

Adventure Sheet Codewords **PROFESSIONS** Not all adventurers are good at everything. Everyone has some strengths and some weaknesses. Your choice of profession determines ☐ Acid ☐ Assassin ☐ Apache your initial scores in the six abilities. ☐ Afraid ☐ Ambuscade ☐ Appease ☐ Assault ☐ Apple ☐ Ague ☐ Assist Amcha • Priest: ☐ Amends ☐ Ark ☐ Attar CHARISMA 4, COMBAT 2, MAGIC 3, SANCTITY 6, SCOUTING 4, THIEVERY 2 ABILITY POSSESSIONS (maximum of 12) CHARISMA 2, COMBAT 2, MAGIC 6, You start at 1st Rank, so note this on the Adventure Sheet now. By MAGIC completing quests and overcoming enemies, you will have the chance ABILITIES You have six abilities. Your initial score in each ability ranges from 1 You will be told during the course of your adventures when you are THIEVERY (low ability) to 6 (a high level of ability). Ability scores will change entitled to advance in Rank. Characters of higher Rank are tougher, during your adventure but can never be lower than 1 or higher than 12. luckier and generally better able to deal with trouble. When unwounded CHARISMA the knack of befriending people Titlethe skill of fighting СОМВАТ Outcast MAGIC the art of casting spells the gift of divine power and wisdom SCOUTING the techniques of tracking and wilderness lore the talent for stealth and lock picking **DEFENCE** Your Defence score is equal to: your COMBAT score plus your Rank plus the bonus for the armour you're wearing (if any). 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. Stamina is lost when you get hurt. Keep track of your Stamina score Possessions are always marked in bold text, like this: gold throughout your travels and adventures. You must guard against your compass. Anything marked in this way is an item which can be picked up and added to your list of possessions. Stamina score dropping to zero, because if it does you are dead. Lost Stamina can be recovered by various means, but your Stamina 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 cannot go above its initial score until you advance in Rank. Adventure Sheet or find somewhere to store extra items. You can carry You start with 9 Stamina points. Record your Stamina in pencil on unlimited sums of money. the Adventure Sheet.



THE WAR-TORN

To use an ability (COMBAT, THIEVERY, etc), roll two

dice and add your score in the ability. To succeed you

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

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.

must roll higher than the Difficulty of the task.

have to roll 5 or more on two dice to succeed.

You have come to the foothills of the Spine of Harkun, in the north west

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

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,

The soldier recognizes you. He bows and says, 'Welcome, my lord.

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

'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

suggestive of either a mystic or a madman. Get the codeword Auric and then turn to 20.

I will take you see King Nergan.

Turn to 474.



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 Go east to the Citadel of Velis Corin turn to **271** South into the wilderness turn to **276**

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.

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 Failed SCOUTING roll

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.

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

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.



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

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

Naturally, you present yourself, and the chief administrator, a greywhiskered 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

'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

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



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

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 Explore the city by night turn to 442 Visit your town house [] (if box ticked) turn to 300 Travel north-east toward Venefax 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

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.

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

'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 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.

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.

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. 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 Step out of the way 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. Other-

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)

KINGDOM

additional elements of Fabled Lands

 resurrection - areas as books - titles & honours - religion & blessings - shipment & transport - etc.

csongor baranyai csongorb (at) gmail (dot) com www.csongorb.com 04.11.2014