

# FABLED LANDS



# THE WAR-TORN KINGDOM

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# Adventuring in the Fabled Lands

Fabled Lands is unlike any other solo role-playing game. The reason is that you can play the books in any order, coming back to earlier books whenever you wish. You need only one book to start, but by collecting other books in the series you can explore more of this rich fantasy world. Instead of just one single storyline, there are virtually unlimited adventures to be had in the Fabled Lands. All you need is two dice, an eraser and a pencil.

If you have already adventured using other books in the series, you will know your entry point into this book. Turn to that section now.

If this is your first Fabled Lands book, read the rest of the rules before starting at section 1. You will keep the same adventuring persona throughout the books -- starting out as just a 1st Rank wanderer in *The War-Torn Kingdom*, but gradually gaining in power, wealth and experience throughout the series.

## ABILITIES

You have six abilities. Your initial score in each ability ranges from 1 (low ability) to 6 (a high level of ability). Ability scores will change during your adventure but can never be lower than 1 or higher than 12.

CHARISMA	the knack of befriending people
COMBAT	the skill of fighting
MAGIC	the art of casting spells
SANCTITY	the gift of divine power and wisdom
SCOUTING	the techniques of tracking and wilderness lore
THIEVERY	the talent for stealth and lock picking

## PROFESSIONS

Not all adventurers are good at everything. Everyone has some strengths and some weaknesses. Your choice of profession determines your initial scores in the six abilities.

- **Priest:**

CHARISMA 4, COMBAT 2, MAGIC 3,  
SANCTITY 6, SCOUTING 4, THIEVERY 2

- **Mage:**

CHARISMA 2, COMBAT 2, MAGIC 6,  
SANCTITY 1, SCOUTING 5, THIEVERY 3

- **Rogue:**

CHARISMA 5, COMBAT 4, MAGIC 4,  
SANCTITY 1, SCOUTING 2, THIEVERY 6

- **Troubadour:**

CHARISMA 6, COMBAT 3, MAGIC 4,  
SANCTITY 3, SCOUTING 2, THIEVERY 4

- **Warrior:**

CHARISMA 3, COMBAT 6, MAGIC 2,  
SANCTITY 4, SCOUTING 3, THIEVERY 2

- **Wayfarer:**

CHARISMA 2, COMBAT 5, MAGIC 2,  
SANCTITY 3, SCOUTING 6, THIEVERY 4

Fill in the Adventure Sheet at the back of the book with your choice of profession and the ability scores given for that profession.

## STAMINA

Stamina is lost when you get hurt. Keep track of your Stamina score throughout your travels and adventures. You must guard against your Stamina score dropping to zero, because if it does you are dead.

Lost Stamina can be recovered by various means, but your Stamina cannot go above its initial score until you advance in Rank.

You start with 9 Stamina points. Record your Stamina in pencil on the Adventure Sheet.

## RANK

You start at 1st Rank, so note this on the Adventure Sheet now. By completing quests and overcoming enemies, you will have the chance to go up in Rank.

You will be told during the course of your adventures when you are

entitled to advance in Rank. Characters of higher Rank are tougher, luckier and generally better able to deal with trouble.

<i>Rank</i>	<i>Title</i>
1st	Outcast
2nd	Commoner
3rd	Guildmember
4th	Master/Mistress
5th	Gentleman/Lady
6th	Baron/Baroness
7th	Count/Countess
8th	Earl/Viscountess
9th	Marquis/Marchioness
10th	Duke/Duchess

## POSSESSIONS

You can carry up to 12 possessions on your person. All characters begin with 16 Shards in cash and the following possessions, which you can record on your Adventure Sheet: **sword**, **leather jerkin** (Defence +1), **map**.

Possessions are always marked in bold text, like this: **gold compass**. Anything marked in this way is an item which can be picked up and added to your list of possessions.

Remember that you are limited to carrying a total of 12 items, so if you get more than this you'll have to cross something off your Adventure Sheet or find somewhere to store extra items. You can carry unlimited sums of money.

## DEFENCE

Your Defence score is equal to:

your COMBAT score

plus your Rank

plus the bonus for the armour you're wearing (if any).

Every suit of armour you find will have a Defence bonus listed for it. The higher the bonus, the better the armour. You can carry several suits of armour if you wish – but because you can wear only one at a time,

you only get the Defence bonus of the best armour you are carrying.

Write your Defence score on the Adventure Sheet now. To start with it is just your COMBAT score plus 2 (because you are 1st Rank and have +1 armour). Remember to update it if you get better armour or increase in Rank or COMBAT ability.

## FIGHTING

When fighting an enemy, roll two dice and add your COMBAT score. You need to roll higher than the enemy's Defence. The amount you roll above the enemy's Defence is the number of Stamina he loses.

If the enemy is now down to zero Stamina then he is defeated. Otherwise he will strike back at you, using the same procedure. If you survive, you then get a chance to attack again, and the battle goes on until one of you is victorious.

*Example:*

*You are a 3rd Rank character with a COMBAT score of 4, and you have to fight a goblin (COMBAT 5, Defence 7, Stamina 6). The fight begins with your attack (you always get first blow unless told otherwise). Suppose you roll 8 on two dice. Adding your COMBAT score gives a total of 12. This is 5 more than the goblin's Defence, so it loses 5 Stamina.*

*The goblin still has 1 Stamina point left, so it gets to strike back. It rolls 6 on the dice which, added to its COMBAT of 5, gives a total attack score of 11. Suppose you have a chain mail tabard (Defence +2). Your Defence is therefore 9 (=4+3+2), so you lose 2 Stamina and can then attack again.*

## USING ABILITIES

Fighting is often not the easiest or safest way to tackle a situation. When you get a chance to use one of your other abilities, you will be told the Difficulty of the task. You roll two dice and add your score in the ability, and to succeed in the task you must get higher than the Difficulty.

*Example:*

*You are at the bottom of a cliff. You can use THIEVERY to climb it, and the climb is Difficulty 9. Suppose your THIEVERY score is 4. This means you must roll at least 6 on the dice to make the climb.*

## CODEWORDS

There is a list of codewords included at the back of the book. Sometimes you will be told you have acquired a codeword. When this happens, put a tick in the box next to that codeword. If you later lose the codeword, erase the tick.

The codewords are arranged alphabetically for each book in the series. In this book, for example, all codewords begin with A. This makes it easy to check if you picked up a codeword from a book you played previously. For instance, you might be asked if you have picked up a codeword in a book you have already adventured in. The letter of that codeword will tell you which book to check (e.g. if it begins with C, it is from Book 3: *Over the Blood-Dark Sea*).



## SOME QUESTIONS ANSWERED

*How long will my adventures last?*

As long as you like! There are many plot strands to follow in the Fabled Lands. Explore wherever you want. Gain wealth, power and prestige. Make friends and foes. Just think of it as real life in a fantasy world. When you need to stop playing, make a note of the entry you are at and later you can just resume at that point.

*What happens if I'm killed?*

If you had the foresight to arrange a resurrection deal (you'll learn about them later), death might not be the end of your career. Otherwise, you can always start adventuring again with a new persona. If you do, you'll first have to erase all codewords, ticks and money recorded in the book.

*What do the maps show?*

The map at the back of the book shows the land of Sokara which is covered by this adventure: *The War-Torn Kingdom*. The map at the front shows the whole extent of the known Fabled Lands.

*Are some regions of the world more dangerous than others?*

Yes. Generally, the closer you are to civilization (the area of Sokara and Golnir covered in the first two books) the easier your adventures will be.

*Where can I travel in the Fabled Lands?*

Anywhere. If you journey to the edge of the map in this book, you will be guided to another book in the series. (*The War-Torn Kingdom* deals with Sokara, *Cities of Gold and Glory* deals with Golnir, *Over the Blood-Dark Sea* deals with the southern seas and so on.) For example, if you are enslaved by the Uttakin, you will be guided to *The Court of Hidden Faces* 321, which refers to entry 321 in Book Five.

*What if I don't have the next book?*

Just turn back. When you do get that book, you can always return and venture onwards.

*What should I do when travelling on from one book to the next?*

It's very simple. Make a note of the entry you'll be turning to in the new book. Then copy all the information from your Adventure Sheet and Ship's Manifest into the new book. Lastly, erase the Adventure Sheet and Ship's Manifest data in the old book so they will be blank when you return there.

*What about codewords?*

Codewords report important events in your adventuring life. They

'remember' the places you've been and the people you've met. Do NOT erase codewords when you are passing from one book to another.

*Are there any limits on abilities?*

Your abilities (COMBAT, etc) can increase up to a maximum of 12. They can never go lower than 1. If you are told to lose a point off an ability which is already at 1, it stays as it is.

*Are there any limits on Stamina?*

There is no upper limit. Stamina increases each time you go up in Rank. Wounds will reduce your current Stamina, but not your potential (unwounded) score. If Stamina ever goes to zero, you are killed.

*Does it matter what type of weapon I have?*

When you buy a weapon in a market, you can choose what type of weapon it is (i.e. a sword, spear, etc). The type of weapon is up to you. Price is not affected by the weapon's type, but only by whether it has a COMBAT bonus or not.

*Some items give ability bonuses. Are these cumulative?*

No. If you already have a set of **lockpicks** (**THIEVERY +1**) and then acquire **magic lockpicks** (**THIEVERY +2**), you don't get a +3 bonus, only +2. Count only the bonus given by your best item for each ability.

*Why do I keep going back to entries I've been to?*

Many entries describe locations such as a city or castle, so whenever you go back there, you go to the paragraph that corresponds to that place.

*How many blessings can I have?*

As many as you can get, but never more than one of the same type. You can't have several COMBAT blessings, for instance, but you could have one COMBAT, one THIEVERY and one CHARISMA blessing.

## QUICK RULES

To use an ability (COMBAT, THIEVERY, etc), roll two dice and add your score in the ability. To succeed you must roll higher than the Difficulty of the task.

*Example: You want to calm down an angry innkeeper. This requires a CHARISMA roll at a Difficulty of 10. Say you have a CHARISMA score of 6. This means that you would have to roll 5 or more on two dice to succeed.*

Fighting involves a series of COMBAT rolls. The Difficulty of the roll is equal to the opponent's Defence score. (Your Defence score is equal to your **Rank** + your **armour bonus** + your **COMBAT score**.) The amount you beat the Difficulty by is the number of Stamina points that your opponent loses.

That's pretty much all you need to know. If you have any detailed queries, consult the detailed rules in the preceding pages.

A selection of pre-generated characters, colour maps of the Fabled Lands world and other bonus material are available on the website:

[www.fabledlands.com](http://www.fabledlands.com)

The approach of dawn has turned the sky a milky grey-green, like jade. The sea is a luminous pane of silver. Holding the tiller of your sailing boat, you keep your gaze fixed on the glittering constellation known as the Spider. It marks the north, and by keeping it to port you know you are still on course.

The sun appears in a trembling burst of red fire at the rim of the world. Slowly the chill of night gives way to brazen warmth. You lick your parched lips. There is a little water sloshing in the bottom of the barrel by your feet, but not enough to see you through another day.

Sealed in a scroll case tucked into your jerkin is the parchment map your grandfather gave you on his death-bed. You remember his stirring tales of far sea voyages, of kingdoms beyond the western horizon, of sorcerous islands and ruined palaces filled with treasure. As a child you dreamed of nothing else but the magical quests that were in store if you too became an adventurer.

You never expected to die in an open boat before your adventures even began.

Securing the tiller, you unroll the map and study it again. You hardly need to. Every detail is etched into your memory by now. According to your reckoning, you should have reached the east coast of Harkuna days ago.

A pasty grey blob splatters on to the map. After a moment of stunned surprise, you look up and curse the seagull circling directly overhead. Then it strikes you: where there's a seagull, there may be land.

You leap to your feet and scan the horizon. Sure enough, a line of white cliffs lies a league to the north. Have you been sailing along the coast all this time without realizing the mainland was so close?

Steering towards the cliffs, you feel the boat shudder against rough waves. A howling wind whips plumes of spindrift across the sea. Breakers pound the high cliffs. The tiller is yanked out of your hands. The little boat is spun around, out of control, and goes plunging in towards the coast.

You leap clear at the last second. There is the snap of timber, the roaring crescendo of the waves – and then silence as you go under. Striking out wildly, you try to swim clear of the razor-sharp rocks. For a while the undertow threatens to drag you down, then suddenly a

wave catches you and flings you contemptuously up on to the beach.

Battered and bedraggled you lie gasping for breath until you hear someone walking along the shore towards you. Wary of danger, you lose no time in getting to your feet. Confronting you is an old man clad in a dirty loin-cloth. His eyes have a feverishly bright look that is suggestive of either a mystic or a madman.

Get the codeword *Auric* and then turn to 20.

## 2

If you have a **coded missive**, turn to 676 immediately. If not, but you have the codeword *Deliver*, turn to 98 immediately. If you have neither, read on.

The soldier recognizes you. He bows and says, 'Welcome, my lord. I will take you see King Nergan.'

He leads you to Nergan's mountain stockade, where the king greets you warmly.

'Ah, my loyal champion! It is always a pleasure to see you. However, I was hoping you had spoken with General Beladai of the allied army – we need that citadel. Now go. That is a royal command!'

You leave, climbing down to the foothills of the mountains.

Turn to 474.

## 3

You have come to the foothills of the Spine of Harkun, in the north west of Sokara. The view is impressive: a massive wall of forested mountains,



whose rocky, white-flanked peaks soar skywards into the clouds. These parts of the mountains are unclimbable but you notice a large cave at the bottom of a mountain.

- |                                       |             |
|---------------------------------------|-------------|
| Investigate the cave                  | turn to 665 |
| Go east to the Citadel of Velis Corin | turn to 271 |
| South into the wilderness             | turn to 276 |

#### 4

The priests of Alvir and Valmir are overjoyed that you have returned the **golden net**. The high priest rewards you with 100 Shards and a magic weapon, a rune-engraved trident. Note the weapon, a **trident (COMBAT +1)**, on your Adventure Sheet, and turn to 220.

#### 5

It is a tough climb upwards but not impossible. If you have **climbing gear**, turn to 652. If not, make a SCOUTING roll at Difficulty 10.

- |                          |             |
|--------------------------|-------------|
| Successful SCOUTING roll | turn to 652 |
| Failed SCOUTING roll     | turn to 529 |

#### 6

The chest springs open with a click. Inside you find 60 Shards, a **mandolin (CHARISMA +1)**, and a **potion of healing**. The potion can be used once, at any time (even in combat) to restore 5 Stamina points. There is also an ancient religious text about the gods of Uttaku, called the **scroll of Ebron**, which reveals that one of the gods of the Uttakin is called Ebron, and that he has fourteen angles. Note whatever you are taking on your Adventure Sheet, and then turn to 10.

#### 7

Much to your embarrassment, you get lost in the vast forest. You wander around for days until you finally emerge at the Bronze Hills. Turn to 110.

#### 8

You step through the archway. Immediately the symbols on the stone begin to glow with red-hot energy; your hair stands on end and your body tingles. A crackling nimbus of blue-white force engulfs you, the sky darkens and thunder and lightning crash and leap across the heavens.

Suddenly, your vision fades, and everything goes black.

When your sight returns, you find yourself at the gates of a large city, set on an ochre-coloured river. A vile stink of brimstone permeates the air. You wrinkle your face up in disgust and gag involuntarily.

'Welcome to Yellowport!' says a passing merchant.

Turn to 10.



9

If you have the codeword *Altitude*, turn to 272 immediately. If not, read on.

A notice has been pinned up in the foyer: 'Adventurer priest wanted. See the chief administrator.'

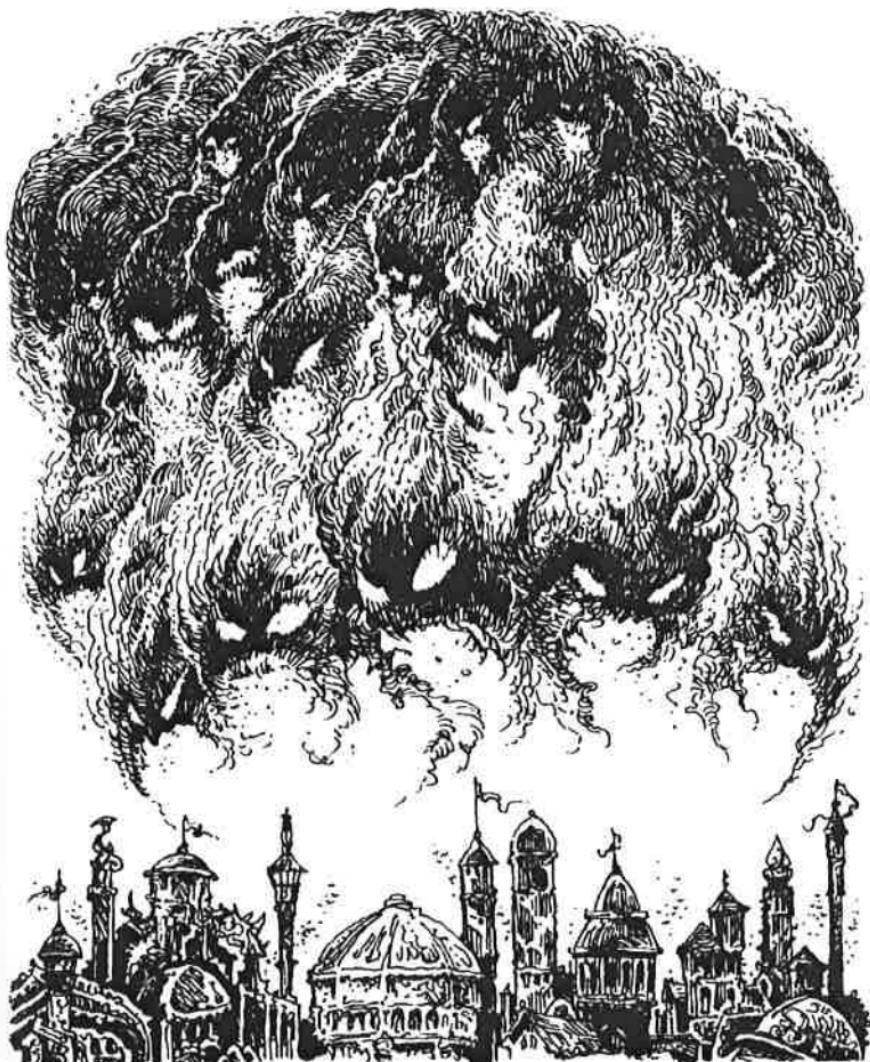
Naturally, you present yourself, and the chief administrator, a grey-whiskered priest of Elnir, takes you into his office. He shows you a special crystal ball that displays an aerial view of Marlock City. You notice several strange-looking clouds hanging over the city. They are shaped like gigantic demons, reaching down to claw at the city laid out below them.

'The crystal ball shows things as they are in the spirit world,' explains the priest. 'These storm demons cannot be seen under normal circumstances, but they are there, almost ready to destroy the city.'

He goes on to tell you that Sul Veneris, the divine Lord of Thunder is one of the sons of Elnir, the Sky God, chief among the gods. He is responsible for keeping the storm demons under control, and thunder is thought to be the sound of Sul Veneris smiting the demons in his wrath.

'Unfortunately, the storm demons have found a way to put Sul Veneris into an enchanted sleep. He lies at the very top of Devil's Peak, a single spire of volcanic rock, reaching up into the clouds. The peak lies north of Marlock City, and west of Curstmoor. We need an enterprising priest to get to the top of the peak and free Sul Veneris from his sleep. But I must warn you that several priests have already tried, and we never saw them again.'

If you take up the quest, record the codeword *Altitude*. Turn to 100.



If you have the codeword *Assassin*, turn to 50 immediately. If not, read on.

If you have just arrived in Yellowport, tick the first empty box above (use a pencil). The boxes are a record of the number of times you have visited the city. If this is your fourth visit, turn to 273. If you have visited the city fewer than or more than four times, read on.

Yellowport is the second largest city in Sokara. It is mainly a trading town, and is known for its exotic goods from distant Ankon-Konu.

The Stinking River brings rich deposits of sulphur from the Lake of the Sea Dragon down to the town, where it is extracted and stored in the large waterfront warehouses run by the merchants' guild. From here, the mineral is exported all over Harkuna. Unfortunately, all that sulphur has its drawbacks. The stink is abominable, and much of the city has a yellowish hue. The river is so full of sulphur that it is virtually useless as a source of food or of drinking water. However, the demand for sulphur, especially from the sorcerous guilds, is great.

Politically, much has changed in the past few years. The old and corrupt king of Sokara, Corin VII, has been deposed and executed in a military coup. General Grieve Marlock and the army now control Sokara. The old Council of Yellowport has been 'indefinitely dissolved' and a provost marshal, Marloes Marlock, the general's brother, appointed as military governor of the town.

You can buy a town house in Yellowport for 200 Shards. Owning a

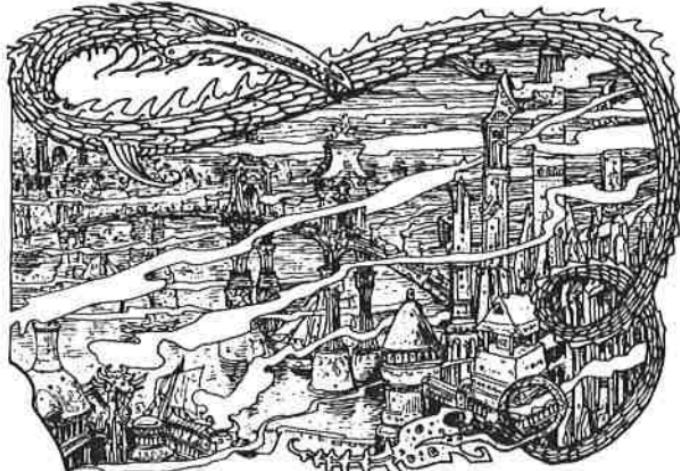


house gives you a place to rest, and to store equipment. If you buy one, tick the box by the town house option and cross off 200 Shards from your Adventure Sheet.

To leave Yellowport by sea, buy or sell ships and cargo, go to the harbourmaster.

If you have the codeword *Artefact* and the **Book of the Seven Sages**, you can turn to 40. Otherwise, choose from the following options:

Seek an audience with the provost marshal	turn to 523	
Visit the market	turn to 30	
Visit the harbourmaster	turn to 555	
Go to the merchants' guild	turn to 405	
Explore the city by day	turn to 302	
Explore the city by night	turn to 442	
Visit your town house <input type="checkbox"/>	(if box ticked)	turn to 300
Visit the Gold Dust Tavern	turn to 506	
Visit the temple of Maka	turn to 141	
Visit the temple of Elnir	turn to 316	
Visit the temple of Alvir and Valmir	turn to 220	
Visit the temple of Tyrnai	turn to 526	
Travel north-east toward Venefax	turn to 621	
Head north-west to Trefoille	turn to 233	
Follow the Stinking River north	turn to 82	
Strike out north-west, across country	turn to 558	



## 11

A narrow path leads up the hill, the top of which is crowned with a circle of large obsidian standing stones, hewn from solid rock. Despite the bitter wind that blows across these hills, the stones are unweathered and seem but newly lain. They form three archways, each carved with mystic symbols and runes of power.

Turn to 65.

## 12

You tell them a story of tragic love between a merman and a human princess. The mer-folk are moved to shed briny tears, and one of them plants a languorous kiss on your lips.

You find you can indeed breathe underwater now. The mer-folk lead you into the depths, where they swim playfully around you.

Suddenly, a hideous form looms out of the murk. It is like a giant squid, but it carries a spear in one of its many tentacles and wears rudimentary armour. Great black eyes shine with an implacable alien intelligence. The mer-folk dart away in fright, leaving you alone with the creature.

If you have the codeword *Anchor*, turn to 116. Otherwise, turn to 238.

## 13

'The Violet Ocean's a dangerous place, Cap'n,' says the first mate. 'The crew probably won't follow you there if they don't think you're good enough!'

If your Rank is 4 or more, turn to paragraph 55 in *Over the Blood-Dark Sea*. If your Rank is less than 4, the first mate advises you against the ocean journey. If you take his advice, turn back to 507.

If you insist on making the trip, you need to make a CHARISMA roll at Difficulty 12 to convince the crew to follow you. If you succeed, turn to paragraph 55 in *Over the Blood-Dark Sea*. Otherwise, turn back to 507.

## 14

Someone stabs you in the back. Lose 5 Stamina points. If you still live, you spin around just as a beefy, disreputable-looking thug comes for you again with a long dagger.

'Get the snooping swine!' yells the man with the eyepatch.

You must fight.

Thug, COMBAT 3, Defence 6, Stamina 13

If you lose, you are dead, unless you have a resurrection deal. If you win, turn to 476.

## 15

Three drunken army officers accost you on the street. If you have the title Protector of Sokara, turn to 542 immediately. If not, read on.

'Sho, what have we... hic... Here?' sneers one of them drunkenly.

'Out of the way, you stinking dog!' says another, shoving you in the chest.

Step out of the way

turn to 44

Return the insult

turn to 266

## 16 □

If there is a tick in the box, turn to 251 immediately. If not, put a tick there now, and read on.

If you have the codeword *Avenge*, turn to 648 immediately. Otherwise read on.

You remain as quiet as a mouse, behind a pile of coins. After a long wait, the sea dragon slithers into the water, and swims out on some errand. You have some time to loot the hoard. You may choose up to three of the following treasures:

Enchanted sword (COMBAT +3)

Plate armour (Defence +5)

Ebony wand (MAGIC +2)

500 Shards

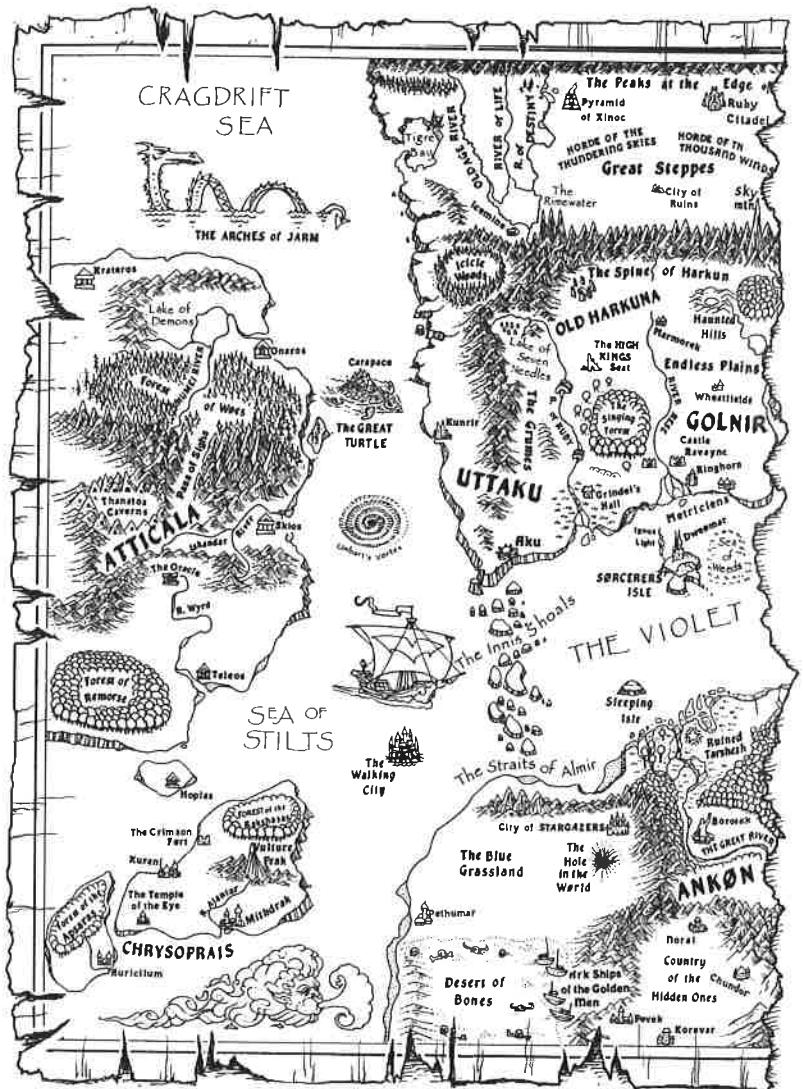
Magic mandolin (CHARISMA +2)

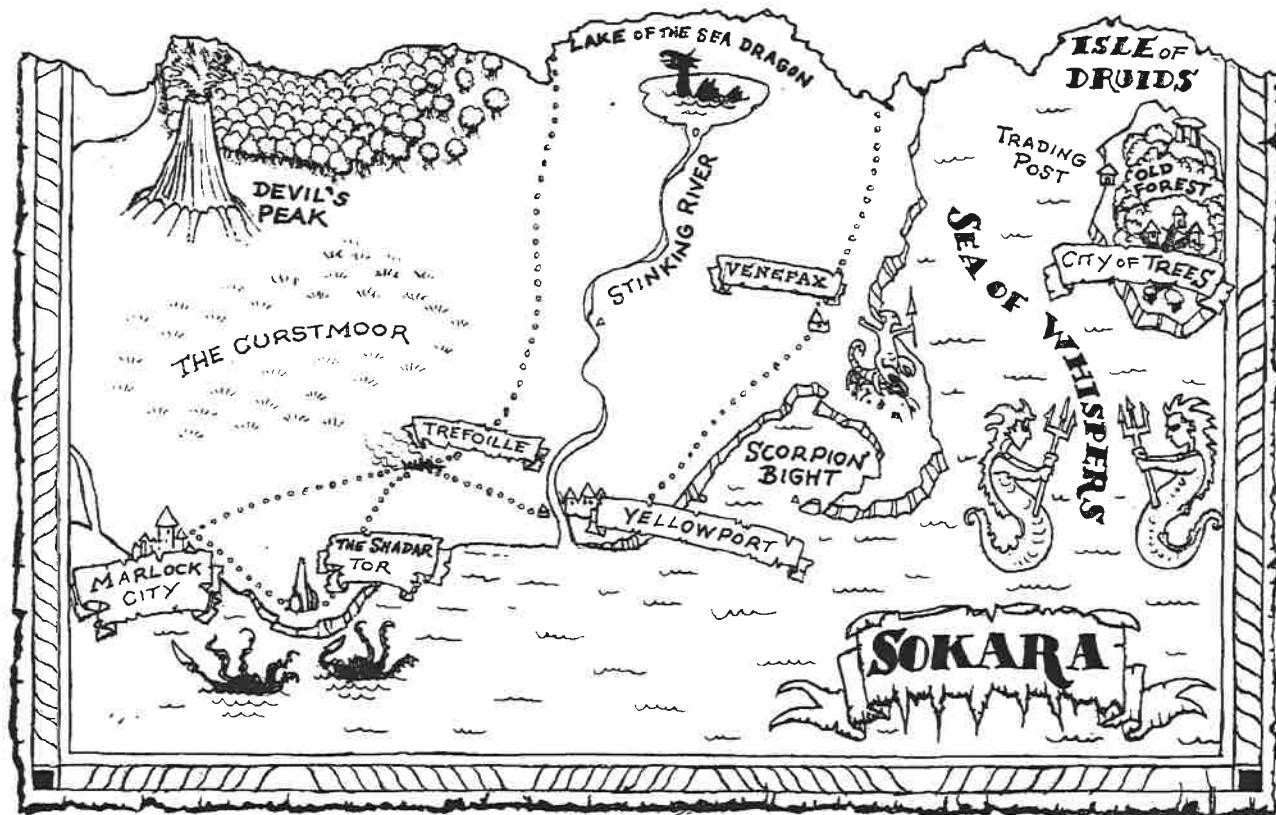
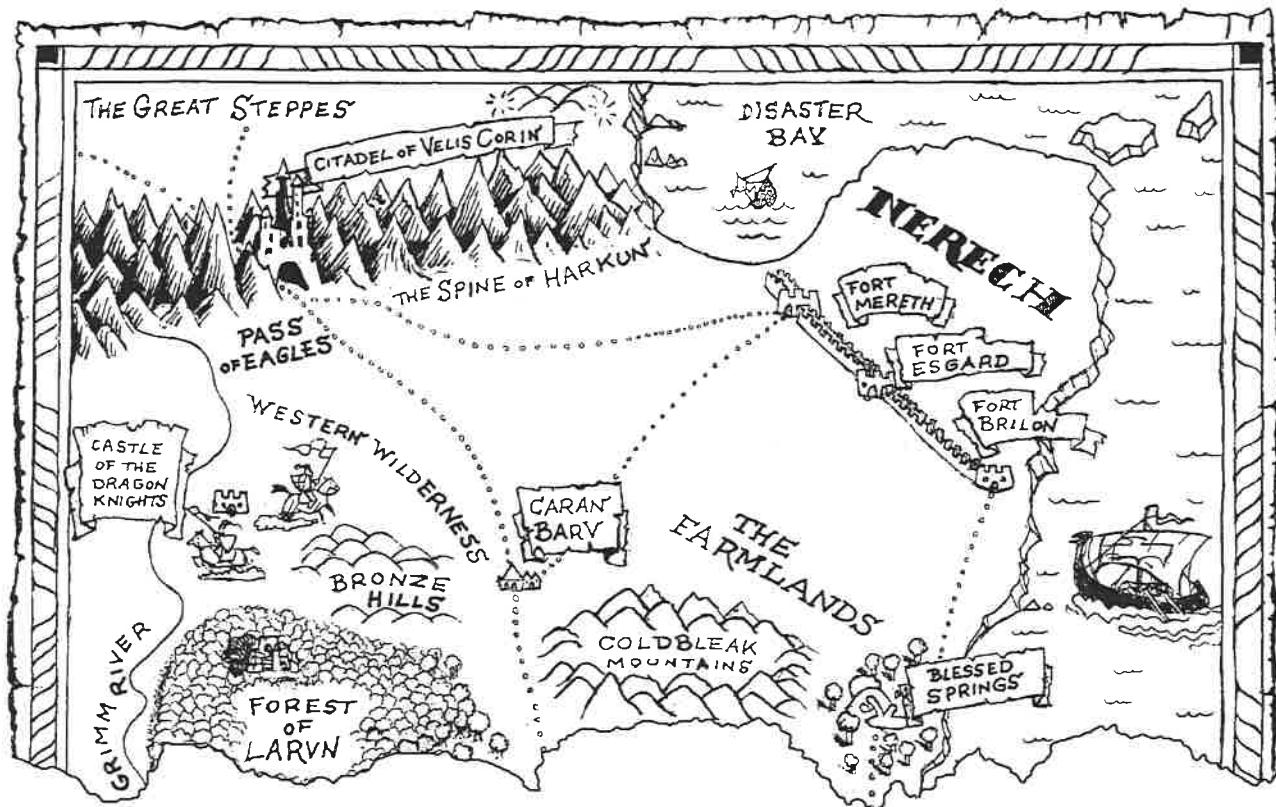
Gold compass (SCOUTING +2)

Magic lockpicks (THIEVERY +2)

Silver holy symbol (SANCTITY +2)

After you have taken the third treasure, you hear the sea dragon returning. Quickly you climb up through the hole in the roof on to an island in the middle of the lake. From there you manage to get a lift on a passing boat, and make it safely to Cadmium village. Turn to 135.





**Adventure Sheet**

NAME	PROFESSION
GOD	RANK DEFENCE
ABILITY	SCORE
CHARISMA	POSSESSIONS (maximum of 12)
COMBAT	
MAGIC	
SANCTITY	
SCOUNTING	
THIEVERY	
STAMINA	
When unwounded	
Current:	
RESURRECTION ARRANGEMENTS	
MONEY	
TITLES and HONOURS	
BLESSINGS	

## Codewords

- |                                   |                                    |                                   |                                   |
|-----------------------------------|------------------------------------|-----------------------------------|-----------------------------------|
| <input type="checkbox"/> Acid     | <input type="checkbox"/> Altruist  | <input type="checkbox"/> Apache   | <input type="checkbox"/> Assassin |
| <input type="checkbox"/> Afraid   | <input type="checkbox"/> Ambuscade | <input type="checkbox"/> Appear   | <input type="checkbox"/> Assault  |
| <input type="checkbox"/> Ague     | <input type="checkbox"/> Amcha     | <input type="checkbox"/> Apple    | <input type="checkbox"/> Assist   |
| <input type="checkbox"/> Aid      | <input type="checkbox"/> Amends    | <input type="checkbox"/> Ark      | <input type="checkbox"/> Attar    |
| <input type="checkbox"/> Aklar    | <input type="checkbox"/> Anchor    | <input type="checkbox"/> Armour   | <input type="checkbox"/> Auric    |
| <input type="checkbox"/> Alissia  | <input type="checkbox"/> Anger     | <input type="checkbox"/> Artefact | <input type="checkbox"/> Avenge   |
| <input type="checkbox"/> Almanac  | <input type="checkbox"/> Animal    | <input type="checkbox"/> Artery   | <input type="checkbox"/> Avert    |
| <input type="checkbox"/> Aloft    | <input type="checkbox"/> Anthem    | <input type="checkbox"/> Ashen    | <input type="checkbox"/> Axe      |
| <input type="checkbox"/> Altitude | <input type="checkbox"/> Anvil     | <input type="checkbox"/> Aspen    | <input type="checkbox"/> Azure    |

**Ship's Manifest**

SHIP TYPE	NAME	CREW QUALITY	CARGO CAPACITY	CURRENT CARGO	WHERE DOCKED
-----------	------	--------------	----------------	---------------	--------------