



# ATTACK

— SLOW ACTION —

Roll for MELEE and Gear Bonus.

Extra ✕ increase damage.

**SLASH:** Requires BLUNT or EDGED weapon. DODGING target gets +2.

**STAB:** Requires POINTED weapon.

PARRYING with a weapon gives -2.

PARRYING with a shield gives +2.

**PUNCH/KICK/BITE:** No weapon is used. All PARRIES get +2.

**GRAPPLE:** See the *Players' Guide*.



## DEFEND

— FAST ACTION —

**DODGE:** Roll for MOVE, +2 against a SLASH. Every ✕ rolled eliminates a ✕ rolled by the attacker. If you want to remain standing, you get -2.

**PARRY:** Roll for MELEE and Weapon Bonus. Requires a shield or a weapon (-2 if it's not PARRYING). Shield gives +2 against a STAB. Weapon gives -2 against a STAB. Every ✕ rolled eliminates a ✕ rolled by the attacker.



## PREPARE

— FAST ACTION —

No roll is required.

**DRAW WEAPON:** Grab a weapon from your scabbard or from the ground and ready it for combat.

**SWING WEAPON.** Requires a **HEAVY** weapon. Must be performed right before a **SLASH** or **STAB**, in the same round. Increases damage +1.

**GET UP:** Go from prone to standing up, or vice versa.



# HINDER

— FAST ACTION —

Roll for MELEE and Weapon Bonus.

**SHOVE:** Shield or weapon with a HOOK can be used. Success means the target falls prone. A SHOVE can be DODGED. To PARRY it requires a shield. A prone fighter cannot attack in close combat, except SHOVE. Attacks against a prone target get +2.

**DISARM:** A 1H weapon requires one ✕ to DISARM, 2H weapon requires two. Target can PARRY or DODGE.



## MANEUVER

— FAST ACTION —

**FEINT:** Exchange initiative cards with an opponent at ARM'S LENGTH. The new turn order takes effect at next round. No roll is required.

**RUN:** Move one range category toward or away from your enemies. The movement is considered complete at the end of the current step. A MOVE roll is required in a ROUGH zone. Failure means that you fall down.



## AWAIT

— FAST ACTION —

You perform no action at all in this step, because you have already used up one of your actions or that you want to save it for later in the turn.



## DOUBLE UP

Choose this card for the second step in the hidden combination to perform an action from the same category as your action in the first step.



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BOTH ACTIONS USED

I

FAST ACTION USED

SLOW ACTION USED

NO ACTION USED

BOTH ACTIONS USED

FAST ACTION USED

2

SLOW ACTION USED

NO ACTION USED



BOTH ACTIONS USED

FAST ACTION USED

3

SLOW ACTION USED

NO ACTION USED

BOTH ACTIONS USED

FAST ACTION USED

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SLOW ACTION USED

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SLOW ACTION USED

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BOTH ACTIONS USED

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BOTH ACTIONS USED

FAST ACTION USED

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SLOW ACTION USED

NO ACTION USED

BOTH ACTIONS USED

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FAST ACTION USED

SLOW ACTION USED

NO ACTION USED

BOTH ACTIONS USED

6

FAST ACTION USED

SLOW ACTION USED

NO ACTION USED

BOTH ACTIONS USED

FAST ACTION USED

IO

SLOW ACTION USED

NO ACTION USED



# SPUNDER

SCRAWNY

The unremarkable wretch Spunder worked the mill in Grindbone until the torture master Hargan lost him in a game of dice. The winner quickly realized that he had to leave the village, but was nevertheless assaulted and beaten to death in the forest. Spunder escaped, and served with a troupe of minstrels until they traded him for lodging for the winter. The horse is listless and obedient, but frightened by the scent of blood, and skittish from the beatings he received in Grindbone. He has a flair for detecting unseen, menacing threats, and will then stop, his nostrils aquiver.

## ATTRIBUTES:

**STRENGTH 4, AGILITY 4**

**SKILLS:** Move 2, Scouting 5

**MOVEMENT RATE: 2**

# MOLVIA

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## PONY

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Molvia is a pony mare trained in advanced dancing by the halfling Walkeman, whose riding shows were very popular at weddings as well as baptisms all across Belifar. After an unfortunate incident in which Walkeman fell off her while attempting to a leap across a wedding table and landed on the bride, breaking her arm, Molvia got the blame and was sold to a traveling peddler. The pony is very delicate and maneuverable for a skilled rider, but eats like a horse – a big horse. She is uppity and dislikes getting her hooves dirty.

### ATTRIBUTES:

**STRENGTH 3, AGILITY 4**

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**SKILLS:** Move 4, Scouting 3

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**MOVEMENT RATE: 2**

# HELIENDE

— SWIFT —

The mare Heliende went astray as a young foal but was saved from wolves by the Ent Dalner. The care that the Ent gave her has made Heliende swifter, more enduring, and more intelligent than other horses. Ever since the couple parted as friends, Heliende only allows herself to be ridden by those she respects. Dalner planted a shard of a ruby in the mare's chest that allows her to heal even severe injuries. The shard lets Dalner know where the horse is and if it is in danger. Heliende hates wolves.

## **ATTRIBUTES:**

**STRENGTH 5, AGILITY 5**

**SKILLS:** Endurance 4, Move 5, Scouting 4

**MOVEMENT RATE:** 3

# GRUDLER

— MULE —

The mule Grudler is a suspicious and easily offended gelding who never forgets an insult. He is wise enough to pick his opportunities for vengeance with patience and care, and knows where bites and kicks hurt the most. If Grudler seems unusually docile, he is probably plotting revenge. Grudler is a comfortable mule but is willing to carry burdens as long as he is fed food of good quality, otherwise he'll become contrary. The mule is terrified of water, and must often be bound and carried across a stream, something he finds extremely offensive.

## **ATTRIBUTES:**

**STRENGTH 3, AGILITY 3**

**SKILLS:** Endurance 2, Move 2, Scouting 4

**MOVEMENT RATE: 2**

# JAGHURDA

— ROBUST —

The workhorse Jaghurda was raised on thistles and tough, dry brush in the barren frontiers of Harshmoor and has because of that grown up to be strong and resilient. The prospector who owned him was killed when ogres attacked his caravan for a laugh, but Jaghurda won the respect of the ogres by killing one of the attackers with a kick, and was spared. Jaghurda loves herbs that grow on gold- and silverladen soil, and can therefore be used as a prospector.

## **ATTRIBUTES:**

**STRENGTH 7, AGILITY 3**

**SKILLS:** Might 3, Melee 2, Scouting 3

**MOVEMENT RATE:** 2

# SUNCREST

NOBLE

Suncrest was the pride of the Quard chieftain Hovax, but after the noble stallion threw his owner three times in front of his warriors, he ordered the beast to be slaughtered. The appointed executioners were, however, not so dumb, and sold the beautiful steed with directions to the buyer to discreetly vacate the region. Suncrest is taller and more beautiful than other horses, but willful and with a mind of his own. If there are rutting mares nearby he forgets everything else. If Hovax catches sight of the horse the situation may become bothersome.

## ATTRIBUTES:

**STRENGTH 6, AGILITY 5**

**SKILLS:** Move 4, Melee 3, Scouting 5

**MOVEMENT RATE: 2**

# GREYCAT

— FEMALE WOLF —

The she-wolf Greycat lost her mother as a pup, but was cared for by a lynx with cubs who eventually ran her off when she matured. Lost, she found sanctuary among the goblins. Greycat is lighter and slimmer, but more agile, than other wolves and can move almost without sound through the forest. She is loyal to her rider, but dislikes larger crowds and distrusts other wolves. Greycat can also climb trees passably well.

## **ATTRIBUTES:**

**STRENGTH 3, AGILITY 5**

**SKILLS:** Move 4, Stealth 3, Melee 3,  
Scouting 5

**MOVEMENT RATE: 2**

# BONEJAW

— WOLF MALE —

The alpha male Bonejaw soon becomes the uncontested leader of any wolfpack he joins after spending a few hours chastising any rivals, since he is very strong and formidable in battle. His leadership abilities aren't as impressive, however, since Bonejaw is as stupid as a pup and unable to lead neither a hunt nor anything else with success. He has been driven out of packs multiple times, and was rescued by goblins, bloody and bruised. Now he is scarred and bitter, and filled with a lust for revenge, but fond of his friends, the goblins.

## **ATTRIBUTES:**

**STRENGTH 5, AGILITY 3**

**SKILLS:** Move 2, Melee 4, Scouting 5

**MOVEMENT RATE: 2**



# BARKHYDE

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

**EFFECT:** The armor is a **LIGHT** item with Armor Rating 3 and a **D10** Artifact Die (which is rolled with the armor roll). The many pin pricks that the wearer feels are tiny roots piercing the skin. They provide the wearer with **WATER** and **FOOD** as long as she sleeps standing up at night, so that the armor can root itself and draw sustenance from the soil.

## CLAY'S ROSARY

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

**EFFECT:** The Maha signs can be placed on the tablet to form a statement that controls the weather like the WEATHERMASTER spell. The rosary has a D12 Artifact Die and can be used once per day. When used, roll the Artifact Die – the number of X rolled is the Power Level of the spell. The signs on the rosary are North, East, South, West, Strong, Weak, Water, Drought, Warm, and Cold. The combination of Cold and Water gives fog, Cold and Warm creates a thunderstorm, and so forth.

# QUEEN AGATHA'S TWIN TABLETS

*Two identical stone tablets of agate with wavy lines in yellow, brown, white, and grey. On the top of each tablet there is carved a dwarven clan sign. The pattern in the stone is not solid, but shifts like a slowly rolling sea.*

**EFFECT:** The pattern can be altered by tracing a finger across one tablet, and the second tablet will display the same change in the agate pattern.

This effect occurs no matter how far apart the two tablets are. It's not possible to write on the tablets, only to move the pattern. The tablets can be used for communication if the users agree beforehand what different types of changes in the pattern mean.

# ARROW OF THE FIRE WYRM

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

**EFFECT:** An Arrow of the Fire Wyrms flies badly and can only be fired up to SHORT range, no matter the weapon. Against most targets, it functions as a normal arrow but gives the user a D8 Artifact Die. If the arrow hits Krasylla or Zytera (see *Raven's Purge*), it will burrow into the body, dissolve, and mark the victim as a target for the Fire Wyrms Erinya to find.

# FEROXA'S CLAWS

*Two aged, but well-kept leather gloves with large metal claws mounted on knuckles. The claws are cut from heavy, black stone, interspersed with red spots. In the palm of each glove, there are embossed the signs of the god Rust and the goddess Heme, respectively. Straps secure the gloves to the wrists of the wearer.*

**EFFECT:** Feroxa's Claws are a melee weapon with Weapon Bonus +1, Artifact Die D8, Weapon Damage 2, and the LIGHT, EDGED, and POINTED features. The claws ignore all metal armor. Each time the claws cause one or more points of damage in combat, their Weapon Damage increases by one. This bonus dissipates at the end of the combat.

# SCARNESBANE

*Scarnesbane is a heavy warhammer, with the sign of the god Huge carved into its iron head six-fold. The shaft is the color of bone, and is said to have been cut from a tooth of the ancient dragon mother, Scarne. It's said to be wrapped with ribbons made of Scarne's hide.*

**EFFECT:** Scarnesbane is a heavy warhammer with Weapon Bonus +2, Weapon Damage 3, and Artifact Die D10 (D12 against dragons). The weapon ignores armor, including natural armor. Worn armor is destroyed if an attack from Scarnesbane inflicts 3 points of damage or more. The hammer is unwieldy and requires Strength 6 to be handled without penalty. A fighter with Strength 5 suffers a -2 penalty. Weaklings of Strength 4 or less cannot use the weapon at all.

# CARSKENFOOT'S BOOTS

*A pair of sturdy hiking boots, each of which is fastened to the foot and calf with straps. The boots were made for dwarves, and fit neither long-of-foot elves, bigger-than-average humans or half-kin. The straps look worn.*

**EFFECT:** Carskenfoot's boots always give purchase, no matter how slippery or steep a surface is. It is even possible to walk upside down on the ceiling. The surface must be able to support the climber, thus it is not possible to walk up a waterfall. The boots give a D10 Artifact Die to any MOVE rolls when climbing. The boots count as clothes and don't encumber the wearer.

# THE STANENGIST CROWN

*It is said that the first six elves of the Forbidden Lands – the ones who planted the trees, drew the furrows of the rivers and gave the animals their home – after completing their mission, had their rubies gathered in the royal crown, Stanengist, the name of which means “The Hanging Stones.” In the crown they rested deservedly, but at the same time, kept watch over their creation and gave advice to their descendants.*

*The crown is made of ancient, dwarf-forged gold with some kind of alloying element which makes the metal as hard as steel. The shape resembles that of winding greenery with the rubies as fruits, five in a row and one above.*

**EFFECT:** See *Raven’s Purge*.



# THE BLOOD STAR CLOAK CLASP

*The cloak clasp Blood Star is old but relatively simple, in which a golden tree gold has been laid on a round copper base. In the middle of the clasp, where the tree trunk starts to become canopy, the ruby Iridne sits.*

**EFFECT:** Blood Star gives the wearer a D12 Artifact Die to SCOUTING, LORE and PERFORMANCE, thanks to the aid of Iridne. Furthermore, the wearer can levitate through the air (at the same speed as when moving on the ground) if a cloak is attached to the clasp. The wearer must land after one round. Finally, Blood Star grants Defense Rating +1 to a stronghold if the wearer is present.

# MENKAURA'S TOOTH

*Menkaura's Tooth is hollowed out, a pointed container plugged with a sculpted spider. Looking inside, it appears to be filled with an oily, almost writhing fluid.*

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

Secondly, the user can open the container and spill some of the living liquid, which then swells into a spider that attacks the enemies of the tooth's owner. There is enough liquid for ten uses. The spider dies after an hour.

This is a TINY item.

# NIGHTWALKER'S HOURGLASS

*A jet black, undecorated lacquered box, the inside of which is covered with purple velvet. Within the velvet of the shrine, there is room for three hourglasses, but only one occupies the space. The hourglass decorated with the sign of the Nightwalker and filled with black sand. Inside the lid of the box there is an inscription: "Fracture Time, Unmake Mistake, Bone Break."*

**EFFECT:** A person who breaks the hourglass will travel back in time, but no more than three days. All living beings within NEAR are brought back in time. The time travel will cost the breaker of the hourglass a limb: a finger for an hour, an arm for a day, and his life for three days. The hourglass is a TINY item.

## WYRM'S KEY

*There are no legends pertaining to the key, which was originally forged for the Psychopomp Natrix. It is said, however, that no secret can be hidden from the god Wyrms gaze, no door locked against his passing. The key is strangely shaped, but in itself insignificant. It consists of an old iron key shaped like a writhing serpent that devours itself. It is possible that the design of the key may be the origin of the belief that the serpent was made from iron, which later gave rise to the concept of the father deity, Rust.*

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

# PHANTOM DAGGER

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

**EFFECT:** If a Phantom Dagger is placed against the palm of the hand, the entire dagger will sink into the palm of the hand where it is only visible as a dark spot on the skin. With the proper flick of the wrist the dagger can be unsheathed.

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

# THE NEKHAKA SCEPTER

*The scepter Nekhaka is a shepherd's crook carved from dark iron alderwood into the shape of the head and beak of a bird of prey, where the ruby Algared makes up the bird's left eye. The shape symbolizes the king's strength and vigilance combined with the shepherd's concern for his flock.*

**EFFECT:** Gives a D12 Artifact Die to MANIPULATION and INSIGHT. Once every Quarter Day, the scepter can release a shock wave. This counts like the EARTHQUAKE spell with a Power Level of D6+2. No Willpower points are required for this effect. Algared's Artifact Dice can also be used for upkeep and building of new functions in a stronghold. Algared drains 1 point of Agility and Intelligence from its wielder every Quarter Day.

# IVELDE

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


**EFFECT:** Ivelde is a throwing spear with a D8 Artifact Die. In addition, it sows discord. If thrown toward a target, all living beings within NEAR range of the target must immediately attack a random person within the group of affected individuals and keep fighting until only one remains standing.

One of the fangs on the head of the spear falls out each time it is thrown. When all three fangs are gone, the spear shatters and cannot be used again.

# ASINA

*A very old broadsword that appears to be cut from a single piece of bone or a large tooth, its grip wrapped in coarse snake skin. The blade fumes and burns to the touch.*

**EFFECT:** Asina is a broadsword with Weapon Bonus +2, Weapon Damage 3, and a D10 Artifact Die. Wounds from Asina will become infected with worms (disease with Virulence 6).

The blade inflicts 1 point of damage just by contact with the skin. Every rolled  (in the first roll) inflicts 1 point of damage on the attacker himself or a friend within ARM'S LENGTH.

Demons take normal damage from an attack by Asina, but continue to take the same amount of damage each round for D6 rounds.



# MALIGARN

*The longsword Maligarn is more agile in one's hands than it appears – almost as if it swings itself and strives to be in perpetual motion. The cross-guard set with a single emerald is made from gold, which from the ricasso melds seamlessly into a silver-white blade of an unknown alloy.*

**EFFECT:** Weapon Bonus +3 and Weapon Damage 2, D8 Artifact Die to all attacks in close combat. The Artifact Die increases to a D10 if the wielder has two or three enemies within ARM'S LENGTH distance, and to a D12 with four or more enemies so close. The emerald detects enemies within NEAR distance, glowing green. Maligarn infuses the wielder with bloodlust, giving a -2 penalty to any attempt to PARRY or DODGE.

# THE TEZAU

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

**EFFECT:** Playing on the Tezaur requires a successful **PERFORMANCE** roll every round. The roll is a slow action, and the flute gives a D8 Artifact Die. If successful, the flautist gains the ability to move through solid matter. If the music stops, or if a **PERFORMANCE** roll fails, the sphere dissipates.

Parting from the the Tezaur requires the owner to *fail* an Empathy roll, as well as lose 1 Willpower Point and 1 point of Empathy.

The Tezaur is a **TINY** item.

## TVEDRA'S TWIN RINGS

*It is said that the witch Tvedra was so smitten with Hinrek of Falender that she gifted him with a ring that would protect him in the wars against the Alderlanders. She wore an identical ring herself, and claimed that her love would protect him even when they couldn't be together. The twin rings are identically molded from red copper. They have a simple look, are decorated with a heart each and winding veining.*

**EFFECT:** If two people wear the rings, all damage to Strength is split between them. If one wearer suffers a critical injury, the same injury is inflicted on the other wearer even if she is not Broken. Any healing is done separately.

The rings are TINY items.

## WELL OF TEARS

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

**EFFECT:** Whomever drinks from the chalice immediately restores all lost Strength and Agility and gains 1 Willpower Point. At the same time, he loses 1 point each of Wits and Empathy. These can be recovered normally. Only one person can drink from the chalice each day. Every morning at dawn, it is magically refilled.

## WAIL'S HORN

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

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

# VOLLER'S HELMET

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

**EFFECT:** Anyone wearing the helmet can read three surface thoughts within NEAR range per day – but one of these thoughts will be false. Voller's helmet was constructed as a tool of education to teach the students to distinguish truth from falsehood through the stringency of logic. The helmet is a LIGHT item, gives a D8 Artifact Die to INSIGHT rolls, and has Armor Rating 2.

# INSTRUCTIONS

This box contains playing cards of several types for *Forbidden Lands*.

**INITIATIVE CARDS:** Draw these at the beginning of combat to determine initiative. Place the card in front of you, and turn the card to indicate how many actions you have performed in the round.

**COMBAT CARDS:** Use these cards to choose your hidden combination of actions in advanced close combat. When you attack, you and your enemy secretly choose two cards each, and place them face down. The first action you want to perform in the round should be on top. You can perform one slow and one fast action each round. Advanced combat is explained in Chapter 5 of the *Player's Handbook*.