



ERRATA

Below, all significant clarifications and changes in the latest (fifth) printing of the *Forbidden Lands* core set are listed.

PLAYER'S HANDBOOK

PAGE 44: You are allowed to push rolls even after a successful roll, but only if rolling additional **X** will increase the effect of the roll in some way. The GM has final say on this.

PAGE 46: The GM cannot gain Willpower Points.

PAGE 62: The Inner Peace talent cannot regrow lost limbs.

PAGE 63: Unlike PCs, NPCs don't spend Willpower Points. Instead, an NPC may activate a kin or profession talent at the most once per round, as if having spent one Willpower Point for non-magical talents. For spells, a magic-using NPC may choose a Power Level up to their rank in the talent. The GM should consider carefully when to use kin and profession talents against PCs, only doing so when dramatically appropriate.

PAGE 63: The kin talent for goblins is changed to Nocturnal: Goblins prefer

the night and hate daylight, which hurts their eyes. They can see in the dark and are thus not affected by darkness at all. Also, when rolling for **STEALTH** in a dark or dimly lit environment, you can spend Willpower Points which are automatically turned into extra **X**. You may even roll first and spend WP after you see how the roll goes.

PAGE 68: Path of Gold is changed to Path of Treasure, and modified as follows:

RANK 1: No change.

RANK 2: For 1 WP, you automatically succeed with a Supply roll for an Uncommon item. For 2 WP, a Rare item. You can roll and spend WP if you fail.

RANK 3: When you search a room, you can spend a WP to find all secret doors and hidden treasure in it.

PAGE 68: Path of Lies is changed to Path of Words. No change in effects.

PAGE 78: A Melee Charge is a slow action.

PAGE 100: Your chances of **MANIPULATING** someone are affected by your Reputation scores. If your Reputation is higher, you get a +1 modification to your roll, and if your Reputation is more than twice that of your opponent's, you get +2. If your opponent has a higher score, they get the same bonus as above.





PAGE 101, 103, 106: Prices for some weapons and armor have been modified, so that they match the gear lists in Chapter 9. See the updated table on the next page.

PAGE 103: The ranges of some ranged weapons have been modified. See the table on the next page.

PAGE 105: Cover is not degraded by damage.

PAGE 108: To help a Broken person back to their feet is a slow action. It can be done in combat, but not if you have an enemy at **ARM'S LENGTH**.

PAGE 113: Poison has no effect on monsters.

PAGE 120: NPCs don't have pools of Willpower Points. Instead, when an NPC casts a spell, the GM may simply choose a base Power Level up to the caster's rank in the magic discipline used, plus one if an ingredient is used. Roll normally to determine any overcharging or magic mishap.

PAGE 122: When **BIND MAGIC** has been cast to permanently bind a spell to an item for repeated use, triggering the spell requires the user to spend Willpower Points equal to the Power Level.

PAGE 124: The **MEND WOUNDS** spell cannot regrow lost limbs.

PAGE 168: The **GARDEN** can also produce **HERBS** as an alternative to **VEGETABLES**.

PAGE 177: In stronghold battles, the PCs provide the stronghold with one point of Defense Rating, regardless of their number.

PAGE 180: The typical village healer has Empathy 4.

PAGE 184: A cauldron lets a **CHEF** cook D6+2 units of **FOOD** in a Quarter Day.

PAGE 184: A field kitchen lets a **CHEF** cook 2D6 units of **FOOD** in a Quarter Day.

PAGE 196, 198: A slit throat and impaled neck kill after D6 rounds.

GAMEMASTER'S GUIDE

PAGE 72: Goblins no longer suffer damage from daylight.

PAGE 215: Several edits have been made to the *Weatherstone* adventure site. The entire updated adventure site follows in this PDF.



MELEE WEAPONS

WEAPON	GRIP	BONUS	DAMAGE	RANGE	COST	FEATURES
Two-Handed Axe	2H	+2	3	Arm	24	Heavy, Edged, Hook

RANGED WEAPONS

WEAPON	GRIP	BONUS	DAMAGE	RANGE	COST	FEATURES
Rock	1H	—	1	Near	—	Light
Throwing Knife	1H	+1	1	Near	1	Light
Throwing Axe	1H	+2	2	Near	2	—
Throwing Spear	1H	+2	1	Short	2	—

ARMOR & HELMETS

WEAPON	ARMOR RATING	COST	BODY PART	FEATURES
Leather	2	4	Body	Light
Studded Leather	3	6	Body	Light
Studded Leather Cap	1	3	Head	—