

The Edge of the Forest

Howgrave-on-the-Marsh is at the edge of the kingdom, almost part of the forest that borders the mountains. It is good to be out here, as in the aftermath of civil war the land is in mourning. The King is dead, and the Queen has taken to her rooms to enact the same motions again and again. Give thanks that the plague has not yet reached this far west. Keep your mind on the affairs of the town and of the deep, dark woods.

The Edge of the Forest is a fantasy roleplaying game about a town on the edge of a suffering kingdom. It is about the lives of the people who live in the town, and how they cope with the mundane troubles of their lives and with the supermundane dangers of the forest that surrounds them. And there is trouble afoot.



The Church cannot abide the folk ways, which deal with the fae and the activities of spirits. The wise folk say that the town could not stand without them.

The wild people of the forest say they keep the goblins in the woods where they belong, but then they raid and harass the outer villages.

The garrison is a constant source of trouble, but without it a robber baron or freebooter band might turn its attentions to the town.

The deep forest is full of dangers, but folk tales tell of the treasures and magics that are to be found there as well. And the Kingdom sorely needs treasures and magics.

Game features:

- Open table – play sessions when you can
- Simple rules, fast pace of events
- Solve problems that are practical, that are social, that are rooted deep in culture
- Gain from the support of your community
- Bring double-edged treasures back from the forest
- Influence the town, for good or for ill
- Build institutions that will endure

The Edge of the Forest is a very English fantasy, open for fitful playtesting from November 2017

