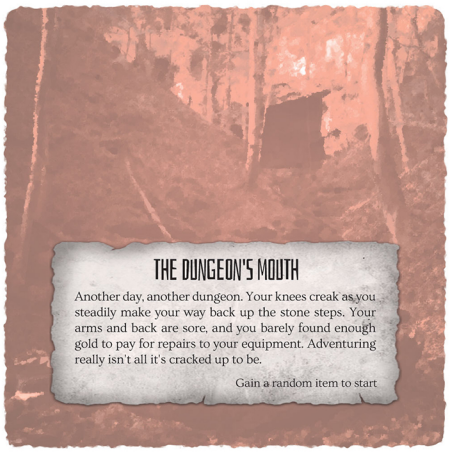






THE DUNGEON'S MOUTH

Another day, another dungeon. Your knees creak as you steadily make your way back up the stone steps. Your arms and back are sore, and you barely found enough gold to pay for repairs to your equipment. Adventuring really isn't all it's cracked up to be.

Gain a random item to start







BLACKWOOD HOLD

The castle lies silent, torches extinguished. You look back over the narrow bridge and watch the last of the minions flee into the Forest, leaderless. You feel the weight of the Dark Prince's mask in your pack and on your mind. At least it's in safe hands, for now.

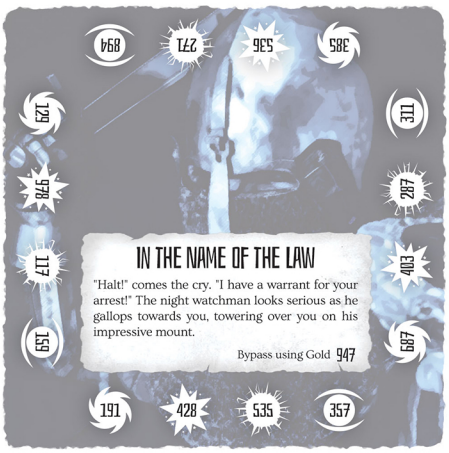
Gain the Champion's Mask artefact to start



THE LATE SHIFT

The road is more regularly used here. Following the worn tracks you find a small outpost, manned by a couple of fresh-faced young guards who seem quite alarmed by your approach. "Halt, who goes there?"

Bypass using Skeleton Key 218



IN THE NAME OF THE LAW

"Halt!" comes the cry. "I have a warrant for your arrest!" The night watchman looks serious as he gallops towards you, towering over you on his impressive mount.

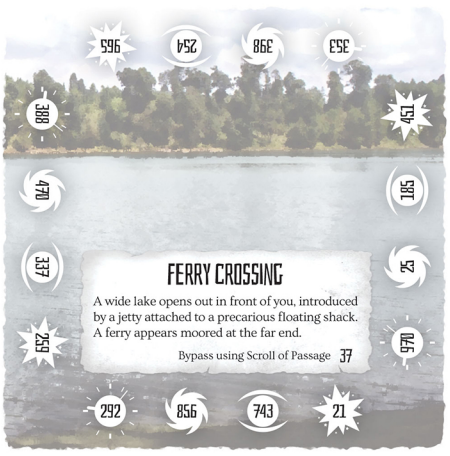
Bypass using Gold 947



FRUITS OF THE FOREST

The ground is stained bright yellow with the pulp of a hundred or more fruits, fallen from the boughs just above your head. They look so round and succulent, and it's so long since you ate...

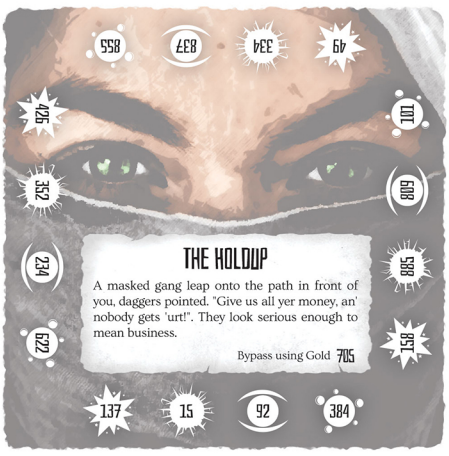
Bypass using Four-Legged Friend 943



FERRY CROSSING

A wide lake opens out in front of you, introduced by a jetty attached to a precarious floating shack. A ferry appears moored at the far end.

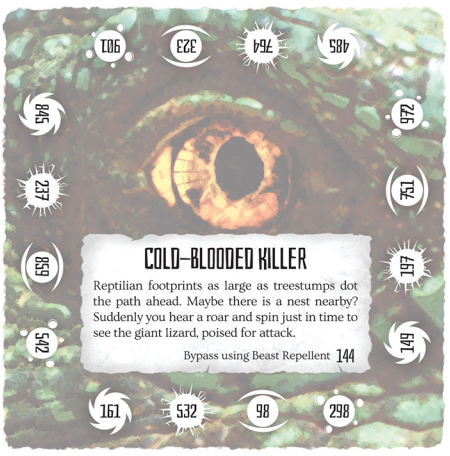
Bypass using Scroll of Passage 37



THE HOLDUP

A masked gang leap onto the path in front of you, daggers pointed. "Give us all yer money, an' nobody gets 'urt!". They look serious enough to mean business.

Bypass using Gold 705

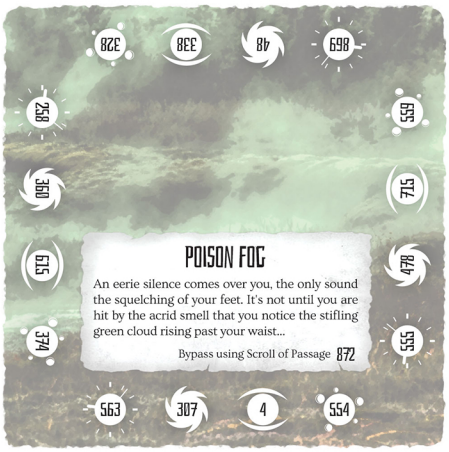


COLD-BLOODED KILLER

Reptilian footprints as large as treestumps dot the path ahead. Maybe there is a nest nearby? Suddenly you hear a roar and spin just in time to see the giant lizard, poised for attack.

Bypass using Beast Repellent 144

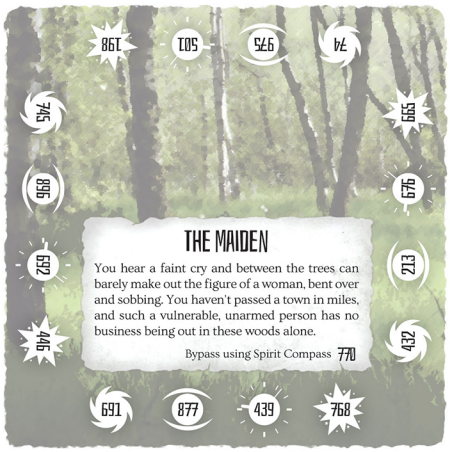

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POISON FOG

An eerie silence comes over you, the only sound the squelching of your feet. It's not until you are hit by the acrid smell that you notice the stifling green cloud rising past your waist...

Bypass using Scroll of Passage 872



THE MAIDEN

You hear a faint cry and between the trees can barely make out the figure of a woman, bent over and sobbing. You haven't passed a town in miles, and such a vulnerable, unarmed person has no business being out in these woods alone.

Bypass using Spirit Compass 770



DEEPER UNDERGROUND

Behold, a huge cavern gapes ominously in the cliff-side ahead. Is that daylight I see at the other end?

Bypass using Flaming Torch 949



THE HUNTER

Thwack-twaang! The sound of an arrow striking a tree trunk–but where did it come from? You look all around for the owner but hear only a distant rustle coming from the bushes.

Bypass using Four-Legged Friend 853



A BEAR IN NEED

By the side of the path you encounter a badly wounded bear. It looks as if its leg was caught in a trap, but it somehow managed to break free. You want to help, but you must remember this is a dangerous animal.

Bypass using Mysterious Herb 891



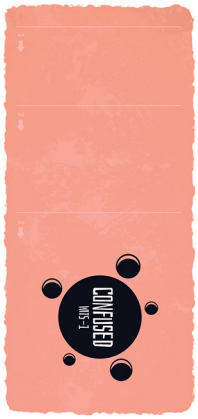
DON'T LOOK DOWN

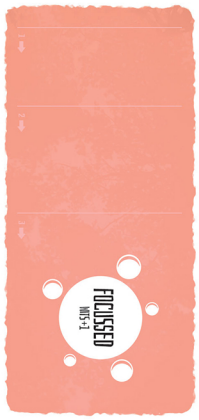
The ground drops away in front of you to reveal a deep gorge. The only crossing point is a narrow rope bridge. It looks like nobody has come this way for some time.

Bypass using Rope 114


























FOREST OF FATE
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CARE

Pay attention to the details and take your time. You act with caution and vigilance. If a job's worth doing, it's worth doing right.

WITS

Think fast and solve the problem using brains over braun. You cleverly outsmart your opponents, look for a weaknesses or draw on past experience.

STYLE

All eyes are on you, so this better be good. You use your charm to dazzle, seduce or bemuse, or laugh in the face of death with a flashy stunt.

SPEED

There's no time to spare. You move with dexterity, acting or reacting as quickly as you can to steal the initiative or gain a head-start.

GUILE

Nobody else plays fair, so why should you? You'll lie, cheat and steal to gain the upper hand–and when all else fails, you can always try hiding.

FORCE

Headstrong to the very end. You're straight shooting and not afraid to apply brute strength. Given a big enough lever you'll be able to break anything.

WICKED HEX

Prevent the party from using any abilities, items or artefacts until the end of the next encounter.

Use this ability after correctly guessing which skill the party will use next

SPECTRAL TRAP

Choose a random, unused encounter and place it at the end of the path, moving The Finishing Post one step further away.

Use this ability after correctly guessing which skill the party will use next

PHANTOM STEAL

Take an item or artefact of your choice from the party at the end of the current encounter. If none are available, take 1 life point from any character who has at least 2 life points remaining.

Use this ability after correctly guessing which skill the party will use next

ASTRAL INTERFERENCE

Replace the victim's chosen skill with another, drawn at random from all other available skills.

Use this ability after correctly guessing which skill the party will use next



SKELETON KEY

They say that such a key can open any lock made by human hands. You should hold on to this one tightly.

+ 5 victory points



COILED ROPE

Every adventurer needs a bit of rope and now you have one. You never know when it might prove useful.

+ 5 victory points



GOLD

It's not going to make you rich, but this sack of coins could make all the difference in your next encounter with the locals.

+ 5 victory points



FLAMING TORCH

No more fumbling in the dark: now you have a flaming torch to light your way and fend off creatures of the night.

+ 5 victory points



SPIRIT COMPASS

Navigating just got easier! By some occult mechanism this device always points in the right direction.

+ 5 victory points



BEAST REPELLENT

Nothing keeps the nasties away quite like this potent mixture.

+ 5 victory points



MYSTERIOUS HERB

A incredibly rare plant, only found deep in the Forest. Nobody is entirely sure of its effects.

+ 5 victory points



HEALING POTION

Restore up to 5 life points and remove any negative statuses from one character. Cannot revive fallen characters.

+ 5 victory points



CHAMPION'S MASK

Become Epic at any skill for a single encounter, including skills your character cannot ordinarily use.

+ 10 victory points



FOUR-LEGGED FRIEND

You've gained a loyal companion, who knows the ways of the Forest better than any human.

+ 5 victory points



SCROLL OF PASSAGE

A powerful magic scroll that provides a safe path through an otherwise impassable natural obstacle.

+ 5 victory points


FOREST OF FATE
ITEM
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ARTEFACT
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ITEM
1 2 3 4 5 6 7 8 9 10
SEARCH FOR LOOT
Choose a skill card at random. If you are Great at the chosen skill, instantly gain a random item. If you are Good, there is no effect. Otherwise, lose 3 life points. You must have at least 5 life points to attempt a search.
Use this ability at any time
FOREST OF FATE
SKILL
FOREST OF FATE
ITEM
1 2 3 4 5 6 7 8 9 10
SECOND SIGHT
The previous encounter happened only in a vision. Rewind all its effects then play that encounter again, this time choosing a safer path. Costs 2 life points, and you must have at least 4 life points to use the sight. May only be used once per encounter.
Use this ability after an encounter
FOREST OF FATE
SKILL
FOREST OF FATE
ITEM
1 2 3 4 5 6 7 8 9 10
SCOUT AHEAD
Choose a skill card at random. If you are Great at the chosen skill, discard the final encounter card and move The Finishing Post one step closer. If you are Good, there is no effect. Otherwise lose 3 life points. You must have at least 3 life points to attempt to scout ahead.
Use this ability between encounters
FOREST OF FATE
SKILL
FOREST OF FATE
ITEM
1 2 3 4 5 6 7 8 9 10
ARCANE RITUAL
Revive a character by transferring any number of life points from each of the survivors, including at least 1 from yourself. You must have at least 2 life points to perform the ritual, and at least 3 life points must be transferred in total. Each character may only be revived once.
Use this ability at any time
FOREST OF FATE
SKILL