D66	NAME (KIN)	PERSONALITY	SECRET
11–12	Vorella (elf)	Stoic	Hunted by a demon
13–14	Helda (dwarf)	Objective	Broke a promise
15–16	Kamilia (half-elf)	Diplomatic	In league with bandits
21–12	Nimella (halfling)	Gullible	Tricked into spying on the adventurers
23–24	Sinmelda (human)	Curious	Discovered another servant's secret
25–26	Niria (orc)	Terse	Plans to kill another servant
31–32	Tsemilia (goblin)	Lazy	Pays another servant to do her job
33–34	Tuawa (wolfkin)	Suspicious	On the run from former associates
35–36	Drami (elf)	Artistic	Paints others' secrets, unknowingly
41–42	Felbenia (dwarf)	Diligent	Cursed, cannot rest while the sun is up
43–44	Danmerin (half-elf)	Dreaming	Her nightmares always come true sooner or later



D66	NAME (KIN)	PERSONALITY	SECRET
45–46	Pjullo (halfling)	Talkative	Talks about the adventurers' activities in the nearest village
51	Direne (human)	Rebellious	Involved in planning an uprising
52	Harra (orc)	Cynical	Expects to be betrayed by the adventurers, and plans to betray them first
53	Garm (goblin)	Insolent	
54	Tjalgo (wolfkin)	Trustworthy	Knows about an adventurer's dark secret
55	Tilene (elf)	Condescending	Envies the adventurers, will try to ruin things for them
56	Moldo (dwarf)	Combative	Dragged his friends into an unnecessary fight, and now they are all dead
61	Taldavan (half-elf)	Openhearted	In love with one of the adventurers, and bad at hiding it
62	Svulbras (halfling)	Superstitious	Becomes possessed by a wraith at each new moon
63	Terdar (human)	Ambitious	Willing to do anything for the adventurers or another high-ranking servant to better his position at the stronghold
64	Tsakalla (orc)	Vengeful	Killed the wrong person by mistake
65	Fortula (goblin)	Impulsive	In debt to dangerous people
66	Kelani (wolfkin)	Irritable	Wanted for assault in a nearby village

POTIONS & POISONS

FORAGE FOR HERBS

Adventurers with the Herbalist talent who **FORAGE** can choose to find **HERBS** instead of **VEGETABLES** (same amount of units). The Herbalist talent is a prerequisite for doing so and adds no bonus to the roll.

HEALING AND POISON

The description of the Poisoner talent on pages 78–79 in the *Player's Handbook* states that the **CRAFTING** skill is used for concocting poisons. A **HEALING** roll will also work.



NEW TALENT: ALCHEMIST

You can extract active substances from plants and animals to create potions with various effects. Doing so typically requires a cauldron, a heat source, **HERBS**, and a rare ingredient of some sort. Extracting such an ingredient from a monster requires a **HEALING** roll, and gives one dose per **X** rolled.

Example of potions can be found in the table below. You can find more examples under the Resources heading for monsters in the Bestiary.

- ❖ **RANK 1:** You can use the **HEALING** skill to concoct various types of potions. Each **X** rolled gives you one dose.
- ❖ **RANK 2:** As per rank 1, and you get +1 to all rolls for concocting potions.
- ❖ **RANK 3:** As per rank 2, but you can add a D8 Artifact Die to all rolls for concocting potions.

STORAGE: Up to ten doses can be stored in a bottle or vessel that counts as a normal item. Five doses can be stored in a vessel that

ALCHEMICAL POTIONS

The following potions can be created by adventurers with the Alchemist talent or purchased from other alchemists.

POTION	PRICE	SUPPLY	WEIGHT	RAW MATERIALS	TIME
Drops of Strength	5 gold	Rare	Tiny	1 Herbs, giant's blood	Quarter Day
Elixir of Wisdom	5 gold	Rare	Tiny	1 Herbs, troll's tooth	Quarter Day
Decoction of Cunning	5 gold	Rare	Tiny	1 Herbs, dragon's tooth	Quarter Day
Quick Nectar	5 gold	Rare	Tiny	1 Herbs, gryphon's feather	Quarter Day
Healing Water	3 gold	Rare	Tiny	1 Herbs, hydra's blood	Quarter Day
Longwalk	1 gold	Rare	Tiny	1 Herbs, ground ghoul's bones	Quarter Day
Quenching Swig	1 gold	Rare	Tiny	1 Herbs, sea serpent's gall	Quarter Day
Bellyfull	1 gold	Rare	Tiny	1 Herbs, troll's gastric juice	Quarter Day
Honey of Embers	1 gold	Rare	Tiny	1 Herbs, insectoid's blood	Quarter Day
Elixir of Life	10 gold	Rare	Tiny	1 Herbs, dragon's blood	Quarter Day
Iron Juice	3 gold	Rare	Tiny	1 Herbs, dragon's scale	Quarter Day
Healing Decoction	4 gold	Rare	Tiny	1 Herbs, troll's blood	Quarter Day
Refreshing Decoction	4 gold	Rare	Tiny	1 Herbs, hydra's acid	Quarter Day
Calming Decoction	4 gold	Rare	Tiny	1 Herbs, mantichore's blood	Quarter Day
Intoxicating Decoction	4 gold	Rare	Tiny	1 Herbs, drakewyrm's acid	Quarter Day
Porridge of Prophecy	2 gold	Rare	Tiny	1 Herbs, giant spider's venom	Quarter Day



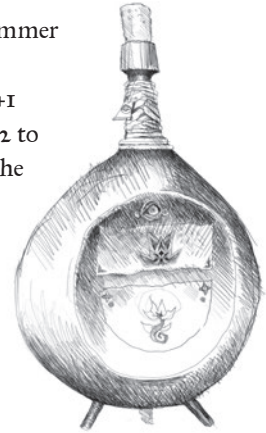
counts as a light item. The shelf life is very long, probably longer than the adventurers' short, hard lives.

NEW FUNCTION: LABORATORY

A room full of glass containers, pipettes, burners, and various ingredients where alchemists and poisoners can create their decoctions.

- ❖ **REQUIREMENT:** The Alchemist or the Poisoner talent
- ❖ **RAW MATERIALS:** 100 Wood

- ❖ **TOOLS:** Saw, hammer
- ❖ **TIME:** One week
- ❖ **REPUTATION:** +1
- ❖ **EFFECT:** Adds +2 to **HEALING** when the skill is used to create potions and poisons.



TALENT	TOOLS	EFFECT
Alchemist	Cauldron, fire	Strength +1 for a Quarter Day
Alchemist	Cauldron, fire	Empathy +1 for a Quarter Day
Alchemist	Cauldron, fire	Wits +1 for a Quarter Day
Alchemist	Cauldron, fire	Agility +1 for a Quarter Day
Alchemist	Cauldron, fire	Reduces the recovery time for critical injuries by half
Alchemist	Cauldron, fire	Cures the Sleepless condition
Alchemist	Cauldron, fire	Cures the Thirsty condition
Alchemist	Cauldron, fire	Cures the Hungry condition
Alchemist	Cauldron, fire	Cures the condition COLD
Alchemist	Cauldron, fire	Delays aging for one year
Alchemist	Cauldron, fire	Armor Rating +1 if applied to armor, the effect lasts a Quarter Day
Alchemist	Cauldron, fire	Heals D3 Strength
Alchemist	Cauldron, fire	Heals D3 Agility
Alchemist	Cauldron, fire	Heals D3 Wits
Alchemist	Cauldron, fire	Heals D3 Empathy
Alchemist	Cauldron, fire	The user's Wits is broken (no critical injury), but they may then ask a question to the GM who will answer cryptically but truthfully



POISONS

The following poisons are well-known and can be created by adventurers with the Poisoner talent (pages 78–79 in the *Player's Handbook*) or purchased in villages.

POISON	PRICE	SUPPLY	WEIGHT	RAW MATERIALS	TIME	TALENT
Night Terror	5 silver	Rare	Tiny	1 Herbs	Quarter Day	Poisoner
Desert Wind	5 silver	Rare	Tiny	1 Herbs	Quarter Day	Poisoner
Wolfhunger	5 silver	Rare	Tiny	1 Herbs	Quarter Day	Poisoner
Frostbite	5 silver	Rare	Tiny	1 Herbs	Quarter Day	Poisoner
Amok	3 silver	Rare	Tiny	1 Herbs	Quarter Day	Poisoner
Forgetting Dust	4 silver	Rare	Tiny	1 Herbs	Quarter Day	Poisoner
Power Shackles	5 silver	Rare	Tiny	1 Herbs	Quarter Day	Poisoner
Midnight Torment	4 silver	Rare	Tiny	1 Herbs	Quarter Day	Poisoner
Love Potion	4 silver	Rare	Tiny	1 Herbs	Quarter Day	Poisoner
Aging Drops	8 silver	Rare	Tiny	1 Herbs	Quarter Day	Poisoner



TOOLS

EFFECT

Cauldron, fire	Potency 6. Each step of increased Potency doubles the cost. Causes the Sleepless condition at full effect.
Cauldron, fire	Potency 6. Each step of increased Potency doubles the cost. Causes the Thirsty condition at full effect.
Cauldron, fire	Potency 6. Each step of increased Potency doubles the cost. Causes the Hungry condition at full effect.
Cauldron, fire	Potency 6. Each step of increased Potency doubles the cost. Causes the Cold condition at full effect.
Cauldron, fire	Potency 3. Each step of increased Potency doubles the cost. Fills the victim with uncontrolled rage, aimed at the nearest creature. The effect lasts a Quarter Day.
Cauldron, fire	Potency 3. Each step of increased Potency doubles the cost. At full effect the victim forgets everything that happened in the last Quarter Day. Does not affect XP gained during that time.
Cauldron, fire	Potency 3. Each step of increased Potency doubles the cost. At full effect the victim cast spells with halved Power Level (rounded up) for a Quarter Day.
Cauldron, fire	Potency 3. Each step of increased Potency doubles the cost. At full effect the victim goes temporarily blind, lasts a Quarter Day.
Cauldron, fire, hair from person	Potency 3. Each step of increased Potency doubles the cost. Twists the victim's mind and makes them infatuated with a specific person. The infatuated automatically fails all attempts to resist MANIPULATION by their love interest. The effect lasts a Quarter Day.
Cauldron, fire	Potency 3. Each step of increased Potency doubles the cost. At full effect the victim goes from young to adult or from adult to old and loses one point in an attribute of their choice. The effect lasts until a dose of Elixir of Life is consumed or the spell Healing Hands is cast on the victim.



INTERACTION BETWEEN POTIONS

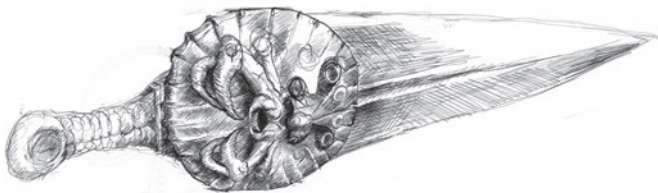
Consuming multiple potions in a single Quarter Day can result in amusing, worrying, or even dangerous interactions. For each additional

potion that the player character consumes during the same Quarter Day a roll is made on the table below. Poisons do not cause interactions, but always affect the victim as usual.

ALCHEMICAL INTERACTION

D6 INTERACTION

- | | |
|-----|--|
| 1–2 | The potions work as intended. |
| 3 | The potions work as intended and add a cosmetic effect for one day. Roll D6.
1: glowing eyes, 2: crimson hair, 3: green spots, 4: black lips, 5: honey-sweet scent, 6: squeaky voice. |
| 4 | One of the potions stops working, roll for which one. |
| 5 | All potions stop working. |
| 6 | Toxic interaction, the potions stop working. The Potency is D6 multiplied by the number of consumed potions. |



ARTIFACTS

The tables for “Carried Precious Finds” and “Precious Finds in a Lair” (the *Gamemaster’s Guide*, pages 190–192) both include an artifact (result #66). You may then choose a named artifact or use the following rules to roll one.

The artifacts below are divided into two categories: Skill Artifacts and Combat Artifacts. Skill Artifacts add an artifact bonus to the

skill in question. Combat Artifacts are weapons, armor, and shields.

To roll an artifact, start by rolling its name. The name can refer to its creator or a famous previous owner. Then you roll to determine the item’s artifact bonus. After that you roll for what type of artifact is found. Finally, roll for the artifact’s oddities. Oddities only affect (or afflict) the bearer as long as they are in possession of the artifact.



THE ARTIFACT'S NAME		
D66	PREFIX	
11-12	Alur's	
13-14	Brambolg's	
15-16	Caramir's	
21-22	Dohump's	
23-24	Ellerind's	
25-26	Fagaster's	
31-32	Ganira's	
33-34	Hanum's	
35-36	Irlia's	
41-42	Janalak's	
43	Kondalf's	
44	Lumock's	
45	Moro's	
46	Nimistra's	
51	Opalug's	
52	Paarea's	
53	Quoor's	
54	Reli's	
55	Syndamast's	
56	Talg's	
61	Ulfurbog's	
62	Virella's	
63	Wangerman's	
64	Xyll's	
65	Yanda's	
66	Zofissima's	

ARTIFACT BONUS	
D66	BONUS
11-46	D8
51-63	D10
64-66	D12

TYPE OF ARTIFACT	
D6	TYPE
1-3	Skill Artifact
4-6	Combat Artifact

COMBAT ARTIFACTS	
D6	ITEM
1	Armor
2-3	One-handed weapon
4-5	Two-handed weapon
6	Ranged weapon

SKILL ARTIFACTS		
D66	SKILL	ITEM
11-12	Might	Belt
13-14	Endurance	Boots
15-16	Crafting	Sweatband
21-22	Stealth	Cloak
23-24	Sleight of Hand	Gloves
25-26	Move	Tunic
31-32	Scouting	Lens
33-34	Lore	Book
35-36	Survival	Compass
41-42	Insight	Ring
43-44	Manipulation	Crown
45-46	Performance	Musical instrument (roll D6. 1-2 : flute, 3 : horn, 4 : lyre, 5 : harp, 6 : drum)
51-52	Healing	Lancet
53-54	Animal Handling	Whip
55-66	Roll again	



ARMOR

D66 ITEM

11-13	Studded Leather Cap
14-21	Open Helmet
22-25	Closed helmet
26-34	Great helm
35-41	Leather
42-45	Studded leather
46-53	Chainmail
54-61	Plate Armor
62-63	Small shield
64-66	Large shield

ONE-HANDED WEAPONS

D66 ITEM

11-12	Knife
13-14	Dagger
15-16	Falchion
21-22	Short Sword
23-24	Broadsword
25-31	Longsword
32-34	Scimitar
35-36	Mace
41-42	Morningstar
43-45	Warhammer
46-52	Flail
53-54	Wooden Club
56-61	Handaxe
62-64	Battle Axe
65-66	Short Spear

TWO-HANDED WEAPONS

D66 ITEM

11-14	Staff
15-22	Long Spear
23-26	Pike
31-34	Halberd
35-42	Trident
43-46	Large Wooden Club
51-54	Heavy Warhammer
55-62	Two-Handed Axe
63-66	Two-Handed Sword

RANGED WEAPONS

D66 ITEM

11-14	Throwing Knife
15-22	Throwing Axe
23-26	Throwing Spear
31-34	Sling
35-43	Short Bow
44-52	Longbow
53-61	Light Crossbow
62-66	Heavy Crossbow



THE ARTIFACT'S ODDITY

D66 ODDITY

- 11 Demonic face on the artifact, its eyes are constantly following you
- 12 Sleeps at night, during which time it counts as a normal item
- 13 Whispers paranoid fantasies to its bearer
- 14 Is always freezing cold
- 15 Always becomes red-hot when used
- 16 Anyone who touches the artifact with their bare hands experiences visions of their own death, the use of gloves is recommended
- 21 Causes nightmares
- 22 Emits a cold light in darkness (counts as a torch)
- 23 Complains telepathically about the bearer whenever they fail a skill roll
- 24 Is terrified of a certain type of creature and its Artifact Die decreases by one step (to a minimum of 1d6) in the presence of such creatures. Roll D6 to determine which type it is. **1:** elves, **2:** dwarves, **3:** orcs, **4:** dragons, **5:** demons, **6:** trolls.
- 25 Hates a certain type of creature and its Artifact Die increases by one step (to a maximum of D12) when the artifact is used against such creatures. Roll D6 to determine which type it is. **1:** elves, **2:** dwarves, **3:** orcs, **4:** dragons, **5:** demons, **6:** trolls.
- 26 Can be teleported to its bearer's hand as a free action, from any location
- 31 Constantly vigilant, warns of incoming danger; the bearer cannot be taken by surprise
- 32 Can take any shape the bearer chooses, but retains its size and stats
- 33 The artifact's name is that of a tormented soul trapped inside the item, and the soul's personality affects the bearer telepathically. Roll D6 for personality. **1:** bad morning mood, **2:** vindictive, **3:** jealous, **4:** melancholic, **5:** teasing, **6:** moralistic.
- 34 Gives the wearer telepathic advice, based on the artifact's agenda (decided by the GM)
- 35 Telepathically spreads overly positive stories about the bearer's deeds, Reputation +1
- 36 Telepathically spreads malicious caricatures of the bearer, Reputation +1
- 41 Makes the bearer less memorable, Reputation -1



D66 ODDITY

- 42 The bearer always finds +D6 extra silver coins whenever they come across a find worth 10 silver or more
- 43 The Artifact Die increases by one step (max D12) in villages, towns, or strongholds
- 44 The Artifact Die increases by one step (max D12) in wilderness or ruins
- 45 The bearer suffers one point of damage to Empathy every time they kill an enemy
- 46 The bearer heals one point of lost damage to Strength every time they kill an enemy in combat
- 51 Can be broken by the bearer to release a demon under the bearer's control. The control lasts for one day.
- 52 The bearer stops aging and cannot be aged by other effects
- 53 The bearer is immune to disease
- 54 The bearer is immune to poison
- 55 The bearer does not feel hunger and cannot become **HUNGRY**
- 56 The bearer is always warm and cannot become **COLD**
- 61 The bearer does not need sleep and cannot become **SLEEPLESS**
- 62 The bearer does not need to drink and cannot become **THIRSTY**
- 63 Can discharge all its power in a single use. Roll the Artifact Die twice and choose the highest result. Then the item explodes, and the user suffers the amount of damage indicated by the die.
- 64 The Artifact Die varies depending on the phases of the moon. New moon: -1 step (to a minimum of D6), waxing moon: no change, full moon: +1 step (to a maximum of D12), waning moon: no change.
- 65 The Artifact Die varies depending on the season. Spring: no change, summer: +1 step (to a maximum of D12), autumn: no change, winter: -1 step (to a minimum of D6).
- 66 The Artifact Die varies depending on the time of day. Morning: no change, day: +1 step (to a maximum of D12), evening: no change, night: -1 step (to a minimum of D6).



SOLO RULES

These rules are a set of guidelines to help you play *Forbidden Lands* without a Gamemaster. While these rules are written assuming you will be playing alone, they can be used as is with one or more friends (co-op) as well as in a traditional GM-led game with a focus on improvisation and “zero-prep” play. What you’ll find in the following pages is a whole suite of procedures, tables, and advice to help you explore the Forbidden Lands as a single player.

You will need a standard deck of playing cards with the Jokers removed.

YOUR SOLO ADVENTURER

Creating your main player character is done in much the same way as presented in the *Player’s Handbook*. However, there are a number of recommendations to help you survive longer on your own.

CHARACTER CREATION

If using the standard method of character creation, give your PC one extra general talent (Lucky is recommended if you are playing solo)

and two extra skill points. If you are using the lifepath character generation system found in the *Legends & Adventurers* booklet, give them one additional formative event when they are Young, and it is advised that you swap one of your general talents for Lucky.

Once you have finished creating your character, you can exchange any starting equipment for its listed value and then use your starting funds to purchase additional equipment. It is highly recommended that you purchase some armor.

If you are playing with a Companion (see below), you only start with one Relationship to that character, otherwise start without any Relationships. You can gain Relationships with NPCs once you start playing.

COMPANIONS

Traveling with a Companion can mean the difference between life and death, and it is strongly recommended that you use one when playing solo. However, playing with two PCs can water down the experience, so instead of having two PCs, try to focus on one (your “Main PC”) and give the Companion more of a supporting role in your story. You can also play with multiple Companions, but it is recommended to start with one and then slowly add members to your party as your story progresses.



The following guidelines will help keep the focus on your main PC to keep the game moving smoothly:

- ❖ Companions have no Willpower Points and cannot push their rolls.
- ❖ Companions should rarely roll for themselves, instead giving a help die in many situations, except when Journeying, when they can (and should) roll independently.
- ❖ If your Main PC dies, the Companion can get “upgraded” to replace the Main PC. At this point, give them their kin talent, a profession talent, and a number of extra general talents according to the table on page 33 of the *Player’s Handbook*. Also give them a Pride and Dark Secret.

MOTIVATION: To help figure out why your Companion is traveling with you, draw a card and consult the table below.

CARD	MOTIVATION
2	Wanderlust. They simply want to see the world.
3	Fugitive. Someone powerful wants their head.
4	Exile. They have been forced out of their home in shame.
5	Vengeance. Someone has done them a great wrong and must pay.
6	Bloodlust. Some people just want to see the world burn.
7	Greed. All they care about is acquiring wealth.

CARD	MOTIVATION
8	Romance. They pursue a lost lover, or are in love with you.
9	Religion. They seek to share their faith, or are on a pilgrimage.
10	Fame. They want their name to be known far and wide.
J	Self-Improvement. They seek to become the best they can be.
Q	Protection. They seek something which can protect their loved ones.
K	Friendship. They are joining you through a bond of friendship.
A	Orders. They work for a faction, their motives may be unclear.

CREATION: To create a Companion, follow the steps below.

- I. Try to choose a profession to complement your Main PC. Use the table of complimentary Companion professions below to help you decide:

MAIN PC	COMPANION PROFESSIONS
Druid	Fighter, Hunter, Rider, Champion
Fighter	Hunter, Minstrel, Peddler, Rogue



MAIN PC	COMPANION PROFESSIONS
Hunter	Fighter, Minstrel, Peddler, Rider
Minstrel	Fighter, Hunter, Rider, Champion
Peddler	Fighter, Hunter, Rider, Champion
Rider	Fighter, Hunter, Minstrel, Peddler
Rogue	Fighter, Hunter, Rider, Champion
Sorcerer	Any
Champion	Hunter, Minstrel, Peddler, Rogue

CARD	TALENT
2	Bowyer
3	Chef
4	Fisher
5	Herbalist
6	Master of the Hunt
7	Pack Rat
8	Poisoner
9	Quartermaster
10	Sailor
J	Smith
Q	Tailor
K	Tanner
A	Wanderer

- Use the lifepath system from the *Legends & Adventurers* booklet to create your Companion, with the following tweaks:
 - ❖ Choose their profession rather than rolling for one.
 - ❖ Don't give them any talents (they'll get a free one in step 3 below).
 - ❖ Like the Main PC, give them an extra formative event at Young age, ignoring the talent.
 - ❖ Skip steps 11–12.
- Give your Companion one (non-combat) general talent. Draw a card or choose from the table above right.

ANIMAL COMPANIONS

If you would like an animal companion and you want it to act independently, you must take the Hunter's Path of the Beast talent. Otherwise, your animal companion can give you a help die in relevant circumstances (i.e. when you make a **SCOUTING** roll when **KEEPING WATCH** at a camp), but won't be able to act on its own.



GETTING STARTED

Before you can start your adventure, you need to figure out a few more details.

SITUATION: Roll on the “How Did You Meet” table in the *Legends & Adventurers* booklet (pages 24–26) and let the result guide how your game begins (either having happened sometime in the past, or even starting your game with that event as your first scene).

LEGEND: Create a legend using the tables in *Legends & Adventurers* (pages 27–31). This legend should be viewed as a major reason for you setting out.

LOCATION: There are many ways to decide where to start. You can start in a hex that is tied to your kin using the map on page 46 of the *Gamemaster’s Guide*, roll for your homeland in *Legends & Adventurers* (page 4), or pick a random hex.

DATE: Choose or randomly determine your game’s starting date. Write this date down on your first solo journal entry.

FIRST MOVES: Once you are ready, it is assumed to be Morning. Follow the new Quarter Day Procedure as provided on page 169.

ADVANCEMENT: When playing solo, sessions can be as long or as short as you want them to be. Instead of awarding Experience Points at the end of a session, ask the questions from page 39 of the *Player’s Handbook* at the start of every new day, but do not award a point of XP for attending the session.

When advancing your character, you can take profession talents from outside of your profession, though you must always find a trainer to help you for the first rank.



JOURNEYING FOR ONE

Each Quarter Day, follow this procedure:

1. Morning only:
 - a. Shuffle the deck of playing cards.
 - b. Use the XP question prompts to earn XP from the previous day.
 - c. Roll D6 three times for weather, using the table on page 153.
2. Assign and resolve tasks for PC and Companion(s).
3. Perform the New Hex Procedure (below) if entering a new hex or draw for a general encounter if keeping watch over a camp. Roll **SCOUTING** to see if the encounter

can be spotted in time. If you roll two or more **X** you gain +1 on the next roll relating to the encounter. If needed, resolve the encounter.

4. Use oracles (from the following section) as needed to resolve situations that would normally need a GM.
5. Proceed to next Quarter Day and start again from step #1.

NEW HEX PROCEDURE

Whenever you enter a new hex, draw a card, and consult the table below. You may also want to consult the Location tables on page 147 or the Wilderness Oracle on page 174.

CARD	ENCOUNTER TYPE
2–10	Random Encounter Table – roll D66 and choose between the ones in the <i>Gamemaster's Guide</i> and page 123 of this book.
Face	General Encounter – draw a card and consult the chart on page 170.
Ace	Random Adventure Site from Chapter 8 in the <i>Gamemaster's Guide</i> . Roll D6. 1–3: Village, 4–5: Dungeon, 6: Castle

If you want to use published adventure sites, you will need to read them first to understand how they work. While many solo players do indeed play published adventures in this way, it can only be done by separating player and character knowledge, and you must be content

with revealing an adventure site's secrets prior to running it.

To include published adventure sites, you must decide on how often and which published adventure sites to use whenever an Ace is drawn.



GENERAL ENCOUNTERS

These entries are deliberately vague. Use one or more oracles to obtain more detail, such as location details, the demeanor of NPCs, etc. If you draw an NPC or group of NPCs, a good general rule of thumb is to have the same number as the number of PCs (including Companions), but you can also roll a D3 or D6 if you want to make it more random. Note that this table is designed for use in Ravenland – if playing in the Bitter Reach, *The Bloodmarch*, or elsewhere, you'll need to adapt the results accordingly.

CARD	DIAMONDS	HEARTS	CLUBS	SPADES
2–7	No encounter	No encounter	No encounter	No encounter
8	Unusual smell emanating from the ground.	Thick fog rises from the ground, but only comes up to knee height	Uncanny terrain (crater, an odd tree, sandy patch in a forest, etc.)	The weather worsens in some way (colder, wetter, stormier, etc.)
9	Faint smell of smoke on the breeze.	Great flock of birds makes a huge cacophony nearby	Signs of a recent battle: D6 fresh graves, site is possibly haunted	Whispering can be heard, neither distant nor nearby
10	Some game wanders into view! Roll for an animal (<i>Player's Handbook</i> page 152)		Wolves (<i>Game-master's Guide</i> page 126)	Bear (<i>Game-master's Guide</i> page 126)
J	Wandering Villager (<i>Game-master's Guide</i> page 184)	Escaped Slave (Villager on <i>Game-master's Guide</i> page 184)	Hunters (<i>Game-master's Guide</i> page 184)	Slavers (Bandits on <i>Gamemaster's Guide</i> page 183)
Q	Quard Pilgrims (<i>Gamemaster's Guide</i> pages 42 and 49)	Raven Sisters (<i>Gamemaster's Guide</i> page 37)	Watcher Minstrels (<i>Gamemaster's Guide</i> pages 55–56)	Rust Brothers (<i>Gamemaster's Guide</i> page 40)
K	Mounted Champion and Retinue	Wounded Adventurer, will share artifact legend if helped.	Bandits (<i>Game-master's Guide</i> page 183)	Whiner Hollows (<i>Gamemaster's Guide</i> page 70)
A	Sorcerer & Soldier (<i>Gamemaster's Guide</i> pages 184 and 183)	Rival Adventurers	Warriors from a Faction (roll on table on opposite page)	Aggressive Monster! (D66 table on page 74 of the <i>Gamemaster's Guide</i> or page 5 of this book)



FACTIONS

D66	FACTION
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11–13	Blackwing Cultists (<i>Gamemaster's Guide</i> page 38)
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14–16	Order of Maidens (<i>Gamemaster's Guide</i> page 51)
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21–23	Iron Guards (<i>Gamemaster's Guide</i> page 40)
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24–26	Galdane Aslene (<i>Gamemaster's Guide</i> page 50)
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31–33	Meromannian Dwarves (<i>Gamemaster's Guide</i> page 58)
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34–36	Canide Dwarves (<i>Gamemaster's Guide</i> page 59)
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41–43	Crombe Dwarves (<i>Gamemaster's Guide</i> pages 59–60)
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44–46	Unruly Elves (<i>Gamemaster's Guide</i> page 54)
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51–53	Redrunner Elves (<i>Gamemaster's Guide</i> page 56)
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54–56	Isir Orcs (<i>Gamemaster's Guide</i> page 65)
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61–63	Roka Orcs (<i>Gamemaster's Guide</i> page 64)
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64–66	Drifter Orcs (<i>Gamemaster's Guide</i> page 66)
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EXPLORING THE MAP

Hexcrawling is central to the Forbidden Lands experience, and thankfully it is quite well-suited to solo play. The journey rules from the *Player's Handbook* are suitable more or less as-is. The only area which needs addressing is when **KEEPING WATCH** at camp, since the GM would normally decide whether something happens. To address this, simply draw a card and consult

the General Encounter table to see if anything happens while you are resting in your camp.

The many available published adventure sites are written for a GM. If you use them in a solo game, you will need to disconnect what you read from what your PC knows. Start with reading the flavor text for the site and then progress slowly through the rest of the text, asking the oracle questions regularly along the way.



PLAYING CARD ORACLES

In solo roleplaying games, an oracle is a simple mechanic which can be used to randomly generate answers to questions or provide further

information on a topic. Playing cards are used for the oracles here.

In addition to providing 13 different card values and 4 suits, the color of the card can also be used to give a binary answer in many situations – Red being a positive answer, Black being negative.

YES/NO ORACLE

Rule number 1 is to go with your gut!

- ❖ If you're not sure of the odds or they're 50/50, only draw one card.
- ❖ If the odds are Likely, draw two cards and take the most positive result (high red > low black).
- ❖ If the odds are Unlikely, draw two cards and take the most negative result (high black > low red).

CARD	RED SUIT	BLACK SUIT
2–3	Maybe, but the result is not clear	Maybe, but the result is not clear
4–10	Yes (higher numbers are more definitive)	No (higher numbers are more definitive)
Face	Yes, but with some complication	No, and some complication
Ace	Exceptional Yes	Exceptional No

HELPFUL/HAZARDOUS ORACLE

In many situations, you may wish to know how hazardous or hostile an encounter is. This can also be used for NPCs and villages. In that case, roll for your Reputation first and use the oracle below if you are not known, to find out how people react to you.

CARD	RED SUIT	BLACK SUIT
2–4	Neutral	
5–7	Mildly helpful	Mildly dangerous
8–10	Helpful	Dangerous
J–Q	Very helpful	Very dangerous
K–A	Life saving	Deadly



THEME ORACLE

At times you may wonder at a situation you find yourself in – perhaps a general encounter doesn't make much sense at first, you need some more information from an NPC, or you need help with some other idea. Whenever you are stuck in such a way, draw a card, and consult the table below. If the meaning is not clear, draw a second card and treat one as a minor theme.

CARD	DIAMONDS	HEARTS	CLUBS	SPADES
2	Balance	Unity	Crossroads	Indecision
3	Alliance	Community	Growth	Restoration
4	Protection	Disunion	Celebration	Grief
5	Scarcity	Loss	Conflict	Ambition
6	Abundance	Memory	Victory	Transition
7	Diligence	Illusion	Control	Deception
8	Passion	Abandonment	Action	Imprisonment
9	Reward	Stability	Strength	Hopelessness
10	Consequence	Fulfillment	Burden	Failure
J	Efficiency	Dream	Freedom	Impulsiveness
Q	Practicality	Calm	Courage	Complexity
K	Prosperity	Compassion	Perspective	Discipline
A	Opportunity	Spirituality	Desire	Clarity



WILDERNESS ORACLE

The locations in the table below are intended to give a bit of flavor to the hex you are traveling in. Perhaps you are wondering where you have made camp for the night, or where exactly an encounter with some refugees takes place.

CARD	HILLS & MOUNTAINS	PLAINS & FORESTS	MARSHES & QUAGMIRE	WATERWAYS & SHORELINES
2	Animal Lair			
3	Cave			
4	Burial Mound			
5	Footpath			
6	Abandoned Camp			
7	Isolated Dwelling			
8	Scorched Earth			
9	Bubbling Spring			
10	Wide Stream		Clear Pond	Flotsam
J	Valley		Deep Mud	Bridge
Q	Hollow	Huge Tree		Secluded Bay
K	Cliff	Felled Trees		Wooden Dock
A	Chasm	Disused Field	Reed Forest	Bridge

KIN ORACLE

CARD	RAVENLANDS	BITTER REACH	ASLENE
2-3	Alderlander	Ailander	Houn
4-5	Aslene	Ailander	Sabirian
6-7	Ailander	Alderlander	Caberian
8	Elvenspring (♦ ♥) Frailer (♣ ♠)	Orc	Galdane
9	Halfling	Orc	Quard
10	Goblin	Orc	Vasnian
J	Orc	Dwarf	Ravenlander
Q	Wolfkin	Dwarf	Red Elf
K	Dwarf	Wolfkin	Dwarf
A	Elf	Elf	Wolfkin

KIN NAMES ORACLE

Ailanders and Half-Elf Elvenspring take Elven names. Half-Elf Frailers take Alderlander names.

CARD	ALDERLANDER		ASLENE		ELF		DWARF	
	Female (♦ ♥)	Male (♣ ♠)	Female (♦ ♥)	Male (♣ ♠)	Female (♦ ♥)	Male (♣ ♠)	Female (♦ ♥)	Male (♣ ♠)
2	Elspet	Ellar	Adara	Arion	Aino	Akki	Bjorga	Egil
3	Fenna	Finn	Alida	Darius	Deelu	Benu	Dagrun	Greipur
4	Gudrun	Hagen	Calista	Eris	Enni	Elkku	Edla	Gylvi
5	Helga	Hob	Damaris	Flavian	Hemmi	Heimo	Eydrun	Halldor
6	Inka	Jorg	Dea	Gelas	Hilu	Kalva	Gunnrid	Hjalgrim
7	Laila	Karsten	Eppi	Hamon	Kaisu	Markku	Heidrun	Jormund
8	Moirra	Lars	Hera	Kozma	Kylikki	Okko	Ingilin	Kalvur
9	Olga	Noll	Iona	Nikos	Lyyti	Onni	Jonva	Lykkir
10	Pia	Olaf	Kacia	Osias	Maikko	Pekko	Morid	Narvi
J	Rhona	Rab	Leda	Pello	Neea	Rammi	Oddma	Olivar
Q	Sif	Stig	Nyssa	Solinus	Sini	Sampo	Pola	Runar
K	Tilda	Tam	Odea	Talos	Taika	Teemu	Skadi	Sunvard
A	Ulrika	Viggo	Telma	Vander	Tuula	Vaino	Vigdis	Tyrnir

KIN NAMES ORACLE

CARD	HALFLING		WOLFKIN		ORC		GOBLIN	
	Female (♦ ♥)	Male (♣ ♠)	Female (♦ ♥)	Male (♣ ♠)	Female (♦ ♥)	Male (♣ ♠)	Female (♦ ♥)	Male (♣ ♠)
2	Alani	Arto	Ainur	Akaki	Gersene	Arnal	Agota	Andras
3	Brea	Beli	Buora	Baigra	Gilina	Darra	Benca	Bartal
4	Duna	Cob	Eka	Dardain	Hashanna	Druka	Enim	Casba
5	Gallia	Dwyn	Fjolla	Ervin	Hela	Gaka	Gyangi	Doman
6	Isla	Finnbar	Huric	Fatmir	Herseli	Gorok	Helka	Elek
7	Kinna	Kelvan	Inkar	Goga	Hyokla	Grul	Ilona	Fulop
8	Mariel	Kerr	Kieto	Harut	Okalia	Hrano	Juliska	Hunor
9	Morna	Lir	Naina	Ileir	Oryla	Hros	Karola	Joska
10	Nola	Madoc	Prana	Koba	Peladi	Hruk	Kinga	Miksa
J	Oona	Naal	Suora	Otar	Shaanla	Kacha	Lenke	Sandor
Q	Riann	Owin	Teona	Pali	Sirise	Narka	Nusa	Tamas
K	Sheena	Sholto	Teuta	Tauron	Soyna	Nutch	Sariska	Vilmos
A	Ula	Tad	Zarina	Vasil	Tori	Ykacha	Zulima	Zoltan



TRAITS ORACLE

Use this table to help determine an NPC's outlook and motivations. It can also be used to determine the outlook for a community – use the Diamond column for the red suits and the Clubs column for the black suits and consult the relevant gray column.

CARD	NPC: DIAMONDS/ COMMUNITY: RED	NPC: HEARTS	NPC: CLUBS/ COMMUNITY: BLACK	NPC: SPADES
2	Benevolent	Absent-Minded	Aggressive	Ambitious
3	Calm	Careless	Aloof	Angry
4	Enthusiastic	Charismatic	Bloodthirsty	Arrogant
5	Friendly	Charming	Cautious	Callous
6	Generous	Confident	Demanding	Coarse
7	Jovial	Cunning	Greedy	Commanding
8	Passive	Eccentric	Hardhearted	Detached
9	Polite	Powerful	Hostile	Hedonistic
10	Proud	Relentless	Remorseful	Hot-Tempered
J	Quiet	Shrewd	Serious	Inattentive
Q	Relaxed	Slow	Slovenly	Reckless
K	Religious	Weary	Suspicious	Smug
A	Sociable	Wild	Wary	Stern

COMBAT

As combat in the Forbidden Lands is very deadly, some tweaks to the core rules are recommended.

ADVANCED COMBAT rules can work very well in solo play. To use them, randomly place two cards for your opponent face down. If the opponent's first card drawn is "Double Up", move it to the second position and use the other card instead for the first action.

GROUP ENEMIES into the same initiative slots as much as possible. Companions and allies can likewise be grouped. In addition, only give Monsters one initiative slot – they are deadly enough! A second initiative slot can be added if the PC has more than one Companion or becomes very experienced.

COMPANIONS: Have Companions help the Main PC's action as much as possible, rather than having them always act separately.



ENEMIES: Combine adversary NPC actions with help dice as often as possible, as per page 9 of the *Gamemaster's Guide*.

LOOTING: When looting fallen enemies, draw a card and consult the table below to see if they have any additional equipment beyond what is listed in their stat block:

LOOT			
CARD	DIAMONDS	HEARTS	CLUBS/SPADES
2–10	No additional equipment		
J	One unit of torches		
Q	One unit of water		
K	One unit of food		
A	Precious carried find	Valuable carried find	Simple carried find

SOCIAL INTERACTIONS

To better facilitate solo play, social interactions can be simplified into a single, unopposed roll with the difficulty based on the NPC's Wits (if you are attempting to manipulate them) or Empathy (if they are attempting to manipulate you) score.

WITS/ EMPATHY	SUCCESSES REQUIRED
2–3	1
4	2
5+	3

If the NPC is particularly gifted in either **INSIGHT** or **MANIPULATION** (depending on how you are interacting with them), you should also consider further modifying your roll by removing one or more skill dice. Your bargaining position and Reputation (*Player's Handbook* page 40) influence your roll as per normal.

ROLEPLAYING IN VILLAGES

Roleplaying social interactions with an entire village or settlement by yourself can be surprisingly daunting, especially when you're new to playing solo. Remember that the point is to have fun – not to write an award-winning novel – so here are some tips to help break down this particular barrier.

- ❖ Be sure to use all the village creation tables in the *Gamemaster's Guide* (especially those on pages 169–170).



- ❖ Look for obvious hooks generated from these tables and use one of them as your entry point. Make good use of the oracles!
- ❖ Don't stress about roleplaying the dialogue if you're not ready or comfortable. Your game won't grind to a halt if you keep things a bit more zoomed out.

Here are some examples of questions you could ask the oracles to kickstart village interactions:

- ❖ "How do the villagers react to us?" Roll on the Helpful/Hazardous oracle.
- ❖ "Does anyone in the village approach us for help?" Roll on the Yes/No oracle and then on the Theme oracle if the answer is "yes" to determine the nature of this villager's problem.
- ❖ "[X] is the village problem – will the village leader let me help them with it?" Roll on the Yes/No oracle.
- ❖ "[X] is what the village is known for – is that thing in jeopardy somehow?" Roll on the Yes/No oracle.

PLAYING SOLO WITH OTHERS

While these rules are designed to facilitate single-player play, these rules will work just as well for co-operative (playing with friends, but no GM) and traditional play with a GM. The only change needed from the guidelines above is that a Companion is no longer necessary.

For co-op play, take it in turns to consult the various oracles and discuss together the best outcome for any situation where there is uncertainty in how to proceed. Rule #1 for solo play still applies here – go with your gut! If something seems logical, don't waste time with oracles, simply keep the game moving and save the oracles for those times when you are uncertain and would normally ask the GM for clarity.

For traditional play, the GM can use any of these tools to introduce some more randomness into the game. In the same way that many games have a "luck" mechanic which the players can interact with, the GM can ask the players to consult an oracle if they are themselves unsure.



AMPHIBIAN

The water goddess Flow – caring and good – appears to have her sharp side. To protect the source of the healing springs and the crystal-clear waters that are the essence of Flow, she created the amphibians: cosmological hybrids of lung and gill, tasked with preserving the purity of the waters by watching the entrances to their goddess' realm. They are secretive creatures, reclusive and shy, but in carrying out their protective duties they are as slippery as eels and as cruel as poison toads. Woe to those who bring the filth of the earth to their unsullied realm, woe to those who bring human diseases to the springs of the divine. Above all they guard against the demons who muddy the waters with their mog, but unwashed adventurers will also meet a swift end if they try to pass down into the sacred freshwater deep.

AMOEBEA

The ancient hunger has no face. It is an amorphous mass of scum and shadow, created by long forgotten gods in a time without mercy or stars. Alas, this abominable relic of a creature never left the Forbidden Lands. It lurks in the wet filth of the world: in muddy ponds and waste piles; in excrement-filled moats and sewers; among bloated corpses on battlefields and burial sites. Inside it floats the merged remains of gods, demigods, creatures, and beasts, all devoured in its endless search for sustenance. Sometimes the memories of these unfortunate souls resurface and form a grotesque parody of life from the shapeless, ever-changing mass.



BASILISK

The psychopomps of the Congregation of the Serpent claim that the god Wyrn made the basilisk king of all reptiles. As the Protector's representative, it would watch over snakes, lizards, frogs, and other creatures that crawl across the earth. For that purpose, it was endowed with divine powers – the power to both give and take life with its mere breath, and to create and recreate with its commanding gaze. But the basilisk used its god-given powers for evil, killing and consuming rather than guarding and protecting. That is why it is considered a vile abomination to this day: a bitter anomaly hiding in the shadows, awaiting the day when it will reclaim its rightful place as Wyrn's right hand.

BOG MAN

To appease the gods and satisfy their hunger, humans throughout history have sacrificed living creatures in bogs, swamps, and bottomless ponds. That is why the marshes of the Forbidden Lands are always haunted by the restless dead – and that is why a wise man or woman will stay away from these treacherous places. Many also speak of powerful weapons and ancient artifacts having been cast into the muddy depths, and many bold adventurers have met their demise in search of these legendary treasures. The victims of the bog were shown no mercy when the gods demanded their bloody tribute – and the bog men show no mercy to those who disturb their restless slumber.

DREAD RAPTOR

All the Bloodmarch rider clans test their young by sending them to the nest of a dread raptor. That is where they are hardened into riders and acquire their rider names. If they bring back some of the hunger bird's feathers – and not only survive the ordeal – they have also earned the right to carry bow and arrow. For the Aslenes see the dread raptor as more than just a beast. It is the eternal enemy of horses and the bane of riders, created and molded by the fire god Horn the moment that the first horses sprung into the world with their flaming manes. It is part of the cosmic balance and the key to the Aslenes' ambition and indomitable courage.

GATEKEEPER

They are creatures of the void, guardians of the empty spaces, commanders of the free flow of life between worlds. Such is their divine mission and cosmological purpose – preserving the invisible boundaries and structures that maintain harmony in the universe. Unfortunately, they have strayed into the Forbidden Lands, drawn to Zygofer's demonology and the hordes of unnatural abominations that have poured into the human world through the tears in Shadowgate Pass. Perhaps they are disoriented or blinded by hatred and hunger. Perhaps they follow an unknowable plan inscribed into the cosmos with runes of lava and the blood of gods.

GIANT SPECTER

They have always been here. Always been a part of the essence of the world, its ancient history and slumbering rage. But no one knows how long they have been dead. Maybe they were never alive? Maybe they are the dark side of eternal life: forever dead twins of the immortal elves? Maybe they are – as described in many ancient texts – tormenting spirits sent by the Red Wanderer to keep the spread of the human race under control? Perhaps they herald the end of mankind's domination and the return to everything that once was, eons before the Shift and the treason of Wyrms?



GIANT SPIDER

Abominations is what they are, these black spiders of the forest: ravenous as amoebas and irritable as rock trolls, but sly and calculating as the serpents of old. They say these creatures are the spawn of the Nightwalker, maybe even his first. That they are spinning his dreams and mysteries. That they are part of a bigger, unfathomable plan to bring the old gods back into the world. That is why they are sworn enemies of demons and misgrown. And that is why they are eating, growing, and spinning. They are soldiers resting before the final fight – the great battle for creation and eternity.

GREATER GOLEM

Fettering traitors forever in giants of stone is an ancient dwarven tradition from the time of the first stone singers, when the world was not yet solid and the ancient dragons hunted salamanders in the seas of magma. The first traitor to be bound in stone was the accursed Belial the Loose-Tongued, one of the forge god Huga's mastersmiths, who with treachery in his rotten heart carried the secret of steel from the dwarven halls to elves, humans, and others equally unworthy. Belial became the first greater golem in creation, doomed to stand guard until the end of time outside the gate to his master's divine forge.



IMP

These winged pests from faraway realms of death are the scourge of every sorcerer. They are drawn to arcane discharges and like leeches they feed on the life-giving juices of magical power and strength. Many adepts of the arcane arts have lost their powers, minds, and will to live because of these infernal, scornful scroungers. But they can be tamed and shaped into magical power sources. It is said that the venerable Nicodemus of Fire and Flame, House Winterbane's arch mage, managed to subdue a cunning imp with the help of a simple horseshoe. He bound it to his side as a subservient familiar and an endlessly combative opponent in chess.

IRON DRAGON

The iron dragon is the antithesis of forging and engineering. It is in fact the opposite of Creation itself and all that has been created and endowed with physical form by divine powers and dwarven hammers. It is a primordial force of destruction, a herald of decay, constantly gnawing at the roots of the world and eroding the bedrock with its treacherous snake holes. Every son and daughter of mighty Huga regards it as their sworn enemy: a constant reminder of the cosmic decay where no picks are digging, no blast furnaces smelting – and no dwarven hammers shaping the world with their ringing blows.



MARA

It is a vile creature, as terrible as the plague and fierce as a storm whipped up by the demons of the higher planes. But the mara never takes physical form. It cannot be predicted, understood, or grasped by either human hands or scholarly means. It is a scourge born from nightmares, as elusive and deceptive as the chaos of dreams. Sometimes it appears to its chosen victim in the form of a demonic, scornfully grinning cat, other times as a shriveled corpse, frail-looking and partially covered in thick boar bristles. It is said, however, that the sleeper can always recognize the face of his nemesis in the mara's twisted features, but whether this is ancient wisdom or mere superstition is anybody's guess.

MIRE DRAKE

The fishermen around Lake Varda will tell you that the mire drake is all the malice of the world made manifest, concentrated in a single beast. Anyone who has witnessed its ferocious attacks – against boats, fishing villages, and careless wanderers – can attest to that. The mire drake is a vile creature, more cunning and vicious than even the most black-hearted sea serpent. And yet it is worshiped as a god and oracle by many people across the Forbidden Lands. Like the mussel gatherers of the Blush, for instance, who seek the council of an eloquent mire drake known for its prophecies about everything from weather and childbirth to war and mussel plague.

MUMMY

The lords of ages past slumber restlessly in cairns and underground crypts. The cold of death has made them stiff and bitter, but nothing can quench their thirst for power. In life they reigned over peoples and kingdoms, in death over shadows and cobwebs. Mighty steel and gleaming gold fill their ancient chambers, and they are jealously watching every ounce and dust-covered splinter. They are fearsome warriors, but their bodies are as hollow and empty as their dead dreams. Ancient burial rites have turned them into predators and cannibals, hungering for the salts and juices that flow through the bodies of the living.

NATURE SPIRIT

The old gods are not far away. They live and thrive in the world around us, in the earth, mud, and the pools of the marshlands. They bring life to our pastures, fields, and waters; watch over our bridges, paths, and trails. They govern our fate when we hesitate at the crossroads and guide us towards abundant life and well-stocked larders – or towards crop failure, hardship, and death. In return they ask only that we express our gratitude through offerings and respect. The love of the gods is boundless, as are their wrath and jealousy. Sevenfold is the vengeance that follows every betrayal, seven are the years of need that each forgotten sacrifice brings upon the lands of our fathers.

POSSESSOR

When the Blood Mist cleared and life returned to the Forbidden Lands, sheets of these bloodthirsty, demonic fumes bled on to the world by inhabiting other creatures and using their bodies as mindless puppets. Our scholars call them Possessors: some see them as vanths, the mythological huntresses of the night, who in the name of the Nightwalker invade our bodies and turn us into beasts in service of the red mist.



RAT KING

It was the demonic flute that brought death upon the village. At first it sounded like a vaguely melodic lament, carried by the wind across the forests and meadows. But it grew into an ominous noise that hurt our ears and made the soft-hearted weep. Soon the milk turned sour and the butter rancid, and the cattle broke out of their pens. And then came the rats. Suddenly they were everywhere. The largest, fattest, most hideous rats the world has ever seen. They were completely unafraid of the village's grown men and snatched the toddlers from their cradles. They only listened to their master – the beast with the yellowed bone flute, which came walking at nightfall in a sea of rats. Bringing the cold shadow of plague and death.

ROCK TROLL

They have been called spirits of the living rock, revered as gods by the woodland druids, but there is nothing divine about these colossal, prehistoric creatures. They are nothing more than trolls. Cruel, ravenous, irritable filth with blackened hearts of cracked stone. The passage of eons has made them slow, but the crazed hunger of the trolls never left them. The smell of flesh and fresh blood rouses them from their slumber and turns them into ruthless killers: merciless monstrosities that crush anyone that comes near. None understand them but the dwarves, who desire the creatures' stone hearts and all that glitters and gleams in the depths of their mountainous bodies.



SHAPESHIFTER

Everyone knows that King Algavard II married a shapeshifter. On the night before the royal wedding, the beast slew his wife-to-be, the lovely Transmagulda, who at the time of the wedding ceremony was but the shell of a human. A parody of an extinguished life. What gave the shapeshifter away was neither the voice nor the foul, less-than-ladylike language, although the bride's excessive belching caused many a raised eyebrow. No, it was the slimy marks in Transmagulda's bed chamber that led the court sorcerer on its trail. It is said that the king went mad with grief when he was forced to turn his sword on the abomination that had devoured his beloved but still bore her visage.

SKOLOPENDRA

Not much good can be said of the stygian monster that scholars call skolopendra, but that peasants and other ordinary folk know by names such as nightcrawler, poison bog, or underbeast. Indeed, the skolopendra is the only creature that can strike fear into a fully grown abyss worm, and it has been seen attacking both basilisks and drake wyrms. Unfortunately, it is known to target humans and other humanoids as well, sometimes to eat them, sometimes out of sheer evil – but also to fill them with its repulsive eggs, which the skolopendra spreads in its constant quest for domination over the shallow underground.



THE SWARMING DEATH

Death comes swarming in the western wind, in the zephyr that whistles over mountains and woods. You must learn to read the signs – and fear what you see. The Swarming Death knows no mercy, for it has no heart with which to feel. There is no consciousness either, no thought or reason. No hatred and no dreams of power and glory. Only hunger; pure, strong, and all-consuming. Hunger and an ever-swarming evil that breaks down all the good, truth, and beauty that the gods bestowed upon the world.

TUPILAQ

The tupilaq will follow you to the ends of the earth. Its ravaged mind is consumed with a single thought: to find and slay the chosen victim. However, the tupilaq takes no pleasure in this. It is an abomination, a mockery of the gods' beautiful creation, and an offense against life itself. And for that it hates itself more than anything. It is this great and unalterable tragedy that fuels its power and wrath. The tupilaq's only goal and desire is the death it was denied by its creator. But it cannot die. Not until it has found its target – and wiped out every last trace of the victim's earthly existence.



TWISTED ENT

When the demon flood swept into the forests, Clay's beautiful creation started to wither. Mog and other demonic tissue spread through the earth, tangling with the roots and branches of trees like underground tentacles. The vegetation itself bowed to its demonic will, and the shepherds of the forest – the wise ents – despaired at the evil of the world. Some ents were so disheartened that their rubies shriveled into black lumps. They were consumed by wrath and an insatiable urge to squash all life that had been defiled by human sorcery. That is how they came to be, the twisted ents: the lost wardens and fallen protectors of the Forbidden Lands.

UNDEAD DRAGON

"The winged lord of restless death" – that is how the undead dragon is often described in royal chronicles from the time of the Alder Wars. It is a fitting name for this loathsome beast, for it is indeed a lord: the lord of maggots, bones, and bloated corpses, who reigns supreme over mass graves and corpse pits. And it is there – among the restless remains of our mothers and fathers – that the undead dragon finds its food. But is that not what princes do? Is it not the essence and despicable privilege of power to draw glory and nourishment from the sludge of death?



VAMPYR

When the protector god Rust created the world, he made humans masters of all that moved under the heavenly stars. Iron was the source of mankind's dominance, but it was the spilt blood of Rust's enemies – the red, the flowing, the hot and revitalizing – that kept them alive and gave them the strength to subjugate peoples and beasts alike. While this secret was later forgotten by their descendants, the vampyrs brought it with them in their ironclad hearts. It turned them into something else – something more than mere humans. Blood became their flame of life and their dark curse – the vampyr's road to salvation that also bound them to eternal undeath in the shadows of creation.

WATER TROLL

There can be no doubt that this aquatic fiend is every bit a troll in body and mind. It may not give off trollish grunts or odors, but they show the same strength and irrefutable bond to the earth and the damp dark. The same hunger for entrails, carrion, and offal. But unlike their cousins on land, the water trolls are cunning and devious, not to mention hard to see – lurking by the water's edge all covered in seaweed. However, there is talk of signs that reveal their territory; strange carvings in trees and rocks. Some say they are scratch marks from the water trolls' claws and growing tusks, others whisper about troll runes: ancient symbols of a forgotten language, aimed at the protecting powers of the underworld.



WILL-O'-THE-WISP

Drifting lights flickering in the night are never a good sign. Beware of their lure, for they are the flames of death: malevolent glimmers born out of hatred and despair, feasting on the fumes of rotting corpses. Once they were our sparks of life, our guiding lights. The learned, the wise, the old. But we chained them to the heretic's stake and destroyed their bodies. That is when we let the vile light into the world; the all-consuming hatred for the gods and their creation that is the black hearts of the will-o'-the-wisps. To the weak they seem like a beckoning call in the dark, but they bring neither comfort nor relief. The vile light seeks nothing but the destruction of the flesh and the sweetness of revenge, so woe to those who answer its call – down that path lies only death.

WOLFSHADOW

When the Dreamer in Falender saw the world being torn apart by hordes of unworldly demons, he sought the Nightwalker's help to weave a predatory darkness that would fend off the unholy invasion. It was out of this godgiven, all-consuming darkness that the first wolfsadows and nightwargs came crawling. They were beings of wrath and boundless hunger, created out of powerlessness, as bloodthirsty and unfathomable as the abominations from the demon gate. Many say that the Dreamer himself was the first to fall victim to the predatory darkness, though there are whispers that the Dreamer was in fact the very first wolfsadow – and that the predatory darkness shows the way to the Nightwalker's eternal realm.



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BRANDT.

“By the Nightwalker, get up! These beasts are mere chickens!” Shieldmaiden Armanda pulled her sword from the dragon spawn and wiped the steel on the merchant’s fur collar as he lay there. “Look at that, you’re finally baptized!” she grinned and looked at her companion’s soiled face.

A bestiary you can play. This monster manual for the multiple award-winning *Forbidden Lands* retro-fantasy survival RPG is beautifully illustrated and filled to the brim with murderous monsters and lethal encounters. The contents also include rules for traps, rare tomes, and alchemy, as well as a system for playing *Forbidden Lands* solo.

