



ENCOUNTERS

Himeon leaned in to poke the fire, casually grabbing his bow in the process.

"Something watches us and hungers," he said.

Sanarda looked around while drinking from her flask. Hairy spider legs clambered among the darkening foliage overhead.

"I wasn't tired anyway."



This chapter helps you as a Gamemaster to run your first game of *Forbidden Lands*. It contains a starting scene that you can read out aloud to your players to kick off the action, followed by a number or random encounters to use on the journey.

STARTING SCENE

We recommend that you start your first game of *Forbidden Lands* out in the wilds. Place the map on page 152 in front of the players and tell them where the PCs are (hexagon I20 is a good choice). Also, give them a handout of the legend of Weatherstone (see page 151). You can place Weatherstone in any hexagon with a CASTLE symbol. We recommend H29, but C24 is another fine choice. Then, read the following:

You left the safety of your village only yesterday, and you are already starting to regret it. The Fangwoods that you are now entering are dark and deep, and rumors speak of trolls, harpies, wolfkin, and even wilder beasts roaming these ancient groves. Your journey is long and winding through the forest, across streams and ravines, branches tearing at you and mosquitoes biting your skin. Yet, you are spurred on by the rumors of the mighty castle Weatherstone in the mountains beyond. Legends say that ghost of the cruel king Algarod still dwells there, centuries after his death. There are whispers that Algarod's war chest remains in Weatherstone, forever guarded by dark spirits and the beasts of the sorcerer.

After this, let the players go where they want. Use the travel rules in Chapter 5 and the random encounters in this chapter to make their





journey to Weatherstone eventful. Should they want to go elsewhere, and perhaps explore DUNGEONS or VILLAGES on the map, simply improvise what's there or quickly go get the full *Forbidden Lands* game!

ENCOUNTERS

The rest of this chapter details a few random encounters that you can use during the adventurers' journeys. Use the table below by rolling 2D6 and enter the result in the column for the terrain type of the hex that the adventurers are currently in. Each encounter has a number attached to it. Find the entry with the corresponding number, and resolve the encounter.

As a rule of thumb, roll on the random encounter table once every Quarter Day if the PCs HIKE, and once per day if they remain in the same hexagon. You can to roll more or less frequently if you like. Many more encounters are described in the full *Forbidden Lands* game.

SCOUTING

The adventurers generally have a chance to spot a threat from an encounter before it's upon them. During journeys, the adventurer who KEEPS WATCH gets to make a SCOUTING roll. Make a straight roll, not an opposed roll unless the threat is actively ambushing the adventurers. Success generally means that the lookout notices the threat while it's still at a safe distance. The adventurers can then decide whether to show themselves, set up an ambush, or to SNEAK away undetected.

Failing the SCOUTING roll means that the threat is up close and personal before the adventurers notice it.

NO ENCOUNTER

Time passes without any significant encounter. Describe the surrounding nature – the

RANDOM ENCOUNTERS									
2D6	PLAINS	FOR-EST	DARK FOREST	HILLS	MOUN-TAINS	LAKE	MARSH-LANDS	QUAG-MIRE	RUINS
2-6	0	0	0	0	0	0	0	0	0
7	1	1	1	1	0	0	0	1	1
8	2	2	4	2	11	0	13	13	2
9	3	5	8	6	5	12	13	2	5
10	5	6	9	7	7	4	4	5	8
11	7	8	10	8	8	7	7	4	10
12	10	10	10	10	10	10	10	10	10



REOCCURRING ENCOUNTERS

Sooner or later, you will roll an encounter that you have already rolled before. When this happens, choose one of the options below:

- ❖ Continue the encounter. The adventurers meet the same people or creature again.
- ❖ Change the encounter. The adventurers meet a similar creature or person, but it's different in some way.
- ❖ Re-roll.

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.

The adventurers have found a ruin that is suitable as a safe place to make camp. In order to decide the type of ruin and who once lived here, you should roll D66 on the table below.

D66	RUIN	WHO LIVED HERE
11-16	Cabin	An old couple
21-24	Mill	A miller, buried in the back yard
25-32	Guard Post	Scout, fallen on duty
33-35	Temple	Murdered raven sisters
36-46	Farm	A rich merchant, long since dead
51-54	Tower	A lost sorcerer
55-62	Outpost	Once manned by Alderlander soldiers
64-64	Inn	Travelers before the Blood Mist

1 THE RUINS OF OLD

You see before you the broken remains of what was once a building, a civilized outpost in the wilds. Now nature has reclaimed the place and everything that remains are but fallen remnants and memories lost in the mist of history.

2 THE HUNGRY ROBBERS

A group of unwashed humans, wearing worn clothes and all sorts of simple weapons, steps out on the road. They are dirty and look like they haven't eaten properly for a number of days. A large man with a black beard steps forward,



spits, and puts his hand on his sword. “Wot manner o’ dirt are ya? Wot are ya doin’ ere? Dontcha know who I am?”

A group of starving robbers, equal in number to the adventurers, led by Argam Twainbeard, has fallen on hard times and is looking for loot that would make them happy again. The robbers are tired and can be talked into sharing their camp if the adventurers offer food and stories.

BANDITS

STRENGTH 3, AGILITY 3, WITS 2, EMPATHY 2

SKILLS: Melee 3, Stealth 2, Scouting 1, Survival 2

GEAR: Broadsword, hand axe or wooden club, D6 copper

soldier named Arren. Four survivors from the patrol are currently hiding among the trees nearby. Markut will not rest until all the soldiers are dead. Arren’s soldiers are deathly afraid of her, but also want to avenge their fallen comrades and retake the banner lying on the ground among the dead. The adventurers end up in the middle. Which side will they choose?

THE SOLDIERS

STRENGTH 4, AGILITY 3, WITS 2, EMPATHY 2

SKILLS: Melee 2

GEAR: Broadsword, small shield, studded leather

3 THE MINOTAUR’S LAMENT

A barrowing roar echoes throughout the land. It is a howl filled with enormous anger – and sorrow. After the next bend in the road, you are met by a terrible scene: four soldiers lie slain in a violent battle and towering above the corpses is a bloody and sobbing minotaur. The beast is leaning over another minotaur, killed by about a dozen arrows. The minotaur roars its sorrow towards the sky. Then it turns towards you.

Kaun, the life partner of the minotaur Markut, died in a fight against a group of soldiers from a nearby castle, led by a battle-scarred

MARKUT

Markut has game stats as a typical minotaur (see page 107). She is armed with a two-handed axe.

4 THE HARPIES’ FEAST

At first you hear the screams: “Giiiive meee!” “Nooo, giiiive meee!” “Nooo, I waaant to eeet the liiittle ones!” Then you spot three horrible creatures with eagle-like wings and twisted bodies, swooping down upon you. Harpies!

The three starving harpies, Krag, Mag and Serag, attack the adventurers so as to feast on their corpses. During the attack, one of them





spots a shiny object carried by one of the adventurers and starts to scream excitedly about “the treasure.” This presents an opportunity for the adventurers to use the harpies’ greed against them.

This flock of harpies has a combined Strength of 9. Read more about harpies on page 105.

5 THE CURSED OGRE

“Toil ‘n’ trouble, trouble ‘n’ toil.” A deep, guttural voice echoes across the land. The next moment, you see a large and muscular ogre dragging a sack. Something is kicking inside the sack, causing the ogre to bash the sack repeatedly. The movements end immediately. “Shut up, you, I said!”

Kurge the ogre is on his way to his lair with his latest captive. In the sack can be found the unfortunate Rust Brother Oker, who had invoked the curse of the god Rust on Kurge. The ogre hasn’t yet decided what to do with Oker, but is considering something fun, like practicing stone throwing, or ripping his limbs from his body. It all depends on Kurge’s mood.

KURGE

STRENGTH 6, AGILITY 2, WITS 1, EMPATHY 2

SKILLS: Might 4, Endurance 2, Melee 2

TALENTS: –

GEAR: Large wooden club

MAGIC RESILIENCE: The Power Level of any spell cast against an ogre is automatically decreased by D6, due to the ogres’ natural resilience to magic.

6 THE PUPPY

You hear a slight squeak, and then something resembling a bark. Beneath a bush a tail is sticking out. It’s a puppy dog watching you with large eyes.

It turns out the puppy has hurt one of its legs. Its mother and five other puppies were killed by the troll Ghormald who wanted them for lunch. The puppy managed to run away. Ghormald has followed its tracks and arrives at the scene with a dead puppy in each hand and her face covered in blood. She asks the adventurers to leave her prey be. She is ready to fight for it using a club hanging from her belt.

Ghormald is a typical troll (see page 109).

7 DEATH FROM ABOVE

You hear a chilling scream in the air, and the next moment, the sound of heavy wing beats. Then you see it. A huge, demon bird is descending from the clouds. It turns and wheels in the air and dives, targeting your party.

The adventurers have suddenly traveled into the territory of a gryphon. Initially, it will try to scare the adventurers and assess their



