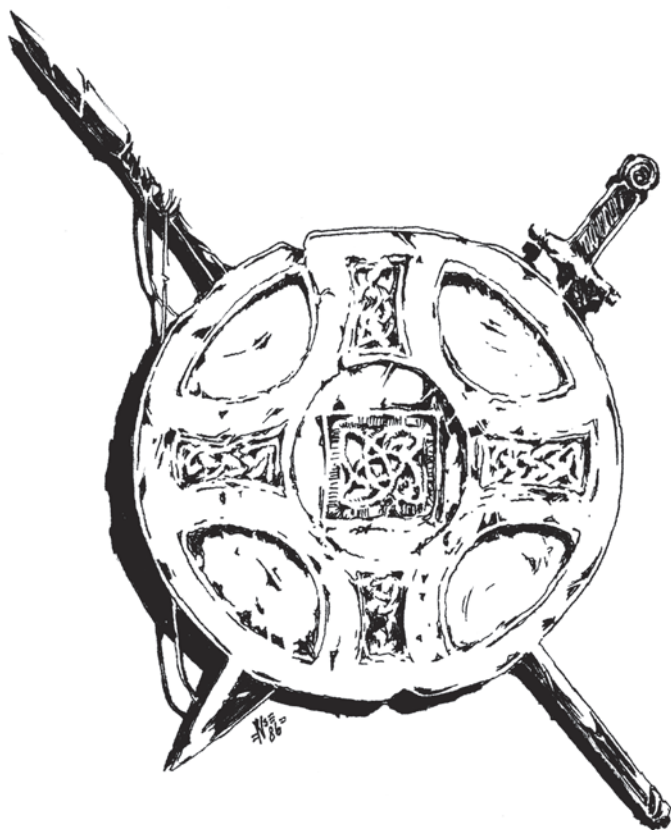


FORBIDDEN LANDS

LEGENDS & ADVENTURERS

This booklet lets you flesh out your player characters and give them unique backstories with a few dice rolls. The booklet also contains random tables for creating dramatic legends and dangerous monsters in the Forbidden Lands.



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REFERENCE GUIDE FOR ROLLING UP AN ADVENTURER

1. Roll or choose on the table for Kin.
 - ❖ Write down the kin talent (page 33 in the *Player's Handbook*) for your kin.
2. Roll once on the table for Childhood for the kin that your adventurer belongs to.
 - ❖ Write down your attributes based on the roll.
 - ❖ Write down your skills based on the roll.
3. Roll or choose on the table for profession.
4. Roll or choose on the table for profession talent.
5. Roll once on the table for Formative Events for your profession.
 - ❖ Write down skills you acquire based on the roll.
 - ❖ Write down the talent you acquire based on the roll.
 - ❖ Write down any gear you acquire based on the roll.
6. You are now Young. You can choose whether you want to start the game Young (go to step 9), or if you want to roll once more for Formative events and become Adult (repeat step 5, then go to step 7).
7. You are now Adult. Lower an attribute of your choosing one point. You can choose whether you want to start the game as an Adult (go to step 9) or if you want to roll once more for Formative events and become Old (repeat step 5, then go to step 8).
8. You are now Old. Lower an attribute of your choosing by one point. No attribute can go to zero. You must now start the game, by going to step 9.
9. You may redistribute one attribute point of your choice, up to a maximum of 6 in the key attribute of your kin or profession (see the *Player's Handbook*).
10. Roll once on the table for How Did You Meet? to determine how you met the other adventurers in the group. Joined together, these events will form a narrative of how your group was formed. One player doesn't need to roll.
11. (Optional) Roll a D3 for Pride, Dark Secret, and relationships with other adventurers. Use the examples in the descriptions of professions in Chapter 2 in the *Player's Handbook* and count from the top.
12. Start the game with silver and Resource Die according to your profession description in Chapter 2 of the *Player's Handbook*.



BACKSTORIES

With the help of the following tables you can easily and quickly roll up an adventurer, complete with childhood and formative events. This alternate method of creating your adventurer is completely optional, and something that you as a group should decide amongst yourselves if you are going to use or not.

If you do, these rules fully replace the normal character generation rules in Chapter 2 of

the *Player's Handbook*, except when indicated otherwise below.

You may also, at the Gamemaster's discretion, use some of the tables below but not all of them. Some players enjoy letting the dice control the entire process, while others may want to choose what kin and profession to play. Find the method that works best for you.

D66	KIN
11-22	Alderlander Human
23-31	Aslene Human
32-34	Ailander Human
35-41	Half-Elf
42-44	Halfling
45-52	Goblin
53-56	Orc
61-62	Wolfkin
63-64	Dwarf
65-66	Elf





D6 CHILDHOOD, ALDERLANDER

ATTRIBUTES

SKILLS

- | | | | |
|---|---|--|--|
| 1 | ORPHANED. You have never met your mother or father, never had a family. Since you were little you've had to care for yourself. It has hardened you and made you strong, but a feeling of rootlessness gnaws within you. | Strength 3
Agility 5
Wits 3
Empathy 4 | Endurance 1
Melee 1
Scouting 1
Sleight of Hand 1
Survival 1
Insight 1 |
| 2 | HERDER. You were taught as a child that livestock are the source of life. As an apprentice, you wandered the plains of the Forbidden Lands, guarding your herd. You spent your nights under starry skies, dreaming of adventure. | Strength 4
Agility 4
Wits 3
Empathy 4 | Might 1
Crafting 1
Scouting 2
Animal Handling 2 |
| 3 | VAGABOND. You and your family traveled from village to village, making a living doing simple jobs. You never had a real home, every day was a new adventure. You learned to live off the land, and the importance of staying together. | Strength 4
Agility 4
Wits 4
Empathy 3 | Endurance 1
Melee 1
Scouting 1
Survival 2
Insight 1 |
| 4 | SQUIRE. You served a proud warrior. Carried her weapons and gear, took care of her horse, and learned everything you could. You dreamed of making a name for yourself in the Forbidden Lands, of one day being your own master. | Strength 4
Agility 4
Wits 3
Empathy 4 | Endurance 1
Melee 2
Marksmanship 1
Move 1
Healing 1 |
| 5 | LABORER. You worked on a farm performing menial laborious chores. You know everything about grains, cattle, and crops. But deep inside you longed for something else. | Strength 5
Agility 3
Wits 3
Empathy 4 | Might 2
Melee 1
Crafting 1
Survival 1
Animal Handling 1 |
| 6 | HARD STUDIES. A learned man or woman took you under his/her wing and set you to studying the elder writings. The days were long, the learning hard, but in the end, you found that knowledge was the key to the world. | Strength 3
Agility 3
Wits 5
Empathy 4 | Crafting 1
Lore 3
Insight 1
Manipulation 1 |



D6	CHILDHOOD, ASLENE	ATTRIBUTES	SKILLS
1	BORN IN THE SADDLE. You have always felt more kinship with animals than humans, and it is only on the back of your horse, with the wind whipping your face, that you feel truly free. Together you are one entity, riding across everlasting expanses in the name of the god Horn.	Strength 4 Agility 5 Wits 3 Empathy 3	Move 2 Survival 2 Animal Handling 2
2	DREAMER. You have always dreamed of gods, legends, and myths. Ever since you were a tiny tot, you sat by the campfire listening to the clan's minstrel telling stories of the volcano god Horn, proud ancestors, and demonic invasions. It is in the dreams of your people, of heroes and legends, that you live to the fullest. Maybe one day you'll be able to create a legend of your own?	Strength 3 Agility 3 Wits 4 Empathy 5	Lore 2 Manipulation 1 Performance 2 Animal Handling 1
3	STRONGEST OF THE CLAN. Already as a child you learned that you were bigger and stronger than others. You had to work harder, be more responsible, fight the hardest. Some idolized you, others despised you.	Strength 5 Agility 3 Wits 3 Empathy 4	Might 2 Endurance 1 Melee 2 Animal Handling 1
4	TAUGHT BY A WISE WOMAN. As a child you befriended a wise woman of the clan. Soon you became her apprentice, and learned all about the history of your people, of ancient feats of heroism, and bloody wars.	Strength 3 Agility 3 Wits 5 Empathy 4	Lore 2 Insight 1 Healing 2 Animal Handling 1
5	HUNTER. As a child you learned to live in tune with nature. The hunt is your task, and even if you learned to kill, you also learned to honor the value of the life of every animal.	Strength 3 Agility 4 Wits 4 Empathy 4	Marksmanship 2 Scouting 2 Survival 1 Animal Handling 1
6	CHILD OF THE WINDS. You were chosen as a Child of the Winds and set out on a long pilgrimage to the highlands and the mountains. All for the sake of your clan. You fulfilled your duty, but to this day you are still unsure of where you feel at home.	Strength 4 Agility 4 Wits 3 Empathy 4	Melee 1 Marksmanship 1 Endurance 1 Survival 2 Animal Handling 1



D6 CHILDHOOD, AILANDER

ATTRIBUTES

SKILLS

- | | | | |
|---|--|--|---|
| 1 | CHILD OF THE RAVEN. You grew up among the Raven Sisters, and learned to venerate the Raven god. You learned to fear the Rust Brothers, and to live off the land. It is in the wind that you feel the most free. | Strength 3
Agility 4
Wits 4
Empathy 4 | Crafting 1
Move 1
Scouting 1
Lore 2
Insight 1 |
| 2 | DRUID'S APPRENTICE. You were apprenticed to a druid, and learned everything you could of the holy mysteries, of rituals and sorcery. Your master is long dead, but you still remember his/her words. | Strength 3
Agility 4
Wits 5
Empathy 3 | Scouting 1
Lore 1
Survival 2
Healing 1
Animal Handling 1 |
| 3 | GUARDIAN. The Ailanders were always an oppressed and hunted people. You realized this early on, and were trained to protect your people from dangers with shield and sword in hand. You were soon hardened by battle, and wear the scars to prove it. | Strength 5
Agility 4
Wits 3
Empathy 3 | Might 1
Melee 2
Marksmanship 2
Move 1 |
| 4 | WANDERER. You had no fixed place in life, the road was your home, and the Forbidden Lands was your neighborhood. Already as a child, you had seen more of the land than most. | Strength 4
Agility 4
Wits 3
Empathy 4 | Endurance 1
Melee 1
Scouting 1
Survival 2
Animal Handling 1 |
| 5 | LABORER. You worked on a farm performing menial, laborious chores. You know everything about grains, cattle, and crops. But deep inside, you longed for something else. | Strength 5
Agility 3
Wits 3
Empathy 4 | Might 2
Melee 1
Crafting 1
Survival 1
Animal Handling 1 |
| 6 | HERDER. You were taught as a child that livestock are the source of life. As an apprentice, you wandered the plains of the Forbidden Lands, guarding your herd. You spent your nights under starry skies, dreaming of adventure. | Strength 4
Agility 4
Wits 3
Empathy 4 | Might 1
Crafting 1
Scouting 2
Animal Handling 2 |



D6 CHILDHOOD, HALF-ELF

ATTRIBUTES

SKILLS

1 **ON THE RUN.** You have always been on the run from something. Never felt safe, and never had a lasting home. You have traveled from village to village in the Forbidden Lands, but have never been able to sleep with your back to the door.

Strength 4
Agility 5
Wits 3
Empathy 3

Melee 1
Stealth 2
Scouting 2
Insight 1

2 **ARTIST.** Already as a child you discovered that you had a talent for artistic endeavors. It was in the arts and performance that you found peace, that was where you lived life to the fullest.

Strength 3
Agility 3
Wits 4
Empathy 5

Crafting 2
Move 1
Lore 1
Performance 2

3 **STUDENT.** You always knew that you were a little wiser than your friends. When a sage teacher took you on, you immersed yourself in the mysteries of the world. What you found in books was all that you had ever dreamed of and more.

Strength 3
Agility 4
Wits 5
Empathy 3

Crafting 1
Lore 3
Insight 1
Healing 1

4 **ACROBAT.** As a child you were agile and nimble, climbed everywhere, and discovered every nook in your neighborhood of the village. You learned the art of performance, and the importance of beauty in the Forbidden Lands.

Strength 3
Agility 5
Wits 3
Empathy 4

Stealth 1
Move 2
Sleight of Hand 2
Performance 1

5 **FIGHTER.** You learned early on that you were talented with weapons. Soon, you were taken on by a warrior who taught you the mysteries of battle. You trained hard and long, and in time you became your master's equal.

Strength 4
Agility 5
Wits 3
Empathy 3

Might 1
Endurance 1
Melee 2
Marksmanship 2

6 **GHOST CHILD.** You grew up without a real family or home. Instead, you sought out other youths who had run away or been cast out. You were called ghost children, and lived by stealing and performing odd jobs.

Strength 3
Agility 4
Wits 4
Empathy 4

Melee 1
Stealth 2
Sleight of Hand 2
Insight 1

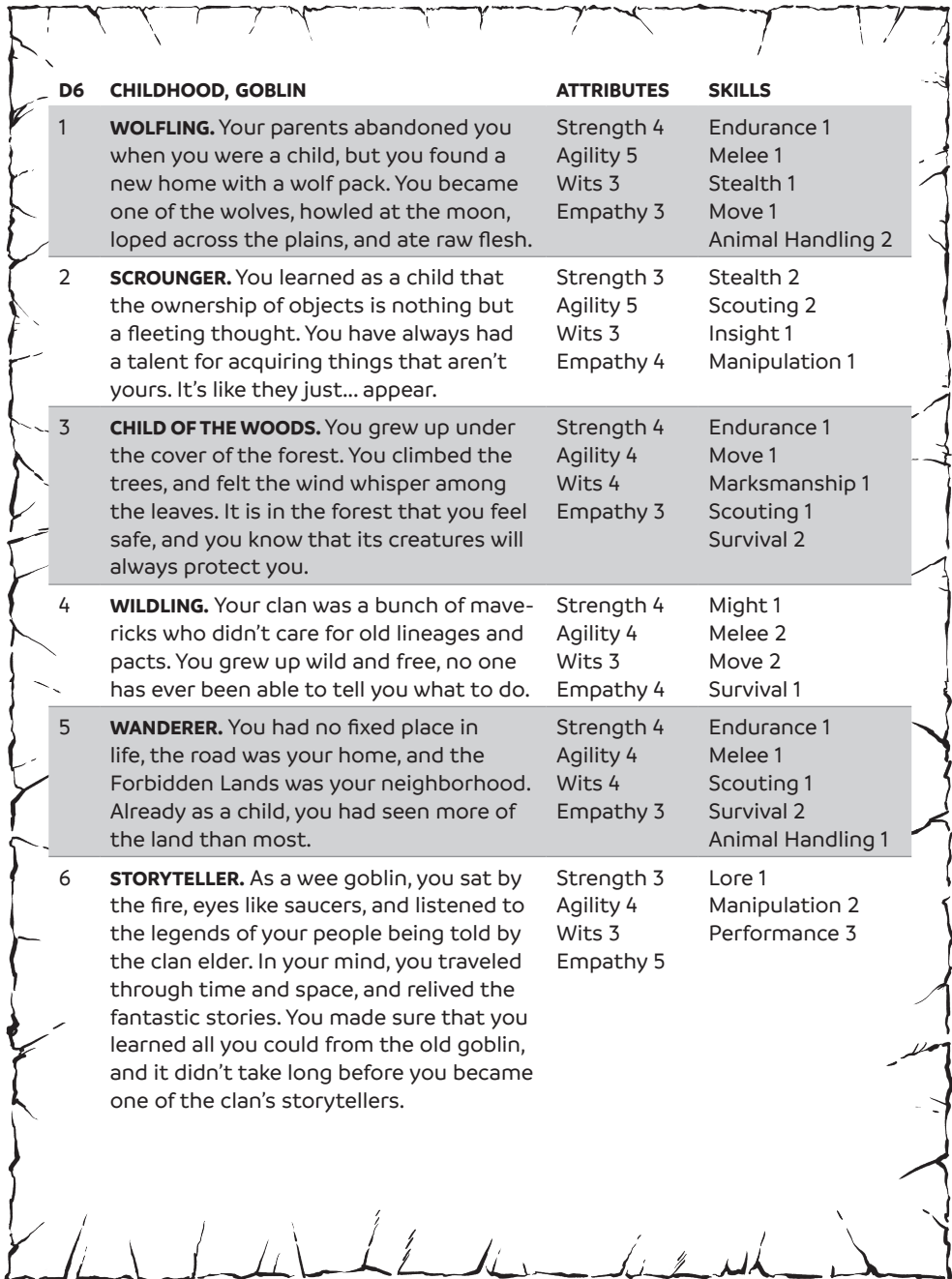


D6 CHILDHOOD, HALFLING

ATTRIBUTES

SKILLS

- | | | | |
|---|--|--|--|
| 1 | BAKER'S APPRENTICE. You have always loved the scent of freshly baked bread. Since childhood, you have worked in the kitchen, baking bread that'd make anyone's mouth water. | Strength 4
Agility 4
Wits 3
Empathy 4 | Crafting 2
Sleight of Hand 1
Lore 1
Survival 1
Performance 1 |
| 2 | LABORER. You worked on a farm, performing menial, laborious chores. You know everything about grains, cattle, and crops. But deep inside you longed for something else. | Strength 4
Agility 4
Wits 3
Empathy 4 | Might 2
Melee 1
Crafting 1
Survival 1
Animal Handling 1 |
| 3 | CRAFTSMAN. You were always skilled with your fingers, and learned to master a craft early on. You expressed yourself through the objects you created. But they also made you long to see the works of the real masters. | Strength 3
Agility 4
Wits 4
Empathy 4 | Melee 1
Crafting 3
Lore 1
Insight 1 |
| 4 | RAISED IN THE KITCHEN. You spent almost all of your childhood in the kitchen. Among the scents of soups, stews, and brews. You learned the secrets of spices and the joy of a well-cooked meal. | Strength 4
Agility 4
Wits 3
Empathy 4 | Crafting 2
Sleight of Hand 1
Lore 1
Survival 1
Animal Handling 1 |
| 5 | BOOKWORM. When other children played in the forest, you preferred to bury your nose in an old book, reading of myths, dragons, and treasures. | Strength 3
Agility 3
Wits 5
Empathy 4 | Lore 3
Insight 1
Manipulation 1
Healing 1 |
| 6 | LONER. You have never felt at home among your people, always keeping to yourself. You grew up in the shadow of your comrades. You saw things they didn't see, did things they never imagined. | Strength 4
Agility 4
Wits 4
Empathy 3 | Melee 1
Stealth 2
Sleight of Hand 1
Scouting 1
Manipulation 1 |





D6 CHILDHOOD, ORC

ATTRIBUTES

SKILLS

- | | | | |
|---|--|--|---|
| 1 | MINSTREL. It was in the stories of the suffering of your people that you found your true self. In your youth, you learned the songs of the betrayal of the elves, and the blood spilt in the wars. You will never forget. | Strength 3
Agility 3
Wits 4
Empathy 5 | Lore 1
Insight 1
Manipulation 1
Performance 3 |
| 2 | WORKER. Life was hard, even as a young orc. You have toiled for as long as you can remember. Worked hard to be able to live your life as you please. | Strength 5
Agility 4
Wits 3
Empathy 3 | Might 2
Endurance 2
Crafting 2 |
| 3 | BRIGAND. A strong orc is an orc that can care for himself. You realized early on that you must steal to survive. And why not? The orcs have been betrayed time and time again. | Strength 4
Agility 4
Wits 4
Empathy 3 | Melee 2
Stealth 1
Sleight of Hand 1
Scouting 1
Survival 1 |
| 4 | DRIFTER. You grew up on the road, in the forest, and on the plains. You have never been able to settle in one place. Your restless legs won't let you. | Strength 4
Agility 4
Wits 3
Empathy 4 | Endurance 1
Melee 1
Scouting 1
Survival 2
Animal Handling 1 |
| 5 | WARRIOR. You grew up on the battlefield. Had already slain your first enemy as a young orc. It was with weapon in hand that you felt respected for the first time. | Strength 5
Agility 4
Wits 3
Empathy 3 | Might 1
Melee 2
Marksmanship 2
Move 1 |
| 6 | LONER. You have never felt at home among your people, always keeping to yourself. You grew up in the shadow of your comrades. You saw things they didn't see, did things they never imagined. | Strength 4
Agility 3
Wits 5
Empathy 3 | Melee 1
Scouting 1
Insight 2
Survival 2 |



D6 CHILDHOOD, WOLF-KIN

ATTRIBUTES

SKILLS

- | | | | |
|---|---|--|---|
| 1 | HOWLER. You grew up among the howlers, wolfkin that moved between the clans, their own masters, free. You were trained in the telling of the tragic legends that have been told by generations of howlers before you. | Strength 3
Agility 4
Wits 4
Empathy 4 | Lore 1
Manipulation 1
Performance 3
Survival 1 |
| 2 | HUNTER. Already as a young pup you learned that blood is life. The older hunters in the clan taught you to respect the animals, even as you kill them. The hunt is the basis of life. | Strength 4
Agility 4
Wits 4
Empathy 3 | Endurance 1
Melee 1
Scouting 2
Survival 2 |
| 3 | OUTCAST. When the other cubs ran with the pack, you were cast out. Alone, you learned to live off the forest, and that other kin could be more kind than your own. One day, you will find your way home. | Strength 4
Agility 3
Wits 5
Empathy 3 | Melee 1
Scouting 1
Insight 2
Survival 2 |
| 4 | TRACKER. You learned early on that your sense of smell was better than your comrades, and you soon realized that you could find the most amazing things if you just followed your snout. | Strength 3
Agility 4
Wits 5
Empathy 3 | Stealth 2
Scouting 3
Survival 1 |
| 5 | FIGHTER. You were the strongest in your litter, and completely dominated your siblings' games. As you grew bigger, the elders in the clan saw that you were a natural fighter, and trained you in the secrets of battle. | Strength 5
Agility 4
Wits 3
Empathy 3 | Might 2
Melee 3
Move 1 |
| 6 | CHILD OF THE FOREST. Ever since you were a child, you've been drawn to the fruits of the forests, to flowers, herbs, and lakes. You learned everything you could from the clan's herbalist, the scent of every flower, and which plants nurtured life – or ended it. | Strength 3
Agility 4
Wits 4
Empathy 4 | Lore 2
Scouting 1
Survival 3 |



D6 CHILDHOOD, DWARF

ATTRIBUTES

SKILLS

- | | | | |
|---|--|--|---|
| 1 | SMITH'S APPRENTICE. It was always in the sweltering heat of the forge that you felt most at home. You learned the mystery of steel during many long days in the glow of the fire. | Strength 5
Agility 3
Wits 4
Empathy 3 | Might 1
Endurance 1
Melee 1
Crafting 3 |
| 2 | MINEBORN. Already as a child, you learned to navigate in the darkness, deep below the earth. It was in the presence of the rock and the cold that you felt most at home. | Strength 4
Agility 4
Wits 4
Empathy 3 | Endurance 2
Crafting 1
Scouting 1
Survival 2 |
| 3 | SCOUT'S APPRENTICE. You were always perceptive, always curious. It soon came to the attention of your clan members, and you were handpicked to learn the duties of a scout. Many long days were spent hiding, watching the dangers of the Forbidden Lands. | Strength 4
Agility 4
Wits 4
Empathy 3 | Melee 1
Stealth 2
Scouting 2
Survival 1 |
| 4 | GUARDIAN-IN-TRAINING. You were chosen to be a guardian-in-training, serving as something similar to a squire to a proud and powerful dwarven warrior. It was arduous work, but also educational. Your master taught you to handle weapons, to temper your courage, and to stand proud – no matter the dangers you face. | Strength 5
Agility 4
Wits 3
Empathy 3 | Might 2
Endurance 1
Melee 2
Marksmanship 1 |
| 5 | CARVER. Dwarves have always burrowed inwards and downwards. Created life out of rock. As a child you were fascinated by the art of shaping the mountain after your image. You became a carver, an engineer and builder, who worked as much with the mind as with brute strength. | Strength 4
Agility 3
Wits 5
Empathy 3 | Might 1
Crafting 2
Lore 2
Survival 1 |
| 6 | HARD STUDIES. A learned man or woman took you under his/her wing, and set you to studying the elder writings. The days were long, but in the end, you found that knowledge was the key to the world. | Strength 3
Agility 3
Wits 5
Empathy 4 | Crafting 1
Lore 3
Insight 1
Manipulation 1 |



D6 CHILDHOOD, ELF

ATTRIBUTES

SKILLS

- | | | | |
|---|--|--|---|
| 1 | LONER. You have never felt at home among your people, always keeping to yourself. You grew up in the shadow of your comrades. You saw things they didn't see, did things they never imagined. | Strength 4
Agility 3
Wits 5
Empathy 3 | Melee 1
Scouting 1
Insight 2
Survival 2 |
| 2 | FIGHTER. You learned early on that you were talented with weapons. Soon you were taken on by a warrior who taught you the mysteries of battle. You trained hard and long, and in time you became your master's equal. | Strength 4
Agility 5
Wits 3
Empathy 3 | Might 1
Endurance 1
Melee 2
Marksmanship 2 |
| 3 | CHILD OF THE FOREST. Ever since you were a child, you've been drawn to the fruits of the forests, to flowers, herbs, and lakes. You learned everything you could from the clan's herbalist, the scent of every flower and which plants nurtured life – or ended it. | Strength 3
Agility 4
Wits 4
Empathy 4 | Lore 2
Scouting 1
Survival 3 |
| 4 | HARD STUDIES. A learned man or woman took you under his/her wing and set you to studying the elder writings. The days were long, the learning hard, but in the end, you found that knowledge was the key to the world. | Strength 3
Agility 3
Wits 5
Empathy 4 | Crafting 1
Lore 3
Insight 1
Manipulation 1 |
| 5 | WANDERER. You had no fixed place in life, the road was your home, and the Forbidden Lands was your neighborhood. Already as a child you had seen more of the land than most. | Strength 4
Agility 4
Wits 3
Empathy 4 | Endurance 1
Melee 1
Scouting 1
Survival 2
Animal Handling 1 |
| 6 | DRUID'S APPRENTICE. You were apprenticed to a druid, and learned everything you could of the holy mysteries, of rituals and sorcery. Your master is long dead or disappeared, but you still remember his/her words. | Strength 3
Agility 4
Wits 5
Empathy 3 | Scouting 1
Lore 1
Survival 2
Healing 1
Animal Handling 1 |



PROFESSION	
D66	PROFESSION
11-14	Druid
15-23	Fighter
24-33	Hunter
34-42	Minstrel
43-46	Peddler
51-54	Rider
55-62	Rogue
63-66	Sorcerer



PROFESSION TALENT				
D6	1-2	3-4	5-6	
Druid	Path of Healing	Path of Shifting Shapes	Path of Sight	
Fighter	Path of the Blade	Path of the Shield	Path of the Enemy	
Hunter	Path of the Beast	Path of the Arrow	Path of the Forest	
Minstrel	Path of the Song	Path of the Hymn	Path of Warcry	
Peddler	Path of Gold	Path of Many Things	Path of Lies	
Rider	Path of the Companion	Path of the Knight	Path of the Plains	
Rogue	Path of the Face	Path of the Poison	Path of the Killer	
D8	1-2	3-4	5-6	7-8
Sorcerer	Path of Signs	Path of Stone	Path of Blood	Path of Death



D6 FORMATIVE EVENTS, DRUID		SKILLS	TALENT
1	PILGRIMAGE. You performed a pilgrimage that lead you across the Forbidden Lands. You reached your destination after many hardships, but you will never forget your perilous journey. ❖ Receive a staff, a backpack, and a waterskin.	Lore 1 Survival 1	Wanderer
2	HUNTED. Something happened that forced you to run for your life. Maybe you rubbed the wrong person the wrong way, maybe you were accused of something you hadn't done. ❖ Receive D3 doses sleeping poison and a dagger.	Melee 1 Move 1	Sixth Sense
3	UNEXPECTED FIND. You found a treasure marked with the sign of your god. You saw this as a sign that your mission was righteous, but others didn't see it the same way. Maybe there is still someone looking for the treasure? ❖ Roll once on the table for Valuable finds in the lair, reroll if the result is below 32.	Crafting 1 Survival 1	Lucky
4	STUDIED WITH A MASTER. A wise druid took you under his/her wing and taught you for a long period. It was an intense time, but also educational. Maybe your master is still alive somewhere, maybe he/she was killed by the Iron Guard. ❖ Receive parchment, ink, and quill.	Lore 1 Healing 1	Sharp Tongue
5	PROTECTED THE FOREST. You took it upon yourself to protect a forest against the evil and violence of strangers. You lived in the cover of proud trees, one with the beings of the forest. ❖ Receive a short bow and a D12 Resource Die for arrows.	Marksman-ship 1 Animal Handling 1	Herbalist
6	LIVED AS A HERMIT. You sought the beauty of nature, away from the violent conflicts of the Forbidden Lands. When you finally returned to the land, you did so with newfound strength. ❖ Receive a tent and a field kitchen.	Endurance 1 Survival 1	Pathfinder



D6	FORMATIVE EVENTS, HUNTER	SKILLS	TALENT
1	HUNTED A BEAST. The hunt was everything. You tracked the beast over land, water, and mountain. At times, the roles were reversed, maybe at times you were the prey? ❖ Receive a short spear and a bear trap.	Melee 1 Scouting 1	Spear Fighter
2	LIVED OFF THE FOREST. You dwelt in the forest and lived off it. During the days you hunted, and at night, you slept under the open sky. It was a simple but good life. It had to end one day. ❖ Receive a throwing spear and a dagger.	Marksman- ship 1 Survival 1	Master of the Hunt
3	TAMED A MOUNT. You caught a wild horse (or another suitable animal). It wasn't easy, but after a long time you tamed the creature and in time you became inseparable. ❖ Receive a mount of your choice. It cannot be a warhorse.	Animal Handling 2	Horse- back Archer
4	WON AN ARCHERY COMPETITION. You realized early on that you had a natural talent for archery, and set out to become even better. When you visited a large village or castle, you participated in a competition and won. ❖ Receive a longbow and a D12 Resource Die for arrows.	Marksman- ship 2	Sharp- shooter
5	GUIDE. You loaned your talents as a guide to those who paid the best. You led caravans of peddlers, troops of soldiers, and curious adventurers. You learned the art of traversing the Forbidden Lands and living off of it. ❖ Receive a tent, a cauldron, and a blanket.	Scouting 2	Path- finder
6	HUNTED FOR A LORD. A nobleman noticed your skills and hired you as his forester. You lived a good life, half of the time in comfort in the lord's castle, the rest of the time hunting in the woods. ❖ Receive a well-sewn cloak and a sleeping fur.	Marksman- ship 1 Insight 1	Sixth Sense



D6 FORMATIVE EVENTS, FIGHTER		SKILLS	TALENT
1	CAPTURED. You were shamefully captured by enemies. You were thrown in a dungeon to be forgotten and die. When the opportunity arose to escape, you took it. ❖ Receive studded leather armor.	Might 1 Survival 1	Pain Resistant
2	BLOODY BATTLE. You took part in a terrible battle and were badly injured. When dawn broke, your friends had been defeated to the last man, and the enemy had left you to the ravens. ❖ Receive a longsword.	Melee 2	Sword Fighter
3	A LONG MARCH. You signed on as a soldier and marched across the Forbidden Lands. You barely remember what you fought for, or who your enemies were. But you remember how the forces of nature took your friends one by one. ❖ Receive a tent, a blanket, and a cauldron.	Survival 1 Healing 1	Scrounger
4	ON HORSEBACK. You learned to ride and signed on as a knight with a lord. You fought in skirmishes, patrolled and guarded the country from enemies. ❖ Receive a mount of your choice (not warhorse).	Melee 1 Animal Handling 1	Horseback Archer
5	SCOUT. You signed on with a company of soldiers and were placed in the vanguard as a scout. Your task was to discover the enemy before they discovered you, and you were good at it. Maybe something happened to your squad, maybe you weren't paying attention just that once? ❖ Receive a light crossbow and a D12 Resource Die for arrows.	Scouting 1 Marksman- ship 1	Defender
6	COMMANDER. You commanded a squad of soldiers. Your comrades looked up to you and would die for you. But something happened, maybe you were betrayed, maybe defeated in an ambush. Your comrades fell or fled, but you survived. ❖ Receive chainmail armor and a closed helmet.	Lore 1 Mani- pulation 1	Cold Blooded



D6 FORMATIVE EVENTS, SORCERER		SKILLS	TALENT
1	FAILED EXPERIMENT. You performed a magical experiment that failed catastrophically. Maybe someone was seriously injured, maybe you were banished from your home. ❖ Receive D6 doses of hallucinogenic poison.	Lore 1 Healing 1	Poisoner
2	SECLUDED STUDIES. You sought out a secluded location to immerse yourself in the study of magic. You lived off nature and your books and scrolls were your only companions. ❖ Receive a small tent and a cauldron.	Lore 1 Survival 1	Quarter-master
3	FOUND STRANGE ARTIFACT. You found a strange artifact during your travels through the Forbidden Lands. You became obsessed with its history and the thought that it might hold magical powers. ❖ Roll once on the table for Valuable finds in the lair. Re-roll if the result is below 32.	Crafting 1 Insight 1	Incorruptible
4	COURT MAGICIAN. You took employment with a local lord and served as his arcane advisor. Maybe the lord had a hidden agenda, maybe you got into a conflict with higher ranking advisors. You learned much about people in positions of power. ❖ Receive a bottle of expensive wine and a cloak.	Insight 1 Manipulation 1	Sharp Tongue
5	ENTERTAINER. You worked as an entertainer, using your knowledge of magic to perform illusions and tricks. Maybe you worked at a run down inn, maybe you were employed at a lord's court. ❖ Receive fine garments and a crystal ball.	Manipulation 2	Lightning Fast
6	ENLISTED. You were enlisted in a company of soldiers. You spent a long time in the field where you assisted with your magical expertise. You saw comrades killed, but you managed to make it out with just an ugly scar or two. ❖ Receive studded leather armor and a closed helmet.	Melee 1, Healing 1	Defender



D6 FORMATIVE EVENTS, PEDDLER		SKILLS	TALENT
1	CARAVAN. You were part of an arduous trade caravan that traveled through the Forbidden Lands. The caravan encountered many dangers, and not everyone made it to the final destination. Maybe someone was left behind on the way? ❖ Receive a donkey.	Animal Handling 1 Manipulation 1	Wanderer
2	LOCAL BUSINESS. You saw a financial opportunity and you made the most of it. Maybe you imported fruit to a lord's castle, maybe you sold fabrics from Alderland. Business went swimmingly – for a while. ❖ Receive a cart.	Insight 1 Manipulation 1	Lucky
3	CHEATED. A trusted companion deceived you and left you destitute. You learned an important lesson the hard way, and had to spend a long time rebuilding your life from the rubble. Maybe your old companion is still alive? ❖ Receive a small tent, a blanket and a cauldron.	Insight 2	Incorruptible
4	SIDE MISSION. You teamed up with a group of adventurers and went on a great adventure in the Forbidden Lands. You had to face many dangers, and many perished on the journey, but you learned a lot about yourself on the way. ❖ Receive chainmail armor and a small shield.	Melee 1 Lore 1	Fearless
5	SMUGGLER. You created a lucrative business by smuggling contraband between the settlements of the Forbidden Lands. Maybe you smuggled weapons, maybe forbidden drugs. You learned the importance of discretion and how to avoid attention. ❖ Receive a spyglass.	Scouting 1 Insight 1	Sixth Sense
6	RAN A SHOP. You chose to settle in a village and run a shop for a period of your life. You could live off of it, but not very well. In the end, you realized that the quiet existence wasn't for you. ❖ Receive a scale, ink, a quill, and parchment.	Manipulation 2	Sharp Tongue



D6	FORMATIVE EVENTS, RIDER	SKILLS	TALENT
1	ENLISTED. You joined a company of soldiers. Maybe you joined of your own free will, maybe you were conscripted. With your comrades you braved many hardships: battles, long marches, and harsh weather. In the end, something happened to make you leave the company. ❖ Receive studded leather armor and a large shield.	Melee 1 Marksman- ship 1	Horse- back Archer
2	COMPETED. You earned a living as a competitive rider, and traveled from village to village, castle to castle and competed against other riders. As long as you were winning you had a good life, but when you started losing, it was time to move on. ❖ Receive a cloak.	Move 1 Animal Handling 1	Fast Footwork
3	TRAVELED THE LAND. Your lust for adventure took over, and you went out for a long ride across the Forbidden Lands. You rode through miserable wastes, severe storms, and braved many dangers. ❖ Receive a small tent, a cauldron, and a blanket.	Survival 1 Scouting 1	Herbalist
4	CARAVAN GUARD. You took employment as a guard in a caravan, and escorted peddlers through dark forests and high mountains. ❖ Receive a short spear.	Melee 1 Scouting 1	Path- finder
5	CATTLE HERDER. You herded livestock to greener pastures in the Forbidden Lands. In the daytime, you guarded the herd from horseback. At night, you slept under the open sky. ❖ Receive a lantern and a waterskin.	Move 1 Animal Handling 1	Quarter- master
6	STEPPE RIDER. You rode across the everlasting steppes of the Forbidden Lands and lived simply by hunting and selling meat and animal hides. ❖ Receive a short bow and a D12 Resource Die for arrows.	Marksman- ship 1 Animal Handling 1	Tanner

Riders always start the game with a riding horse.



D6 FORMATIVE EVENTS, MINSTREL		SKILLS	TALENT
1	WROTE A POPULAR BALLAD. A ballad or story that you wrote became immensely popular in the surrounding area. To this day, you hear local minstrels performing your piece. ❖ Receive ink, a feather, and parchment.	Manipulation 1 Performance 1	Lucky
2	WORKED AS A MINSTREL. You used your artistic talents to make a living as a minstrel. Maybe you were of the traveling kind, maybe you worked at a more permanent location, like a tavern or a castle. ❖ Receive a lute.	Performance 2	Sharp Tongue
3	INSPIRATIONAL JOURNEY. You went on a journey across the Forbidden Lands, to learn of the kin, cultures, and legends. On your journey you encountered many adventures and gathered enough material to fill a smaller book of ballads. ❖ Receive a small tent, a blanket, and a cauldron.	Lore 1 Survival 1	Fearless
4	SANG FOR A LORD. Your talent drew the attention of a local lord and he offered you a place as an entertainer at his court. Your time in the castle was filled with wine, delicious food, and clinking silver. But also insidious intrigue, assassinations, and jealousy. ❖ Receive fine garments and a dagger.	Insight 1 Performance 1	Sixth Sense
5	ENLISTED. Life took an unexpected turn and you were enlisted in a company of soldiers. Life in the field was rough, but you made faithful friends and learned to live off the land. ❖ Receive leather armor and an open helmet.	Melee 1 Survival 1	Defender
6	DUELED A RIVAL. A rival saw you as a thorn in his side. For a period, your fates were intertwined in the most troublesome ways: love, money, and work. In the end, it was too much. You were challenged to a duel, and you were injured. Maybe your rival is still out there somewhere. ❖ Receive a short sword.	Melee 1 Healing 1	Sword Fighter



D6	FORMATIVE EVENTS, ROGUE	SKILLS	TALENT
1	STOLE FROM THE WRONG PERSON. It was the perfect crime. For a while. You stole something valuable from the wrong person, at the wrong time. You were hunted and had to run for your life. ❖ Receive lockpicks.	Sleight of Hand 1 Move 1	Lightning Fast
2	IMPRISONED. Guilty or not, you were caught and thrown in jail. You had to spend a long time in the darkness but never gave up. Finally, the chance to escape emerged, and you took it. ❖ Receive a dagger.	Endurance 1 Survival 1	Pain Resistant
3	SUCCESSFUL HEIST. You planned and successfully performed a heist. Maybe it was against a rich peddler, maybe against a local lord. ❖ Receive an item from Valuable finds in a lair. Reroll if the result is below 33.	Sleight of Hand 1 Stealth 1	Lucky
4	JOINED A GUILD OF THIEVES. You sought out an association of thieves and became a part of the community. Together, you planned heists, and carried out dangerous missions. ❖ Receive leather armor.	Insight 1 Scouting 1	Sixth Sense
5	ENLISTED. You found yourself, probably against your will, enlisted in a company of soldiers. There you worked as a scout, and ranged far ahead of the others. Your time there was filled with misery and dangers, but also friendship. ❖ Receive a short bow and a D12 Resource Die for arrows.	Marksman-ship 1 Scouting 1	Pathfinder
6	BAND OF ROBBERS. You disappeared into the woods and joined a band of robbers that lived off peddlers and caravans who stumbled into their path. Life in the forest was carefree and good for as long as it lasted, but in the end, the robbers were ousted from the woods. ❖ Receive a short sword.	Melee 1 Survival 1	Lightning Fast



D66 HOW DID YOU MEET?

23–24 SEARCHED FOR AN ARTIFACT. You searched long and hard for the treasure, traveled across the land, braved dangers. But just when you were about to get your hands on the artifact, it turned out that some other adventurers had the same plan. It was a precarious dilemma, but on the way to the nearest village to appraise the treasure, you realized that you had more in common than you'd imagined. You split the money and became friends.

25–26 SAVED BY ADVENTURERS. You were in trouble, maybe you had been captured by the Iron Guard, maybe you had been caught by slave traders. But fate had other plans, and you were dramatically saved by some other adventurers at the last moment.

31–32 CAPTURED BY ANOTHER ADVENTURER. At one time you were enemies. You were outwitted and captured by some other adventurers. But during your captivity, your animosity turned to friendship, you realized that you had even more dangerous enemies in common and joined forces.

33–34 CHILDHOOD FRIENDS. You grew up together with another adventurer. You played together, shared meals, and met each other's families. But something happened one day that caused you to go your separate ways. Many years passed until the day your paths crossed once more. You are not the same people you were when you were kids, but you share a strong bond.

35–36 MUTUAL DEBT. You don't really know how it happened, but suddenly you found yourself owing an absurd amount of silver to a person you really don't want to put yourself at odds with. But you weren't alone, another group of adventurers had put themselves in the same situation, and together you managed to amass enough silver to pay off the debt.

41–42 FOUGHT A BLOODY BATTLE. You fought in a battle where many lives were lost. It was a difficult fight, maybe you came close to dying yourself, but in the end, you found brothers and sisters in arms in the form of some other adventurers. Together, you made it through the bloody day with your lives intact. But the scars remain.

43–44 HUNTED BY RUST BROTHERS. Something you did was perceived as an insult against Rust or Heme. The Rust Brothers didn't take your action kindly, and sent the Iron Guard to capture you. In your flight, you found a group of other adventurer in the same plight. Together you outsmarted your pursuers. Maybe they'll catch your scent again?



Use the following tables to create your own legends and myths that give life to the Forbidden Lands. Legends of your own can be especially useful to give the adventurers something to search for on the map instead of aimlessly roaming the land. You can convey the legends through NPCs, inhabitants of villages, or finds. Use the tables to create the basis of your own legends as something to build on. Change and add to the legend as you see fit, and elaborate where you can. It is you as a GM who decides the verity of the legend, maybe it is just an old rumor, maybe it is all a misunderstanding, or maybe the legend is completely true.



A LONG TIME AGO...

D66		ACTUAL AGE IN YEARS
11-12	Before the Shift	1,100+
13-26	Before the Blood Mist	300-1,100
31-43	During the Alder Wars	305-360
44-66	In the age of the Blood Mist	5-280



...THERE WAS A...

D66

11	Bloodthirsty	Elf
12	Vengeful	Dwarf
13	Greedy	Peddler
14	Unhappy in love	Smith
15	Ingenious	Farmer
16	Enterprising	Apprentice
21	Kind	Druid
22	Perseverant	Shepherd
23-24	Treacherous	Raven Sister
25-26	Moral	Rust Brother
31-32	Skilled	Rider
33-34	Stingy	Treasure Hunter
35-36	Vain	Priest
41-42	Wise	Sorcerer
43-44	Beautiful	Robber Chieftain
45-46	Honorable	Warrior
51-52	Jealous	Lord
53-54	Cruel	Prince
55-56	Determined	Princess
61-62	Cunning	Queen
63-64	Scared	King
65-66	Evil	Not who, what! Roll a D6. 1: Unit of Soldiers, 2: Village, 3: Cult, 4. Band of Robbers, 5: Cabal, 6: Monster.



...WHO SOUGHT...

D66

11-14 A weapon

15-22 A love

23-26 A friend in need

31-34 An enemy

35-42 A treasure

43-46 A map

51-54 A family member

55-62 An artifact

63-66 A monster

... BECAUSE OF ...

D66

11-14 Love

15-16 Friendship

21-24 A promise

25-33 A prophecy

34-41 A bet

42-45 Duty

46-52 War

53-55 Honor

56-61 Insanity

62-63 Dreams

64-66 Greed

... AND TRAVELED TO ...

D66 LOCATION

11-16 A ruin

21-22 A farm

23-26 A grave

31-34 A tower

35-36 A castle

41-43 A village

44-53 A cave

54-56 A hill

61-63 A tree

64-66 A water source

... LOCATED ...

D6

1 Here

2 Close by

3 A day's march away

4 A few days off

5 Far away

6 On the other side of
the Forbidden Lands



... IN A/SOME ...

D66 TERRAIN TYPE

11-14	Ruins
15-21	Marshlands
22-24	Quagmire
25-34	Plains
35-44	Forest
45-53	Hills
54-63	Dark Forest
64	Lake
65-66	Mountains

... IN THE DIRECTION OF ...

D8 DIRECTION

1	North
2	North-East
3	East
4	South-East
5	South
6	South-West
7	West
8	North-West

AS THE LEGEND GOES, IT IS SAID THAT HE/SHE...

D66 WHAT HAPPENED?

11-14	Was betrayed
15-22	Was murdered
23-26	Was never seen again
31-33	Starved to death
34-36	Took his/her own life
41-44	Died in battle
45-52	Was enchanted
53-56	Was possessed
61-63	Came back changed
64-66	Still searches

... AND THAT AT THE LOCATION THERE IS/ARE...

D66 IT IS SAID THAT...

11-14	Gold, lots of gold
15-22	A powerful artifact
23-26	A suit of armor
31-33	A weapon
34-36	An invaluable book
41-44	A large treasure
45-52	A lost war chest
53-56	The remains of an important person
61-63	A dwarven artifact
64-66	An elven ruby



... BUT ALSO ...

D66

11-14	Aggressive	Wolfkin
15-22	Bloodthirsty	Slave Traders
23-25	Cruel	Orcs
26-32	Horrible	Ghosts
33-34	Hungry	Saurians
35-43	Watchful	Iron Guards
44-46	Starved	Undead
51-54	Greedy	Robbers
55-61	Insane	Goblins
62-63	Murderous	Ogres
64-65	Manic	Monsters*
66	Hunting	Demons**

*Roll on the monsters table on page 74 in the *Gamemaster's Guide*.

**Roll a D6. 1-4: One demon, 5: Two demons, 6: D6 demons. Create the demons by using the tables on page 80 in the *Gamemaster's Guide*.





MONSTER GENERATOR

D66	SIZE	STRENGTH
11-14	Puny	1
15-21	Small	2
22-33	Average	3
34-44	Large	4
45-55	Big	8
56-62	Huge	14+D6
63-66	Gigantic	30+2D6

D66	TYPE	AGILITY
11-13	Grazing Cattle	1
14-16	Herbivore	2
21-25	Gatherer	2
26-36	Scavenger	4
41-56	Predator	5
61-66	Aggressive Predator	8

D66	LIMBS	COMMENT
11-13	None	
14-22	Tentacles	Number: D6+2
23-25	2 legs	
26-32	2 legs, 2 arms	
33-46	4 legs	
51-55	4 legs, 2 arms	
56-65	Wings	Roll again for potential limbs.
66	Many!	D6+2 legs and D6+2 arms (round up to the closest even number).



D66	HEAD	COMMENT
11	Lacks Head	
12-16	Beak	
21-26	Horn	Number: D3
31-33	Antlers	
34-41	Tentacles	Number: D6+2
42-43	Insectoid Eyes	
44-46	Eyes on the Side	
51	Many Eyes	2D6 eyes round up to the closest even number
52-53	Large Mane	
54	Long Tongue	
55-56	Big Ears	
61-62	Fin	
63-66	Roll Twice	

D6	TAIL	COMMENT
1-3	None	
4-5	Tail	
6	Spiked Tail	+1 damage for tail attack

D66	ARMOR	RATING
11-14	Hide	0
15-22	Soft Fur	1
23-36	Thick Fur	2
41-44	Feathers	2
45-53	Scales	3
54-61	Shell	5
62-64	Bone Plates	7
65-66	Armored Hide	9



MOVEMENT

D66	PRIMARY METHOD	AGILITY 1-2	AGILITY 3-4	AGILITY 5+
11-13	Slithering	1	1	2
14-16	Digging	1	1	2
21-25	Swimming	1	2	2
26-46	Running	1	2	2
51-56	Flying*	2	3	3
61-66	Climbing	1	2	2

*Requires wings for longer periods of time, without wings the creature can only fly shorter distances

HOME

D66	HOME
11-14	Den
15-23	Ruin
24-32	Waterhole
33-36	Tree/Vantage Point
41-45	Cave
46-54	Ravine
55-66	Underground Lair

SKILLS

Not all monsters have skills, those who lack a skill level only roll their Base Dice. Roll in order on the table below for MELEE, STEALTH, MOVE, and SCOUTING.

D66 SKILL LEVEL

11-41	No skill
42-46	Level 1
51-54	Level 2
55-62	Level 3
63-64	Level 4
65-66	Level 5



TRAITS

Roll a D3 for number of traits, then roll as many times as the dice show on the table below.

D66	TRAITS	COMMENT
11	Undead	+2 in Strength.
12-14	Injured	Halved Strength.
15-22	Colorful	Hide, horns or similar remains are worth 3D6 silver.
23-26	Poisonous	Roll a D8. 1-2: Lethal Poison. 3-4: Paralyzing Poison. 5-6: Sleeping Poison. 7-8: Hallucinogenic Poison. Roll D6+2 to determine Potency.
31-33	Regenerating	Regains D3 Strength each round.
34-35	Impervious To Magic	Equal to the spell Dispel Magic with a Power Level of D6.
36-42	Camouflaged	Insanely difficult (-3) to detect with Scouting.
43-44	Fast	Draws two initiative cards at the start of battle and may act on both turns.
45-52	Sharp Hearing	+2 levels in Scouting.
53-54	Acute Sense Of Smell	+2 levels in Scouting.
55-61	Night Vision	Can see unhindered in the dark.
62	Acid Glands	Can use acid attack.
63	Fire Glands	Can use fire attack.
64	Intelligent	Roll a D6. 1-4: Can speak (see below), 5-6: Telepathic. Can have skill level in Insight and Manipulation.
65	Can Speak	Can speak or mimic language.
66	Possessed By Demon	Is actually a demon, see page 80 in the <i>Gamemaster's Guide</i> .



D66	WEAKNESS	COMMENT
11-31	None	—
32-36	Sensitive to fire	Suffers double damage from fire.
41-42	Sensitive to light	Can't tolerate light, must move away from intense sources of light. If not possible, the creature takes D3 in damage from every individual source of light, D6 in damage from larger sources of light (like the sun) each round.
43-45	Scared of loud noises	Loud noises scare the beast. Bangs or loud noises make it flee, clattering shields or the like make it hesitate and it avoids the source.
46-54	Protects offspring	Has offspring nearby, won't leave the location where they are.
55-63	Sensitive eyes	Attacks against the eyes (FORMIDABLE difficulty) do double damage.
64-66	Obsessed with everything that shimmers	If the creature sees something that shimmers, like silver or a mirror, it will focus on the source of the shimmering.



D66	MOTIVATION	COMMENT
11-31	Territory	Bound to its territory.
32-35	Give birth to offspring	The creature is pregnant and wants to give birth to its offspring in peace
36-44	Hunger	The creature is starving and will attack the juiciest adventurer and devour her if possible.
45-46	Sick	Receives the trait Injured.
51	Parasite	Controlled by a parasitic entity, acts strangely.
52-56	To be left alone	Only attacks if cornered.
61-62	Fun	Hunts for fun.
63-64	Looking for a host	Looking for a creature that can serve as a host for their offspring in some way.
65-66	Treasure	Guards treasure.

ATTACKS, REGULAR				
Roll D3 times on the table below.				
D6	ATTACK	BASE DICE	WEAPON DAMAGE	RANGE
1-2	Claws	3+Agility	Roll a D6. 1-2: Damage 1, 3-5: Damage 2, 6: Damage 3	Arm's Length
3-4	Fangs	4+Agility	Roll a D6. 1-2: Damage 1, 3-5: Damage 2, 6: Damage 3	Arm's Length
5	Horns/Headbutt	5+Agility	Roll a D6. 1-4: Damage 2/1*, 5-6: Damage 3/2*	Arm's Length
6	Roar	-	Fear attack: Strength D3+6	Near

*The second value applies for attacks from creatures that lack horns.



ATTACKS, SPECIAL

If the creature satisfies any of the requirements below, it also receives the relevant special attack.

REQUIREMENT	ATTACK	BASE DICE	WEAPON DAMAGE	RANGE
Tail	Tail Attack	3+Agility	1	Near
Tentacles	Tentacles	3+Agility	Roll a D6. 1–4: damage 1, 5–6: damage 2. Then Grappled.	Near
Fire Glands	Breathes Fire	D6+6	1. The victim continues to take the same amount of damage each round until the fire has been put out by a successful roll for Move.	Near
Acid Glands	Spits Acid	D6+4	1. The victim continues to take 1 damage each round for D3 rounds.	Near
Undead	Lethal Stare	–	Fear attack: Strength D6+4	Near





MONSTER ATTACKS

To create unique tables for random monster attacks lies outside the capabilities of this monster generator. But with the help of the table below, and the tables for monster attacks on the previous pages, you can put together your own attack table based on the attributes of your monster. Replace the X with the ratings from the previous tables.

ATTACK	REQUIRES	SAMPLE DESCRIPTION
Bite	Fangs	The beast bites the nearest adventurer with its razor-sharp fangs. Perform an attack with X Base Dice and Weapon Damage X (slash wound).
Kick	Legs	The beast kicks the nearest adventurer with full force. The formidable power creates an attack with X Base Dice and Weapon Damage X (blunt force). If the attack connects, the adventurer is thrown to Near distance and becomes prone.
Crushing Attack	Strength 5+	The beast grips an adventurer and attempts to crush her to bits. Perform an attack with X Base Dice and Weapon Damage X (blunt force).
Sweeping Attack	Agility 3+	The beast sweeps its claws (or similar weapons) across two adventurers within Near distance. Perform an attack with X Base Dice and Weapon Damage X (slash wound). Victims that are hit are also knocked prone.
Slashing Attack	Claws	The beast slashes across an adventurer's body with its sharp claws. Perform an attack with X Base Dice and Weapon Damage X (slash wound).
Tail Attack/ Whip Attack	Tail or Tentacles	The beast whips the tip of its tail/tentacle at an adventurer within Near distance. Perform an attack with X Base Dice and Weapon Damage X (blunt force). If the attack hits, the victim is thrown to the ground.
Roar	Strength 6+	The beast utters a deafening roar that causes all adventurers within Near distance to suffer a fear attack with X Base Dice.





ATTACK	REQUIRES	SAMPLE DESCRIPTION
Devouring Attack	Strength 14+	The beast selects an adventurer and attempts to devour her. Roll for the attack with X Base Dice and Weapon Damage X (slash wound). If the attack succeeds the victim is swallowed whole. The adventurer can continue to attack the beast from the inside where the beast lacks armor. The victim is freed when the beast dies. The victim suffers 1 point of damage each round in the belly of the beast.
Acid Attack	Acid Glands	The beast opens its jaws and sprays a cloud of corrosive acid over the adventurers. All adventurers within Near distance suffer an attack with X Base Dice (Weapon Damage X). Victims that are hit continue to take 1 point of damage each round for D3 rounds.
Fire Attack	Fire Glands	The beast spews forth flames from its gullet and zooms in on an adventurer within Short distance. Roll for the attack with X Base Dice (Weapon Damage 1). If the attack connects, the victim suffers the same amount of damage each round until the fire has been quenched, either by the victim herself or a friend succeeding on a roll for Move (fast action).
Diving Attack	Wings	The beast swoops through the air and slashes an unfortunate adventurer within Near distance with all its might. Perform an attack with X Base Dice and Weapon Damage X (slash wound). If the attack hits, the victim is thrown to the ground.
Lethal Stare	Undead	The undead beast stares with dead eyes straight into the adventurer's eyes. She suffers a fear attack with X Base Dice. If the attack hits, the victim is thrown to the ground.

