

# FORBIDDEN LANDS

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## TOME OF THE LOST INCIDENTS

This fanwork lets you discover more childhood and formative events for your character creation with "Legends & Adventurers". Each table is expanded from a D6 to a D12.

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D12 FORMATIVE EVENTS, DRUID	SKILLS	TALENTS
<p><b>7 Downtime in the village.</b> For some time you were “trapped” in a small village. You made yourself useful as a chef in the local tavern.</p> <p>❖ Receive field kitchen and cauldron</p>	<p>Crafting 1 Insight 1</p>	<p>Chef</p>
<p><b>8 Learned it hard way.</b> Life in the woods is not that peaceful as it seems. You had trouble with a pack of wolfkin or whiners and had to defend yourself more than once.</p> <p>❖ Receive spear and a leather armor</p>	<p>Melee 1 Healing 1</p>	<p>Spear Fighter</p>
<p><b>9 Home by the sea.</b> You lived and worked for some time on a boat and sailed the sea to learn more about the creatures that roamed the lakes.</p> <p>❖ Receive Spy Glass and canoe</p>	<p>Endurance 1 Scouting 1</p>	<p>Sailor</p>
<p><b>10 The long winter.</b> It was a hard winter in the mountains, but you survived where many other failed. You hunted wild animals for their pelts and flesh.</p> <p>❖ Receive Great Fur, Needle and Thread</p>	<p>Crafting 1 Survival 1</p>	<p>Tanner</p>
<p><b>11 Wandered the Ravenlands.</b> You wandered the Ravenlands to reach all it’s of the borders at least once.</p> <p>❖ Receive Map and boots</p>	<p>Scouting 1 Survival 1</p>	<p>Pathfinder</p>
<p><b>12 My Friend the Ent.</b> Near the elvish territories you befriend an ent or what is most likely with these creatures. You learned a lot about the past and the deeper paths of nature.</p> <p>❖ Receive D6 legends</p>	<p>Lore 2</p>	<p>Fearless</p>

Result 1-6 could be found in „Legends and Adventurers”





## D12 FORMATIVE EVENTS, HUNTER

## SKILLS

## TALENTS

7

**Three in a blink of an eye.** For a short time, you earned your livelihood as shooter in a band of circus people. Your swiftness attracted the audience, but this wasn't your way.

❖ Receive Fine Garments and Throwing Knife

Marksmanship 1  
Performance 1

Fast Shooter

8

**The Monsters Hort** Roaming your hunting grounds to stepped over a deceased monster and found his massive hort. It was much more to carry, that it was worth at the end.

❖ Roll twice on the table for Valuable finds in the lair. Choose one.

Might 1  
Scouting 1

Pack Rat

9

**It's a trap!** While hunting a deer you stepped into a trap, maybe even your own. You fought hard but managed to escape: Scars and experience remained.

❖ Receive bear trap and snares

Survival 1  
Sleight of Hand 1

Pain Resistant

10

**Kidnapped by bandits** You were found and caught by a band of bandits. You learned how they worked together and who their weak link was.

❖ Receive Falchion and Open Helmet

Insight 1  
Survival 1

Threatening

11

**The Tragedy** Return from the hunt you found your home devastated and a relative killed. You found foot prints and swore to kill the foul creature.

❖ Receive Studded Leather Armor and Studded Leather Cap

Melee 1  
Scouting 1

Dragonslayer

12

**The Bowyers Apprentice** You learned the art of bow making from an old bowyer, that hoped to have find his successor. But you were quite better in using than making bows.

❖ Receive Short bow and Arrows D10

Craft 1  
Marksmanship 1

Bowyer

Result 1-6 could be found in „Legends and Adventurers”





D12	FORMATIVE EVENTS, FIGHTER	SKILLS	TALENTS
7	<b>Siege</b> Being part of a siege troop, you learned how to build wall, catapults, digging deep holes and just killing time.	Might 1 Melee 1	Hammer Fighter
	❖ Receive Warhammer and some polyhedral dice		
8	<b>Shield-Bearer</b> You were part of the guard of a knight. Defending him against sharpshooters and assassins. Maybe you were successful, maybe not.	Endurance 1 Move 1	Shield Fighter
	❖ Receive Large Shield and cloak		
9	<b>Weapon Smith</b> Every army, troop or band of warrior needs someone to care for the weapons. You did your job well, but you weren't at their side when the band were crushed.	Crafting 2	Smith
	❖ Receive Hammer and two Iron		
10	<b>Bouncer</b> Nobody is better in kicking drunken out of the door than you. You were paid half in silver and half in beer.	Melee 1 Manipulation 1	Brawler
	❖ Receive Leather armor and tankard		
11	<b>Where the Wild Things are</b> You lived with a tribe of savages. Drugs and alcohol were a great way to ease pain and doubt, but now you found a way to enter the state of rage without.	Melee 1 Animal Handling 1	Berserker
	❖ Receive Two-Handed axe and blanket		
12	<b>Swashbuckler</b> As guard at a higher court you learned about the noble life. Duelling was mostly for show or to defend your honour.	Move 1 Performance 1	Ambidextrous
	❖ Receive Short sword and Dagger		

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D12	FORMATIVE EVENTS, SORCERER	SKILLS	TALENTS
7	<p><b>The Master-Builders Assistant.</b> For a while you helped a master-builder to reconstruct the ruins of a stronghold. You assisted with boring math and handling obstreperous worker.</p> <p>❖ Receive ink, quill and parchment</p>	<p>Crafting 1 Manipulation 1</p>	Builder
8	<p><b>Trapped between the Restless Dead.</b> Searching a tomb you were trapped inside for days. You had to hide from the restless dead, but found precious treasure.</p> <p>❖ Roll on the table for Carried Precious Finds (p. 190). Reroll any roll &gt;51.</p>	<p>Sleight of Hand 1 Move 1</p>	Fearless
9	<p><b>The Duel.</b> Competing to become the apprentice of a known sorcerer isn't always just a duel of mind. You learned the hard way that a rival without spells could be more dangerous sometimes.</p> <p>❖ Receive Dagger and Leather armor</p>	<p>Melee 1 Insight 1</p>	Knife Fighter
10	<p><b>Journey for Knowledge.</b> You took the long and winding roads through the Forbidden Lands to far away libraries of the elves, dwarves, rust brothers or something similar.</p> <p>❖ Receive Riding Horse</p>	<p>Animal Handling 1 Lore 1</p>	Wanderer
11	<p><b>Seeing the Big Picture.</b> Leaving the traditional ways of sorcery, you studied also the ways of the druids and nature itself.</p> <p>❖ Receive d6 herbs and sack</p>	<p>Survival 1 Insight 1</p>	Herbalist
12	<p><b>The Strange Book.</b> Skimming through the tomes of your master's library you found the long-lost grimoire of a legendary lich. Hoping that he wouldn't come to get it back, you took it with you.</p> <p>❖ Receive Grimoire</p>	Lore 2	Lucky

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D12	FORMATIVE EVENTS, PEDDLER	SKILLS	TALENTS
7	<p><b>Fence.</b> You have excellent contact with some able burglars. They did the work and you the best to find a customer. For a more than fair share of course.</p> <p>❖ Receive Chalk and Lockpicks</p>	<p>Stealth 1 Insight 1</p>	Fast Footwork
8	<p><b>The Fowler.</b> Roaming the woods and hunting for wild birds with the help of your loyal hound to sell them on the markets was your passion.</p> <p>❖ Receive Dog, Raven or Homing Pigeon and snare</p>	<p>Scouting 1 Animal Handling 1</p>	Master of the Hunt
9	<p><b>Slavers!</b> You worked with a troop of slavers, caught whiners or other unlucky creatures and sold them for their sweat meat or as workforce. Maybe you just wanted to infiltrate these unmoral bastards...</p> <p>❖ Receive Trident and Silver bucket</p>	<p>Melee 1 Manipulation 1</p>	Treatening
10	<p><b>Snake oil.</b> After the raise of the blood mist everyone eager for new trade goods. And everyone had suffered from something that only your special potion could heal.</p> <p>❖ Receive Sleeping Poison and D6 bandages</p>	<p>Manipulation 1 Healing 1</p>	Sharp Tongue
11	<p><b>Quartermaster.</b> Your worked as quartermaster in a small fort and organised supplies, weapons and armor for the soldiers.</p> <p>❖ Receive Longsword and studded leather armor</p>	<p>Survival 1 Manipulation 1</p>	Quartermaster
12	<p><b>Moneylender.</b> You were apprentice of a moneylender. It was your job to carry the money at first, but then your potential in negotiating the interest or reminding defaulting debtors was discovered.</p> <p>❖ Receive D3 gold</p>	<p>Sleight of Hand 1 Lore 1</p>	Incorruptible

Result 1-6 could be found in „Legends and Adventurers”





D12 FORMATIVE EVENTS, RIDER	SKILLS	TALENTS
<p><b>7</b> <b>Courier.</b> You brought news, letters or any other small good from one town to the next. Being swift and reliable was for most important qualities.</p> <p>❖ Receive Boots and Cloak</p>	<p>Survival 1 Endurance 1</p>	<p>Wanderer</p>
<p><b>8</b> <b>Death from Above.</b> From your horse you hunted smaller animals with your eagle to sell their furs and meat. Sometimes you also tamed wild birds for others.</p> <p>❖ Receive Eagle and Leather armor</p>	<p>Animal Handling 1 Manipulation 1</p>	<p>Firm Grip</p>
<p><b>9</b> <b>Riding with the Horde.</b> With your tribe or as part of one you rode fast, pillaging villages or caravans to sell the goods to the other.</p> <p>❖ Receive Short Spear and small shield</p>	<p>Melee 1 Animal Handling 1</p>	<p>Spear Fighter</p>
<p><b>10</b> <b>Vanguard.</b> Being alone and far before the others and scouting for enemies, traps or other dangers was your determination. Warning or directing the others with a blow of your horn.</p> <p>❖ Receive Horn and small tent</p>	<p>Performance 1 Scouting 1</p>	<p>Sixth Sense</p>
<p><b>11</b> <b>Equerry – Master of the Stables.</b> You cared for the valuable mounts of a lord in his stables. These haven't to be horse, maybe wolves, riding bears or boars.</p> <p>❖ Receive Hammer and D6 Iron</p>	<p>Animal Handling 1 Crafting 1</p>	<p>Smith</p>
<p><b>12</b> <b>Master of Hounds.</b> As the Master of Hounds you controlled a pack of dogs trained for war, fox- or man hunts. You raise one of these little flea bags from puppy to a fierce and proud hound.</p> <p>❖ Receive Guard Dog (Canide War Hound)</p>	<p>Animal Handling 1 Healing 1</p>	<p>Master of the Hunt</p>

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D12	FORMATIVE EVENTS, MINISTREL	SKILLS	TALENTS
7	<p>Negotiator You negotiate trade contracts, war or marriages. Finding a solution that both parties could except is sometimes hard work. To take advantage of one might be worthwhile, too.</p> <p>❖ Receive Silver Buckle</p>	<p>Manipulation 1 Insight 1</p>	Incorruptible
8	<p><b>His Master's Voice.</b> As herald you travelled from town to town a carried the latest news and commandments to the people. Sometimes you were welcome, sometimes only your mount saved you from tarring and feathering.</p> <p>❖ Receive donkey</p>	<p>Animal Handling 1 Insight 1</p>	Pathfinder
9	<p><b>Peasant Hero.</b> As you come into the small town and discovered the injustice, you immediately organized resistance with yourself in lead. If you were successful, might be another history.</p> <p>❖ Receive Studded Leather Armor and Dagger</p>	<p>Melee 1 Manipulation 1</p>	Quick Draw
10	<p><b>The Circus Years.</b> Seeing the world in saver with some trusted fellows to rely on. You choose the circus people instead and worked as knife-thrower and musician. Combining both is dangerous, but worth seeing.</p> <p>❖ Receive D6 throwing knives</p>	<p>Marksmanship 1 Healing 1</p>	Throwing Arm
11	<p><b>Philanderer.</b> You are a real femme-fatale or womanizer, but maybe you seduced once the wrong person and must flee the town.</p> <p>❖ Receive Lute and Fine Garments</p>	<p>Manipulation 1 Performance 1</p>	Sharp Tongue
12	<p><b>The Juggling beggar.</b> Poor and hungry was begging your only way to come through. But with three big pebbles and bit of practice it was easy to excite young and old.</p> <p>❖ Receive Rags, Wooden Plate and Sleeping Fur</p>	<p>Performance 1 Move 1</p>	Ambidextrous

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D12	FORMATIVE EVENTS, ROGUE	SKILLS	TALENTS
7	<p><b>Rustler</b> It's not easy to keep an eye on herds of cattle or horse. So you did your best to keep their number small and robbed some in starless nights.</p> <p>❖ Receive 10m rope an lockpick</p>	<p>Animal Handling 1 Sleight of Hand 1</p>	<p>Lockpicker</p>
8	<p><b>Racketeer</b> Some do the finer works some the rough one. You helped shopkeepers against the dangers of the city.</p> <p>❖ Receive Silver buckle</p>	<p>Manipulation 1 Might 1</p>	<p>Threatening</p>
9	<p><b>Scout</b> Every troop needs someone to go before and scout the way. Your feet are fast and silent in the woods as in the plains.</p> <p>❖ Receive Boots and Grappling Hook</p>	<p>Move 1 Scouting 1</p>	<p>Steady feet</p>
10	<p><b>Escaped the Gallows</b> You tried to mug the wrong man in the streets and nearly ended at the gallows. Only your swift reaction and your fast feet saved you from this irreversible incident.</p> <p>❖ Receive Knife and Cloak</p>	<p>Move 1 Endurance 1</p>	<p>Fast Footwork</p>
11	<p><b>You know my methods...</b> A good rogue knows how to commit a crime or how to solve one. Maybe to proof being unguilty, you worked on the right side of the law.</p> <p>❖ Receive Magnifying Glass</p>	<p>Insight 2</p>	<p>Incorruptible</p>
12	<p><b>The Man with the Golden Crossbow</b> The business of the spies is one of the oldest in the Ravenlands. You did whatever your client wants to have been done: Taking jewels, information or maybe lifes.</p> <p>❖ Receive Light Crossbow and D12 of bolts</p>	<p>Marksmanship 1 Stealth 1</p>	<p>Sharpshooter</p>

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Special thanks to:

- Anders Persson
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