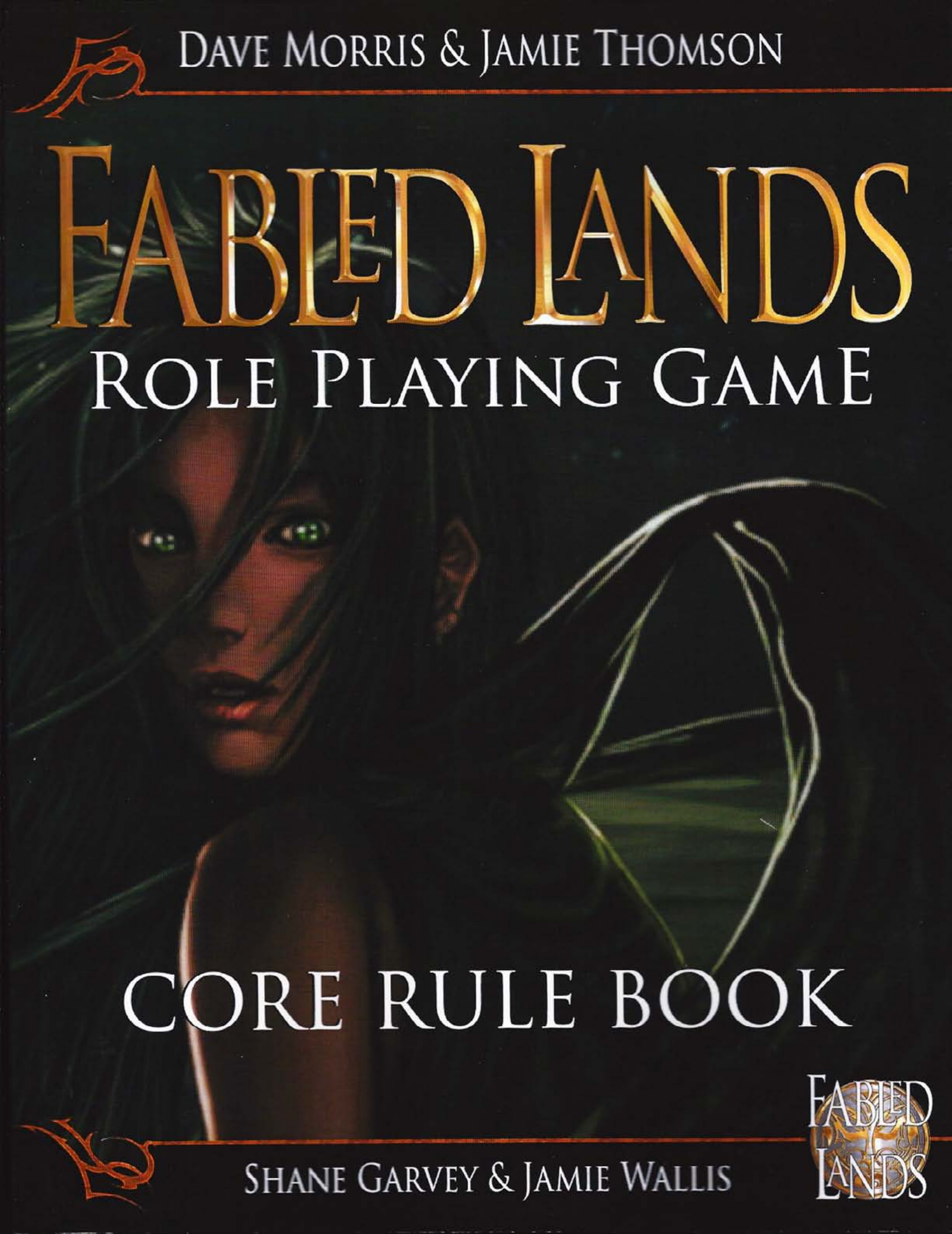




DAVE MORRIS & JAMIE THOMSON

FABIED LANDS

ROLE PLAYING GAME



CORE RULE BOOK



SHANE GARVEY & JAMIE WALLIS



FABLED LANDS

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DAVE MORRIS & JAMIE THOMSON

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ROLE PLAYING GAME

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FOREWORD

"What would you call the unknown lands across the sea?" said Jamie.

We both knocked back another shot of whisky. Might have been Talisker or Laphroig, I can't remember.
"Inconnu?" I said at last.

'Ankon-Konu,' Jamie wrote carefully on the map. "And who lives there?"

"The Golden Men?"

"I thought we decided they were Blue Men?"

"Both. Blue and Golden. They can't stand each other."

By the end of the night we had settled on a favourite dram. Probably Dalwhinnie. In the morning, bleary-eyed, I looked for a place to put a glass of orange juice and a life-saving plate of bacon, and came across the map.

We didn't know it then, but we had begun a task that was to take the next two years of our creative lives.
The charting of the Fabled Lands.

Originally the realm of Harkuna had been created for a BBC radio serial that Jamie wrote with his brother in the early 1990s. Long before that, the idea of a vast interlinked gamebook world where you could pick from hundreds of quests, defining your own adventuring life story as you went, was something Jamie and I had wanted to do since the mid 1980s. At first we'd pitched it as a choose-your-own-RPG-campaign set in Camelot. The publishers didn't get it – and why should they? They didn't roleplay, so they didn't understand why we found the enforced quest of the typical gamebook so authorial and stultifying.

I had met Mary Tapissier when Min (Mark Smith) and I were shopping the Virtual Reality series around. Mary was at the publishers Pan Macmillan, and she liked VR, but in the end we got a better offer from Mammoth Books, now extinct. After VR, Jamie and I decided to take the world of his radio serial and expand it as a setting for our huge, open-structured, sandbox gamebook concept.

Mary bought it at once, gave us everything we wanted. The fold out covers, the colour regional maps. It worried us that the marketing department fixed the price a bit low, just £1 above a regular gamebook, which gave a lot less content and, if you're asking us, a lot less quality in most cases too. I hate to be killed because I didn't follow the path the author set out for me. In Fabled Lands you might die; you often will. But it's never just so we could close off a branch of the narrative flowchart.

The rest is history, meaning you can probably find it on Wiki. Fabled Lands failed – and not because it didn't have many dedicated fans, but simply because the combination of low cover price and high production costs meant the publisher wasn't making enough of a profit. Mary Tapissier's successor, Marion Lloyd, came up with a plan to repackage the books in more affordable format, but it didn't come together. For fifteen years, Fabled Lands vanished into the mists of myth.

Yet all along there was a band of stalwart readers who had found a second home in Fabled Lands. Their belief kept it alive. One in particular, Frank Johnson, had enough faith in me and Jamie to give us his financial support and business advice, and thus was born Fabled Lands LLP – a transmedia company devoted to a wide range of properties, among them Fabled Lands itself.

When the good folk at Greywood Publishing got in touch, Fabled Lands was brought full circle. Because it was always supposed to be more of a role-playing campaign world than a gamebook. And now, thanks to the brilliant set of rules created by Jamie Wallis and Shane Garvey, that's exactly what it has become. May it give you many hundreds of hours of fresh adventures.

Dave Morris

INTRODUCTION

Fabled Lands is a role playing game of high adventure in the world of Harkuna. The game world took its initial form back in 1995 in the form of game books, written by Dave Morris and Jamie Thomson. The Fabled Lands game books were a new concept in the genre of 'choose your adventure' books, because these were free roaming and what is sometimes called open world, or 'sandbox' today. This meant that your character was free to travel between books, completing quests at their leisure as opposed to being railroaded in a single direction towards the book's finale.

The Fabled Lands game books were planned as twelve books; each detailing a specific province or country of the world. The aim was to allow your character to pick up quests in one book, then traverse the world to complete those quests. Unfortunately only six of the twelve books were ever published, and due to the popularity amongst the fans, became very difficult to find in book shops or via mail order.

This year, 2011, has seen the Fabled Lands phoenix rise from its ashes. Already released at the time of this publishing are the second edition reprints of books one to four of the game book series, and the iPad and iPhone app designed by Megara Entertainment. Greywood Publishing has the license to produce the Role Playing Game Core Rule Book, as well as the twelve source books based on the six published game books AND the six unpublished ones.

What is a Role Playing Game?

So what actually is a role playing game? A role playing game, or RPG, is a game played in your imagination using a set of pre-

determined rules. I say imagination because although your Gamesmaster may well provide some visual aids for the game, the majority how you perceive of what is happening is conjured up in your own mind.

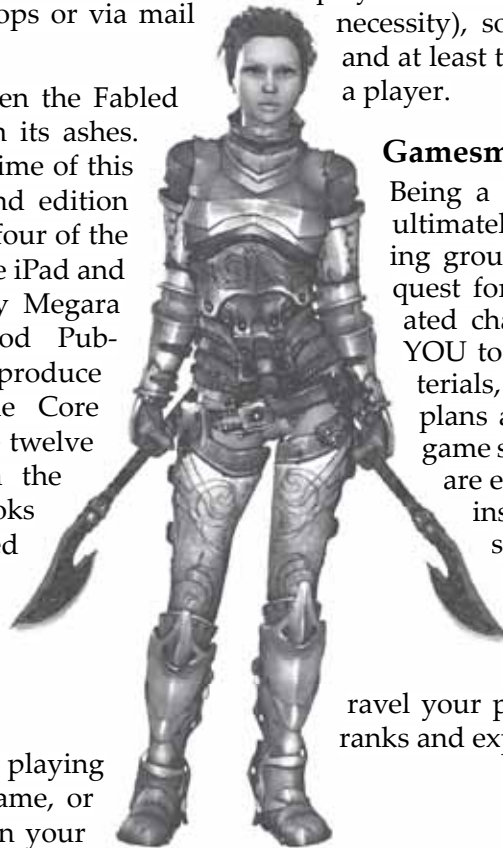
This is how the game is played: the Gamesmaster creates a quest for the Players to follow. The Gamesmaster acts like a director in a movie and tells the players what they can see, hear and what is going on around them. The players are the actors; they take on the roles of their character and make the decisions as to what they will do during a quest. The aim is for the players to follow the Gamesmaster's plot line in an attempt to complete the quest and gain ranks in your chosen profession.

What You Need to Play

You don't actually need much equipment to play a Fabled Lands Role Playing Game session: a copy of this book (it is advisable for each player to have their own copy, but this isn't a necessity), some six-sided dice, pens, paper and at least two people – a Gamesmaster and a player.

Gamesmaster

Being a Gamesmaster is a difficult, but ultimately rewarding, task. Your gaming group is expecting YOU to create a quest for them to send their newly created characters on. They are expecting YOU to have all the relevant game materials, dice, maps, figures, and floor plans at your finger tips to enable the game session to run smoothly, and they are expecting YOU to know the quest inside out and make the game session atmospheric and fun. It may sound a little daunting to a new role player, but there is a great deal of satisfaction from watching the players try to unravel your plots, and watching them rise in ranks and experience.



Players

Players have the fun and suspense of traveling into the unknown quest devised for them by their Gamesmaster. They also get the reward of seeing their characters progress through the ranks, increasing in their abilities and even becoming a lord or nobility in their own realm. Of course, on the flip side of the coin, they may suffer an untimely demise at the hands of a ruthless assassin, a savage monster, or cunning trap. All good fun though.

Dice Terms

This Fabled Lands Role Playing Game only uses six-sided dice. You know the sort, they are found in just about every old board game you have hiding in the loft. Within this game, the dice are referred to as either 1 dice or 1d6. You may be asked to roll a dice and either add or subtract a number. When this happens it will be written like this: '1 dice +1' or like this: '1d6+1'. Both of these terms are interchangeable and mean the same thing – roll one six-sided dice and add 1 to the result. Similarly, rolling 2 dice and adding +3 to the result, would be expressed as rolling 2d6+3.

The Core Mecanic

The Fabled Lands Role Playing Game rules system has remained as faithful to the rules found in the original game books as we possibly could. Of course there will be some differences, additions or modifications to these rules, but we have tried to keep the original feel of them intact.

The basic mechanic to this role playing game is as follows:

Dice roll + relevant ability score must be **HIGHER** than the Difficulty rating (set by the Gamesmaster)

Example: if a character is attempting to jump a chasm while being chased by an assassin, the Gamesmaster might ask the player to make a Muscle (difficulty 10) test to successfully make the jump. The player must roll 2d6 (2 dice) and add the Muscle ability of his character to the result. If the final score is 11 or higher the player's character will have successfully jumped the chasm. A combined score of 10 or lower will signify the player's character's failure.

What Can Characters Do?

Just to clarify two words that are used a lot within this book; a character is the one written on the paper and the player is the person acting out that character.

A character can do just about anything that they like within the scene set by the Gamesmaster, or defined within a quest. They cannot fly unless they have wings or a magical way of doing so, similarly they cannot breathe underwater, or jump further than is humanly possible (impossible tasks). Your character can, for example:

- ❖ Listen at a door
- ❖ Search and explore
- ❖ Talk to a non-player character (one that is controlled and acted out by the Gamesmaster)
- ❖ Strike up a bargain with a merchant
- ❖ Talk to another character
- ❖ Ride a horse
- ❖ Blackmail a courtier
- ❖ Bluff a city guard
- ❖ Jump a pit, climb a wall, or run away from an adversary
- ❖ Engage in combat, both melee and ranged

Character Creation Summery

This section will give an overview of character creation. Make sure that you have already familiarised yourself with Chapters 3, 4 and 5 before referring to the summery:

1. Choose your character's background
 - a. Academic, Commoner, Criminal, Fey-Blooded, Military, Noble or Primitive
2. Generate your character's description
 - a. Height, Build, Age, and Personality
3. Generate your character's ability scores
 - a. Charisma, Combat, Intelligence, Magic, Muscle, Sanctity, Scouting, and Thievery
4. Generate your character's Stamina score
5. Choose your character's profession
 - a. Barbarian, Druid, Mage, Priest, Rogue, Troubadour, Warrior, or Wayfarer

CHAPTER 1 - CHARACTER CREATION

As a player in the Fabled Lands RPG you will first need to create a character. Your character is a representative of you in the world of the Fabled Lands. You choose what he looks like, what his personality is, what he is and isn't good at and, most importantly, what actions he takes in certain situations.

Creating a character is a 5-step process. Start with step 1 before proceeding through the steps in numerical order.

1. Choose background
2. Generate description
3. Generate ability values
4. Generate Stamina value
5. Choose profession

1. CHOOSE BACKGROUND

The first step in creating your character is to work out his background. Where did your character come from before he began his life as an adventurer? Was he a savage from the wilder lands, or a noble-bred fop with a penchant for the high life? Did he grow up around war and violence, or has he led a life of peace, making his money as a trader?

The following backgrounds may be chosen for your character. Choose one of them and note it in the 'background' section of your character sheet. Also note down any special rules that may apply to your chosen background.

Academic

An academic background covers those people who put more value on study and learning when they were younger than physical skill. Perhaps they grew up in an abbey or monastery where the monks taught them about the world. Maybe they had a privileged upbringing where they had access to personal tutors. Or maybe they just prefer the comfort of a book rather than the outdoor life. Whatever the case, these folk value knowledge over physical ability.

If you choose the academic background, your character grew up studying and learning instead of being out fishing and hunting.

Special Rules: As a character with an academic background, you gain 1 level in a Lore skill of your choice.

Commoner

Commoners make up the bulk of the population of the Fabled Lands. They are the farmers who tend the crops, the craftsmen who bake the bread and tend the forges, the fisherfolk who ply the waters and the merchants who sell the wares. They are the innkeepers, blacksmiths, traders and shopkeepers the characters meet on their journeys.

Your character came from this walk of life before taking up adventuring. He has now swapped his tools for weapons and armour.

Special Rules: As a character with a commoner background, you gain 1 level in the Craft or Trade skill.



Criminal

The criminal underbelly of the Fabled Lands is a rather extensive, if well-hidden, one. All of the major cities of the world seek to stamp out the various criminal guilds that exist, yet none ever succeed. Crime is therefore rife, though many people are oblivious to the back-alley dealings and murders that take place.

Your character was once a part of this criminal underground – and may still be, for that matter. The skills you have learnt are now being tested as an adventurer.

Special Rules: As a character with a criminal background, you gain 1 level in the Pick Lock skill.

Fey-Blooded

Rarely do the faerie-folk of the Fabled Lands interact with mortals. When they do, it is usually to cause grief and mischief to their unwitting victims. On very rare occasions, these fey beings take human form and mate with a mortal, the product of which produces a fey-blooded offspring. So rare are these liaisons that only a dozen or so fey-blooded people have been known to have ever existed.

Your character is one of these exotic half-breeds. Although outwardly you appear normal, others always get the feeling that something is not quite right about you.

Special Rules: As a character with the fey-blooded background, you must reduce your Sanctity value by 1. However, you may increase your Magic value by 1 and you gain 1 level in the Craft (magic) skill.

Military

War, violence and bloodshed are an unfortunate but constant part of life in many parts of the Fabled Lands. Some lands lie dangerously close to monster-infested wilderness, while others are at war with neighbouring kingdoms or, even worse, in the grip of civil war. The streets of the cities are also dangerous places, with many bodies decaying in the forgotten back alleys amidst all the other waste and discarded rubbish.

Your character has grown up surrounded by violence and conflict. He is hardened by this constant bloodshed and has learnt how to fight in order to survive.

Special Rules: As a character with a military background, you gain 1 level in the Weapon Training skill. If you are already trained in the use of all weapons, you may instead begin play with a free short sword.



Noble

The noble households of the Fabled Lands are many and varied and some people are able to claim some link to the nobility, however tenuous it may be. Whether they are the distant cousin to a minor duke of Golnir, the third son of a warlord of Akatsurai or claim some link to the High King of Old Harkuna, these people use their name and position (however small) to good advantage. They often have privellaged upbringings, with much more money spent on their education, training and possessions than normal common folk.

Your character is someone who has a claim to some form of minor nobility.

Special Rules: As a character with a noble background, you begin play with an additional 100 Shards.

Primitive

Although there are many civilised kingdoms in the Fabled Lands there are also many untamed realms where more primitive peoples live. The folk of the Great Steppes, the Feathered Lands and the Desert of Bones in particular are considered savage and uncultured by the other nations, though they do have unique cultures of their own.

Your character has grown up away from the more civilised nations of the world and is thus not as cultured or refined as some other folk. Although this could be considered a disadvantage (and, indeed, it is in some cases) your character makes up for this in their own primitive way.

Special Rules: As a character with a primitive background, you must reduce your Intelligence value by 1 and may never have this value exceed 10. However, you may increase your Scouting value by 1 and your maximum Stamina by 2.

2. GENERAL DESCRIPTION

The next step is to determine a description of your character. How tall is he? Is he slim, well-built or overweight? What colour hair does he have? Does he have any scars or unique distinguishing features? How old is he?

In addition to physical description, you should also think about your character's personality. Is

he easy-going or deadly serious? Is he friendly or untrusting of strangers? By determining all of these features you can really bring a character to life. No longer will he be a set of numbers on a character sheet, but you can start to really relate to the character.

Roll on the tables below to determine your character description. In some cases, your character's description will provide additional game rules, penalties or benefits that you should note.

Height

Roll a die to determine your character's height. You may roll twice and choose one of the results.

Dice Roll	Description	Height	Rules
1	Tiny	4'7" – 5'	+1 on hiding tests; -1 on jumping tests
2	Short	5'1" – 5'6"	
3-4	Average	5'7" – 6'	
5	Tall	6'1" – 6'6"	
6	Very Tall	6'7" – 7'	+1 on jumping tests; -1 on hiding tests

Build

Roll a die to determine the body build of your character. You may roll twice and choose one of the results.

Dice Roll	Description	Rules
1-2	Small Frame	-1 Stamina, +1 Thievery
3-4	Average Frame	
5-6	Large Frame	+1 Stamina, -1 Thievery (minimum 1)

Age

Roll a die to determine the age of your character. You may roll twice and choose one of the results.

Dice Roll	Description	Age	Rules
1	Youth	12-17	-1 to starting Stamina roll*
2	Young Adult	18-23	
3	Adult	24-29	
4	Mature	30-35	Gain 1 level in a Lore skill
5	Middle-Aged	36-47	Gain 2 levels in a Lore skill, or 1 level in 2 different Lore skills; Muscle may not be greater than 10
6	Advanced Age	48-59	Gain 3 levels in 1 Lore skill, 1 level in 3 different Lore skills, or any other combination totalling 3; Muscle may not be greater than 9

* This penalty may be removed when, and if, the character reaches the age of 18 in play, by adding 1 point to Stamina.

Personality

Your character's personality is something you should come up with yourself, as it is your personality that will help you role-play your character.

You must come up with one 'good' trait and one 'bad' trait. Good traits are something positive about your character; something that other people would say is one of your redeeming features, such as being a sharing person or being trustworthy. Bad traits are something nega-

tive about your character; something that other people would dislike about you, such as being greedy or self-centred.

Your personality traits do not have any effects on the game rules, but they do provide you with extra experience points if you role-play them to the satisfaction of the Gamesmaster. If you cannot come up with your own personality traits you may roll on the tables below.

Good Traits

Roll a die; on a 1-3, roll another die and consult table A to see what good trait you have. On a 4-6, roll another die and consult table B.

Dice Roll	Table A (1-3)	Table B (4-6)
1	Brave	Honest
2	Generous	Fair
3	Helpful	Kind
4	Thoughtful	Supportive
5	Compassionate	Giving
6	Hard-working	Trustworthy

Bad Traits

Roll a die; on a 1-3, roll another die and consult table A to see what bad trait you have. On a 4-6, roll another die and consult table B.

Dice Roll	Table A (1-3)	Table B (4-6)
1	Cowardly	Arrogant
2	Miserly	Stubborn
3	Impulsive	Liar
4	Self-doubt	Selfish
5	Lazy	Untrustworthy
6	Petty	Ignorant

Other Features

The following tables aid you in rounding out the description of your character. They do not have any effect on the game other than to give you a complete picture of your character. Feel free to choose or roll randomly for the following features.

Eye Colour

You may either choose your character's eye colour or roll a die to randomly determine it.

Dice Roll	Eye Colour
1	Blue
2	Hazel
3	Almond
4	Grey
5	Green
6	Black

Hair Colour

You may either choose your character's hair colour or roll a die to randomly determine it.

Dice Roll	Hair Colour
1	Black
2	Brown
3	Blonde
4	Grey
5	White
6	Red



Distinguishing Features

Your character's distinguishing features is something that you should come up with yourself as these features will make real the character that you have in mind. If you are stuck though, you can roll on the tables below: on a 1-3, roll another die and consult table A to see what, if any distinguishing feature you have. On a 4-6, roll another die and consult table B.

Dice Roll	Table A (1-3)	Table B (4-6)
1	Birthmark	Missing an eye
2	Missing an ear	Unusual colour of eyes
3	None	Bald
4	Heavily scarred	None
5	Unusual colour of hair	Pox-marks
6	Missing a finger	Flawless

Birthplace

Roll a die; on a 1-3, roll another die and consult table A to see where your character was born. On a 4-6, roll another die and consult table B.

Dice Roll	Table A (1-3)	Table B (4-6)
1	Sokara	Ankon-Konu
2	Golnir	Chrysoprais
3	Violet Ocean	Atticala
4	Old Harkuna	Dangor
5	Uttaku	Great Steppes
6	Akatsurai	Walking City

A character gains 1 level in a Lore (birthplace) skill relating to the land of his birth.

Name

If you are having a problem creating a name for your character then you can either use the table below by cross-referencing 2 dice rolls or use it as inspiration for your own character name.

Dice Rolls	1	2	3	4	5	6
1	Liana	Andriel	Chalor	Marana	Ignatius	Astariel
2	Jaluda	Damontir	Arcadia	Silas	Greymalkin	Varkung
3	Kitunai	Ilak	Arabel	Vilss	Charyss	Dilmun
4	Kintu	Abraxas	Panjang	Nemora	Shikibu	Ithacus
5	Shana	Jayme	Dayv	Mykel	Konnar	Leyam
6	Leane	Ganeen	Jarn	Grum	Shagar	Pike

3. Generate Ability Values

Before you choose your character profession, it is important to know all about abilities. Abilities are a set of eight values that represent a different aspect of a character, whether it is their fighting or spell casting ability, their charms or their wits.

Abilities range in number from 0-12, though starting characters will not have scores higher than 6 in most cases. The higher the value is the better.

It is important to note at this stage that although abilities can and will change over the course of a game they can never go below 0 or above 12. This includes items and skills that improve an ability value; these items and skills may never improve the ability value above 12.

There are eight abilities in total and these are detailed here:

Charisma

This is the ability to befriend people. The higher your Charisma value is the more likable you are.

Combat

This is the ability that governs fighting skill. Characters with high scores in Combat can stand toe-to-toe with the fiercest of enemies, while those with low scores may be better off running away as fast as they can!

Intelligence

This ability covers general knowledge. The higher your Intelligence value, the smarter your character is.

Magic

The Magic ability governs the art of spell casting. Characters with low Magic values often have little to no magical talent at all.

Muscle

The Muscle ability is a measure of your character's physical strength. Skinny, gangly characters have low Muscle values, while tough, well-built and fit characters have high Muscle values.

Sanctity

Sanctity is the gift of divine power and wisdom. Spiritual characters often have high scores in this ability.

Scouting

This ability governs the act of surviving in the wild. City-born characters will usually have low Scouting values, while those who have grown up in the wilderness have high Scouting values.

Thievery

Finally, this ability deals with the art of stealth, agility and crime. Although a lot of thugs, assassins and other nasty types have high scores in Thievery, this ability can come in very handy for characters too.



Generating Ability Values

The exact starting score of your abilities is determined by the rolling of dice. As stated earlier, abilities range in value from 0 to 12; you can never have a score lower than 0 or higher than 12.

Characters that are just beginning their careers will have ability values between 1 and 6. With experience they will be able to increase these values.

To determine the value of your character's abilities, begin by rolling 8 dice. Assign each of these dice rolls to one of your character's abilities.

Example: We are creating a brand new character for the Fabled Lands RPG. We first need to generate our ability values. Rolling 8 dice we get 1, 2, 2, 4, 4, 4, 5 and 6. Deciding we want a good fighting character, we assign the 6 to Combat and the 5 to Muscle. The 4s we give to Sanctity, Scouting and Thievery. Magic and Intelligence get the 2s while Charisma gets the 1; our fighting character is strong and fierce, but obviously gruff and not very friendly!

Sometimes the dice can roll poorly and result in a set of ability values well below average. For this reason, if the total of all the dice rolled is 20 or less you may roll them again.

Once your ability values have been assigned, remember to make any adjustments based on your background.

Ability Tests

At various stages throughout the game you will be called upon to make an ability test. The Gamesmaster will tell you which ability to test; he will say something like, "make a Muscle test" or, "make a Scouting test".

Making the test is easy. Simply roll 2 dice and add the relevant ability value. For instance, if you are told to make a Scouting test, you would roll 2 dice and add your Scouting value.

Whether or not you pass or succeed depends on the Difficulty of the task you are attempting. The Gamesmaster will have a set Difficulty score, which will be a number such as 9, 10 or even more. The harder the task you are attempting, the higher the Difficulty score will be.

If the total of your dice roll plus ability value is higher than the Difficulty, then you pass the test. If the total of your dice roll plus ability value is equal to or lower than the Difficulty, then you fail the test.

In some circumstances the degree of success (or failure) will also be important. The more you pass (or fail) the test by, the more successful (or worse the failure) will be. The Gamesmaster will let you know whether the degree of success or failure is important at the time.

Impossible Tests: It may be that some characters must make an ability test that they have no chance of passing, usually by the Difficulty being 12 or more points higher than their ability value. This is deliberate and means the character has no chance of succeeding at that task. Although this may seem harsh, it is a reality that we cannot all accomplish everything; an Intelligence 1 character should not be able to succeed at brain surgery, for instance.

Generate Stamina Value

All characters have another value that is very important, and that value is Stamina. The Stamina value is an indicator of the health and well-being of the character; if a character's Stamina value is low, it means they may be close to death.

To determine the value of your character's starting Stamina, roll 1 die and add 6 to the result, for a total between 7 and 12. This is your character's starting Stamina value. Backgrounds and character description may also alter your character's starting Stamina, so make those adjustments now. Each time your character increases in level he will receive more Stamina (see advancing in rank later in this chapter).

A character's Stamina value will increase and decrease throughout the course of a game. With one exception (which will be explained later) a character's Stamina may never exceed its starting value, which we refer to as 'maximum Stamina value'.

If a character's Stamina value ever falls to 0 or less they have begun to die. Every turn that their Stamina is 0 or less they must roll 1 die. On a roll of 1 the character has died. This gives the other characters a chance to heal their companion before he bites the dust.

While a character has 0 or less Stamina he is considered to be unconscious or otherwise out of action. An out of action character gains 0 AP per combat turn (see How to Fight for further details).

Choose Profession

Now that you have your ability values and Stamina value determined it is time to choose your character's profession. As mentioned earlier there are eight professions to choose from, each with their own strengths and weaknesses. These are detailed below.

Profession

Each profession begins with a description of the character type and the role they play in the world of the Fabled Lands. This section can help you come up with a suitable background and personality for your character.

Primary Ability

Every profession has a primary ability value. This ability is the one the profession has trained the most in and thus the profession is known to be good at it. To be able to choose a certain profession, a character must have a score of 5 or more in that profession's primary ability.

Secondary Abilities

In addition to the primary ability, each profession also has two secondary abilities. These

ability values are also important to the profession, but not as much as the primary ability. A character must have scores of 2 or more in his profession's secondary abilities.

Weapons and Armour

This section lists what weapons and armour the profession may use.

Skills

Every character profession has a range of skills that they may choose from. These represent specific talents that characters from that profession may have trained in. Skills aid characters in certain situations and represent what he is especially good at.

Skills are further detailed in the Skills chapter. For now, it is just important to know that the skills listed in this section are the ones a character may choose.

Powers

Finally, we have powers. These are special talents and feats that a character has and can accomplish. Unlike skills, where some professions may have access to the same ones, powers are unique to each profession and represent something unique to that type of character.

All starting characters begin with one power chosen from their profession. As they advance, they may gain new powers or additional uses of the same power.



BARBARIAN

The name barbarian is given to many of the more primitive people of the Fabled Lands. Living in the more remote places of the world far from civilization, these people have developed cultures of their own and are seen as savages by the rest of the world.

Barbarian characters tend to be those who have decided to journey into the more civilized nations for one reason or another. Maybe they have been banished by their tribe or clan, or maybe they are just curious as to what lies in the wider world. They are often avoided and looked down upon by those they meet, but this doesn't worry the barbarian, who goes about his own business and deals with those that threaten him in the best way he knows how – violently.

Primary Ability: The primary ability value of a barbarian character is Muscle.

Secondary Abilities: A barbarian's secondary ability values are Combat and Scouting.

Weapons and Armour: Barbarians are trained in the use of all weapons. They are also trained in the use of light armour.

Skills: Barbarian characters may choose from the following skills: Armour Training, Climb, Forage, Intimidate, Jump, Navigate, Ride, Set Trap, Shield Training, Swim and Weightlifting.

Powers

The following powers are available to barbarian characters. A starting character may choose one of these powers.

Mighty Blow: With brute strength you swing your weapon at your enemy, your entire power behind the swing in the hope of cleaving them in half. You may add your Muscle value to your Combat value for one turn of combat. You may use Mighty Blow a number of times per quest equal to the amount of times you have chosen it as a power.

Primal Rage: You are known as a ferocious warrior, a man who destroys his enemies in a frenzy of bloodlust. You may add 1 to your Combat value for each time you have chosen Primal Rage as one of your powers (in this case, this increase in Combat does not increase your

Defence value). However, you must also reduce your Defence value by the same amount. Note that use of this power is optional; you may either choose to use it or not.

Surge of Strength: By digging deep inside yourself you summon forth a burst of raw power, drawn from within your soul. You may automatically pass a Muscle test you have to make, but you must use this power before rolling the dice for the test. You may use Surge of Strength a number of times per quest equal to the amount of times you have chosen it as a power.

Tough as Nails: Life in the wild and amongst your people has toughened you beyond normal measure. Each time you choose Tough as Nails as one of your powers, you may add 2 to your maximum Stamina (including starting Stamina if it is chosen at rank 1).



DRUID

The druids are people who are more at home in the wilderness than in the larger cities of the Fabled Lands. Here they commune with nature through meditation and secret ritual in the hope of learning all they can about the lore of the world and its people. They are the lore-keepers of the Fabled Lands and it is said that the knowledge of an experienced druid surpasses that of the greatest libraries of the world.

Druid characters will often travel the entire breadth of the Fabled Lands in search of obscure pieces of lore. Their experience in the wilderness and their closeness with nature gives them an edge in outdoor quests, while their superior knowledge makes them valuable members of an adventuring group.

Primary Ability: The primary ability value of a druid character is Intelligence.

Secondary Abilities: A druid's secondary ability values are Magic and Scouting.

Weapons and Armour: Druids are trained in the use of basic weapons only. They are not trained in the use of any armour.

Skills: Druid characters may choose from the following skills: Camouflage, Evaluate, Forage, Heal, Language, Lore (any), Navigate, Ride, Swim and Weapon Training.

Powers

The following powers are available to druid characters. A starting character may choose one of these powers.

Animal Friendship: Your love and respect of nature has led to you earning the friendship of the animal kingdom. Each time you choose this power you gain an animal companion who becomes your faithful servant. In effect it becomes an extension of your character; you choose what actions it takes, etc. The animal may not have a Combat value greater than half your Intelligence value, rounded down (so, if you have Intelligence 5, the animal must have Combat 2 or less). Each time you choose Animal Friendship you gain another companion, meaning you can have multiple companions if you like. If your companions ever die they cannot be replaced, except by choosing this power again.

Beastology: Your study of nature and the animals it contains has opened up the magical lore of Beastology to you. When you choose this power, you may cast spells from the Beastology lore found in the Spells & Sorcery chapter. Each additional time you choose the Beastology power, you gain a bonus of +1 to your Magic value when casting a Beastology spell.

Herbcraft: Your study of nature and the plants it contains has opened up the magical lore of Herbcraft to you. When you choose this power, you may cast spells from the Herbcraft lore found in the Spells & Sorcery chapter. Each additional time you choose the Herbcraft power, you gain a bonus of +1 to your Magic value when casting a Herbcraft spell.

Loremaster: With the wisdom of the ancients to call upon, you are able to answer any question posed to you. You may automatically pass an Intelligence test you have to make, but you must use this power before rolling the dice for the test. You may use Loremaster a number of times per quest equal to the amount of times you have chosen it as a power.



MAGE

A mage is a character who studies the arcane arts in the pursuit of power and knowledge. Most study in the larger cities of the Fabled Lands, pouring over dusty tomes in vast libraries. Often they are part of a college of magic, a university devoted to the secrets of sorcery.

At times mages will travel, seeking knowledge in other parts of the world. Unfortunately this often exposes mages to forbidden knowledge such as the power of black sorcery; this type of magic, which has dealings with demons and devils, corrupts the mages soul and turns them evil. Luckily most mages are sensible enough to avoid this temptation.

Primary Ability: The primary ability value of a mage character is Magic.

Secondary Abilities: A mage's secondary ability values are Intelligence and Thievery.

Weapons and Armour: Mages are trained in the use of basic weapons only. They are not trained in the use of any armour.

Skills: Mage characters may choose from the following skills: Craft (magic items), Evaluate, Heal, Language, Lore (any), Search and Weapon Training.

Powers

The following powers are available to mage characters. A starting character may choose one of these powers.

Counterspell: Not only can you know how to use spells, you can also know how to counter spells cast by others. You may use this power to immediately cancel the effects of another spell. That spell has no effect whatsoever. You may use Counterspell a number of times per quest equal to the amount of times you have chosen it as a power.

Mage Sight: You are naturally attuned to the magical world around you and know how to detect creatures and items that may be imbued with the power of sorcery. You may use this power to immediately be aware of any magical

item or creature within your vision. You will not only know that they are magical, but also what magical powers they have. You may use Mage Sight a number of times per quest equal to the amount of times you have chosen it as a power.

Sorcery: You know how to manipulate the forces of magic and can use this knowledge to cast spells. When you choose this power, you may choose one of the lores of magic listed in the Spells & Sorcery chapter. You may now cast the spells associated with that lore. Alternatively, you may select a lore of magic you already know. You then gain a +1 bonus to your Magic value when casting spells from that lore.

Spellbinder: The arcane arts come quite naturally to you and you are able to harness its power in a very effective way. You may automatically pass a Magic test you have to make, but you must use this power before rolling the dice for the test. You may use Spellbinder a number of times per quest equal to the amount of times you have chosen it as a power.



PRIEST

There are many different religious groups throughout the Fabled Lands and just as many deities as well. Priests are dedicated worshippers of the various gods and goddesses, spreading the word of their deity and carrying out His or Her work in the mortal world. They can be found all over the Fabled Lands, from the biggest cities to the most primitive of villages. Many even travel, spreading their beliefs throughout the world.

Due to the varied nature of the deities of the Fabled Lands, priests come in all shapes, sizes and varieties. Some are civilized men, holding sermons within the great temples of the cities. Others are more primitive, shamanistic people who call upon the spirits of their ancestors for aid. Still others are wholly evil, worshipping the darker powers of the Fabled Lands.

Primary Ability: The primary ability value of a priest character is Sanctity.

Secondary Abilities: A priest's secondary ability values are Charisma and Intelligence.

Weapons and Armour: Priests are trained in the use of basic weapons only. They are not trained in the use of any armour.

Skills: Priest characters may choose from the following skills: Etiquette, Heal, Language, Listen, Lore (religion), Persuade and Weapon Training.

Powers

The following powers are available to priest characters. A starting character may choose one of these powers.

Bless: You have been granted the ability to bestow the blessings of your deity upon others. You may bestow the blessings listed with the description of your chosen deity (see the Deities & Religion chapter). You may use Bless a number of times per quest equal to the amount of times you have chosen it as a power.

Curse: You have been granted the ability to curse your enemies in the name of your deity. You may bestow the curses listed with the description of your chosen deity (see the Deities & Religion chapter). You may use Curse a number

of times per quest equal to the amount of times you have chosen it as a power.

Deliverance: Your pious nature allows you to call upon the aid of the gods in your time of need. You may use your Sanctity value instead of another ability value when you need to make a test. You may use Deliverance a number of times per quest equal to the number of times you have chosen it as a power.

Exorcism: Priests of the Fabled Lands have special powers over the evil and foul undead creatures that stalk the shadows of the world. When you encounter an undead creature you may use your Sanctity value instead of your Combat value when fighting it.



ROGUE

A rogue is a sneaky and untrustworthy character in most cases. They are criminals, thieves and assassins who work within the shadows of society. Rogues are usually found in and around cities and other heavily populated areas, where there are more targets for their nefarious acts. They are often part of an organized guild that they work for and gain support from in return.

Rogue characters are often on the run from the law and have chosen to leave their homes for fear of being caught. Others have been forcibly evicted from their guild, either for betraying the guild or not paying guild commissions. Still others decide to give up the life of crime and look for a new start.

Primary Ability: The primary ability value of a rogue character is Thievery.

Secondary Abilities: A rogue's secondary ability values are Charisma and Combat.

Weapons and Armour: Rogues are trained in the use of basic weapons only. They are also trained in the use of light armour.

Skills: Rogue characters may choose from the following skills: Balance, Climb, Disable Trap, Disguise, Hide, Listen, Pick Lock, Search, Sneak and Weapon Training.

Powers

The following powers are available to rogue characters. A starting character may choose one of these powers.

Backstab: Your sneaky nature allows you to get into a position near your enemies without them being aware, and then strike suddenly and with precision. You may add your Thievery value to your Combat value for one turn of combat. You may use Backstab a number of times per quest equal to the amount of times you have chosen it as a power.

Lucky Escape: You have a knack of being able to avoid danger when you most need to. This power allows you to cancel any one instance of Stamina loss you suffer. You may use Lucky Escape a number of times per quest equal to the amount of times you have chosen it as a power.

Master Thief: Your dedicated training and de-

votion to life on the wrong side of the law have honed your skills and wit to a fine point. You may automatically pass a Thievery test you have to make, but you must use this power before rolling the dice for the test. You may use Master Thief a number of times per quest equal to the amount of times you have chosen it as a power.

Treasure Hunter: Life as a rogue has left you with an uncanny sense for gold and treasure. Whenever you discover some Shards during a quest, you may increase the amount you find by 5%. Each additional time you choose the Treasure Hunter power, increase this amount by a further 5%.



TROUBADOUR

Bard, minstrel and storyteller are all other names for a troubadour. These characters are wandering entertainers, travelling from one place to the next, reciting stories, playing music and singing songs to any who will listen and pay.

Troubadours often find themselves welcome in many places, especially if they are willing to entertain. Taverns and inns will often give them a free meal and room if they agree to play for the patrons. However, they never stay in one place for long, for they are always seeking out new stories, new songs and new forms of entertainment.

Primary Ability: The primary ability value of a troubadour character is Charisma.

Secondary Abilities: A troubadour's secondary ability values are Intelligence and Thievery.

Weapons and Armour: Troubadours are trained in the use of basic weapons only. They are not trained in the use of any armour.

Skills: Troubadour characters may choose from the following skills: Disguise, Etiquette, Haggle, Language, Lore (history), Lore (myths and legends), Persuade and Weapon Training.

Powers

The following powers are available to troubadour characters. A starting character may choose one of these powers.

Enchanting Performance: Some troubadours can create a performance so stunning, so enthralling, that it leaves the audience spellbound. He can use this power to enchant his enemies. By making a Charisma test at Difficulty 10, he can cause his enemies to stand and watch him and ignore everything else happening around them. The affected enemies must miss their next combat turn and can do nothing. The number of enemies affected is equal to the amount you pass your Charisma test by. You may use Enchanting Performance a number of times per quest equal to the amount of times you have chosen it as a power.

Illusion: Occasionally a troubadour will decide to enhance his performances with a little magic. By creating striking visuals and intense sounds

he can wow his audience. When you choose this power, you may cast spells from the Illusion lore found in the Spells & Sorcery chapter. Each additional time you choose the Illusion power, you gain a bonus of +1 to your Magic value when casting an Illusion spell.

Master Minstrel: You sing from the heart, your stories are impassioned retellings and your dance movements are graceful and inspired. You may automatically pass a Charisma test you have to make, but you must use this power before rolling the dice for the test. You may use Master Minstrel a number of times per quest equal to the amount of times you have chosen it as a power.

Sonic Boom: A troubadour's voice is his greatest asset, but it can also be his best weapon. A troubadour with the Sonic Boom power may use it to cause a loud concussive explosion of noise that can harm his enemies. To do so, he must make a Charisma test at Difficulty 9. For every point he beats the difficulty by, he causes all enemies in the area to lose 1 Stamina (so, if he rolled a 13 on the Charisma test, all enemies would lose 4 Stamina). You may use Sonic Boom a number of times per quest equal to the amount of times you have chosen it as a power.



WARRIOR

Conflict and war are commonplace in the Fabled Lands. From tavern brawls to petty border skirmishes to all out war, fighting is everywhere. Warriors are characters who are specially trained for combat, possessing skill with the blade unsurpassed by any of the other professions. Due to the nature of the Fabled Lands, warriors are in high demand across the world.

Many warriors are or were soldiers in one of the armies of the various nations. Others are mercenaries who travel the Fabled Lands, offering their services to whoever can pay their asking price. These characters are never short of work, for their skills are highly valued.

Primary Ability: The primary ability value of a warrior character is Combat.

Secondary Abilities: A warrior's secondary ability values are Muscle and Scouting.

Weapons and Armour: Warriors are trained in the use of all weapons, shields, and armour.

Skills: Warrior characters may choose from the following skills: Climb, Heal, Intimidate, Lore (warfare), Ride and Weightlifting.

Powers

The following powers are available to warrior characters. A starting character may choose one of these powers.

Blademaster: The Blademaster power enables a warrior to make the perfect attack against an enemy. You may automatically pass a Combat test you have to make, but you must use this power before rolling the dice for the test. Using this power will inflict 10 Stamina damage to an enemy automatically. You may use Blademaster a number of times per quest equal to the amount of times you have chosen it as a power.

Defender: By ignoring his offence and going into full defensive mode, a warrior is able to withstand even the strongest and most skilled enemies for a short time. When you use this power, you must give up all of your attacks; as soon as you attack an enemy, this power ends. While you are using it, you may double your Defence bonus granted by your Combat value; for example, if you had Combat 5, you would

add 10 instead of 5 to your Defence. This bonus lasts for one fight or until you make an attacking action. You may use Defender a number of times per quest equal to the amount of times you have chosen it as a power.

Swift Strike: With lightning fast reflexes you are able to draw your weapon and attack the enemy before they are even aware of what is happening. You may add 1 to your strike value for each time you have chosen Swift Strike as one of your powers.

Weapon Skill: Some warriors elect to specialize in one or more weapons, devoting a lot of their training to them and learning how to use them to devastating effect. When you choose this power, choose a weapon. Whenever you use that weapon, add 1 to your Combat value for each time you have chosen Weapon Skill with that weapon.



WAYFARER

Wayfarers are characters who prefer to live in the mountains and forests of the Fabled Lands instead of the cities and castles. Some of them live in and around the one place for most of their lives, living rough and enjoying every moment of it. Others like to travel the world, exploring distant lands and experiencing everything the world has to offer.

Some wayfarers even find themselves in the employ of a king or lord, acting as huntmaster or as a scout in the army. These characters are rarer however, for most wayfarers do not like being tied down to one particular job.

Primary Ability: The primary ability value of a wayfarer character is Scouting.

Secondary Abilities: A wayfarer's secondary ability values are Combat and Muscle.

Weapons and Armour: Wayfarers are trained in the use of all weapons. They are also trained in the use of light armour.

Skills: Wayfarer characters may choose from the following skills: Armour Training, Camouflage, Climb, Forage, Haggle, Language, Listen, Lore (geography), Navigate, Ride, Search, Set Trap, Shield Training, Swim and Trade.

Powers

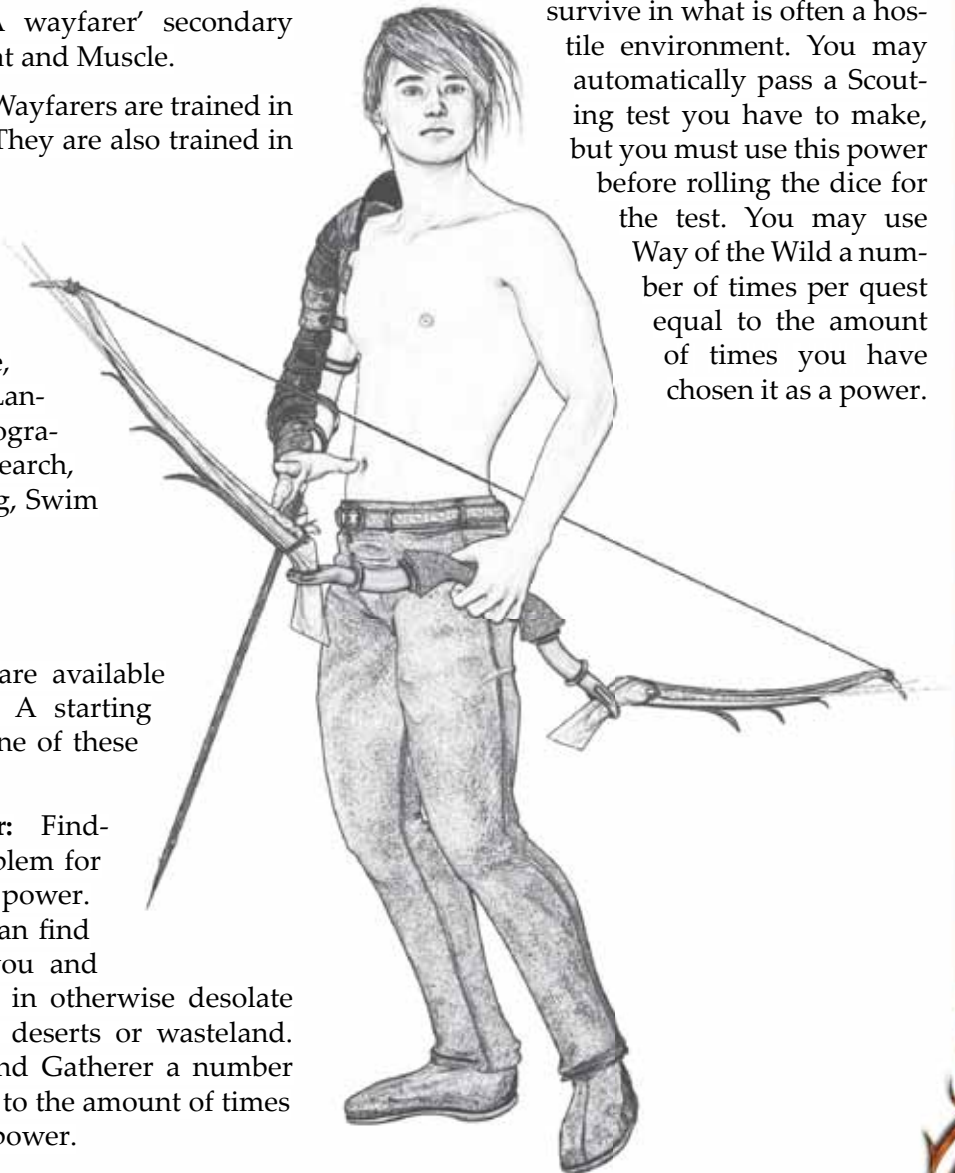
The following powers are available to wayfarer characters. A starting character may choose one of these powers.

Hunter and Gatherer: Finding food is never a problem for a wayfarer with this power. When you use it, you can find enough food to feed you and your companions, even in otherwise desolate and arid areas such as deserts or wasteland. You may use Hunter and Gatherer a number of times per quest equal to the amount of times you have chosen it as a power.

Huntmaster: Having lived and hunted in the wild for most of your career you know a thing or two about animal life, their habits, and their weaknesses. Whenever you have to fight an animal, you may increase your Combat value by 1 for each time you have chosen this power.

Secret Ways: The world of the Fabled Lands contains many secret paths and trails, most of them unknown to people. Except, that is, to a wayfarer with this power. You may use the Secret Ways power to avoid any one encounter during a quest, effectively bypassing it. You may use Secret Ways a number of times per quest equal to the amount of times you have chosen it as a power.

Way of the Wild: You are a master of the wilderness, knowing just how to survive in what is often a hostile environment. You may automatically pass a Scouting test you have to make, but you must use this power before rolling the dice for the test. You may use Way of the Wild a number of times per quest equal to the amount of times you have chosen it as a power.



ADVANCING YOUR CHARACTER

As your character goes on and completes quests, their skills and abilities will slowly improve. The experience they gain and the training they undertake between these quests helps them become better in their chosen field.

How experienced characters are is measured with the concept of Ranks. All characters begin at 1st Rank and may advance well beyond this. At 1st Rank a character is relatively untried, untested and unknown, but as they complete quests their Ranks will begin to increase.

Rank	EXP Required	Fame Equivalent
1st	10	Outcast
2nd	30	Commoner
3rd	50	Guildmember
4th	80	Master/Mistress
5th	110	Gentleman/Lady
6th	140	Baron/Baroness
7th	170	Count/Countess
8th	200	Earl/Viscountess
9th	240	Marquis/Marchioness
10th	280	Duke/Duchess
11th	320	Prince/Princess
12th	360	King/Queen
13th	400	High King/High Queen
14th	450	Legend
15th	500	God-like

When your character has earned enough experience points he immediately advances to the next Rank. When this occurs, you gain several benefits, which are listed below.

Increase Rank: Your character Rank immediately increases by 1. Remember that your Rank affects your Defence value, so remember to increase it as well.

Increase Stamina: Roll 1 die and increase your maximum Stamina by that amount. This is one of the only times you can increase your maximum Stamina.

Choose Skills: Every time you increase in Rank you gain extra skills, or may increase a skill you already have. You gain 2 skill levels, which can

either be used to increase the level of a skill you currently possess or may be used to choose a new skill.

Choose Power OR Train Ability

Finally, you may either choose a new power for your character or train an ability value. You may only choose one of these when you increase in Rank, you may not do both.

If you decide to choose a power, select a power from your profession. You may select one you don't already have, or re-select one you already possess (as this usually has additional benefits).

If you choose to train an ability, pick one of your Primary or Secondary ability values. Now, roll 2 dice. If the roll is higher than your current ability value, you may increase it by 1. If it is equal to or lower than it, you may not increase it this time.

Changing Profession

Sometimes, a player may wish to change the profession his character has. Maybe he has grown bored of his current path, or maybe he just wants to augment what he already knows with the skills and powers from another profession. In any case, the player may change the profession of his character.

A character may only change profession when they increase in Rank. The character must meet the primary and secondary ability requirements of the new profession they wish to choose. If they do so, they now belong to the new profession.

Note that a character retains any skills and powers learnt from his old profession when he changes to a new one.

When a character changes profession, they do not gain the chance to choose a new power or train an ability this Rank. In addition, they only gain 1 skill level (instead of 2) which must be chosen from their new profession. This is because they have focused all their efforts learning the basics of their new profession and have not had time to train their skills, abilities or powers. They still gain the Stamina increase as normal, however.

CHAPTER 2 - SKILLS

In addition to ability values and professions, all characters professions have a set of skills that help to further define what they are good at. Skills differ from powers in that they are not unique to certain professions; many skills overlap between the different professions.

Whereas a character's powers are often of limited use, skills can be used over and over again during a quest. In most cases a skill provides a bonus to one of the character's ability values in certain circumstances. For instance, a character with the Forage skill would gain a bonus to his Scouting value when attempting to look for food in the wild.

All skills have levels, and how many levels you have in a skill determines what bonus that skill adds to your ability value. For instance, if you had three levels in a skill, you would gain a +3 bonus to your ability value when making the test that skill aids in. Remember though, your ability values may never increase above 12, even with these bonuses.

The amount of levels you can have in each skill is limited by both your Rank and your Intelligence value. The levels you have in a skill must be less than or equal to either your Rank or your Intelligence, whichever is lower. So, if you were 7th Rank with Intelligence 3, you could not have more than three levels in each skill.

Starting Characters do not have any skills at rank 1 and must rely on their base attribute score when attempting skills. When they gain ranks they may only choose skills that their profession allows. This is listed in the previous chapter and repeated in the skill descriptions over the following pages.

Armour Training (Barbarian and wayfarer)

Armour is heavy and bulky and for those not used to it can make movement difficult. The Armour Training skill allows characters to be trained in the proper use of certain armour; how to put it on, how to maintain it and how to wear it properly.

When you choose this skill, choose an armour type you are not already trained in. You may now benefit from the full Defence bonus of that armour.

Balance (Rogue)

Sometimes you will find that you need to walk across a narrow bridge or ledge, or over a slippery surface. This skill allows you to do it with ease and grace, granting you an agility others would be jealous of.

You gain a bonus to your Thievery value equal to your Balance level when balancing on something.

Camouflage (Druid and wayfarer)

Camouflage is the art of making yourself unseen in the wilderness. It allows you to blend in to the surrounding natural environment by knowing just how to hide yourself.

You gain a bonus to your Scouting value equal to your Camouflage level when hiding outdoors and in a non-urban location.

Climb (Barbarian, rogue, warrior and wayfarer)

When you need to scale that cliff, get over that castle wall or just escape from a pit trap, the Climb skill will help you do it. With this skill you know just how to find the right hand and foot holds that will enable you to climb properly.

You gain a bonus to your Scouting value equal to your Climb level when climbing an object.

Table - Skills

Skill	Ability	Professions
Armour Training	-	Barbarian, wayfarer
Balance	Thievery	Rogue
Camouflage	Scouting	Druid, wayfarer
Climb	Scouting	Barbarian, rogue, warrior, wayfarer
Craft	Intelligence	Mage
Disable Trap	Thievery	Rogue
Disguise	Thievery	Rogue, troubadour
Etiquette	Charisma	Priest, troubadour
Evaluate	Intelligence	Druid, mage
Forage	Scouting	Barbarian, druid, wayfarer
Haggle	-	Troubadour, wayfarer
Heal	Intelligence	Druid, mage, priest, warrior
Hide	Thievery	Rogue
Intimidate	Muscle	Barbarian, warrior
Jump	Muscle	Barbarian
Language	Intelligence	Druid, mage, priest, troubadour, wayfarer
Lore	Intelligence	Druid, mage, priest, troubadour, warrior, wayfarer
Navigate	Scouting	Barbarian, druid, wayfarer
Persuade	Charisma	Priest, troubadour
Pick Lock	Thievery	Rogue
Pilot	Intelligence	All
Ride	Scouting	Barbarian, druid, warrior, wayfarer
Search	Scouting	Mage, rogue, wayfarer
Set Trap	Scouting	Barbarian, wayfarer
Shield Training	-	Barbarian, wayfarer
Sneak	Thievery	Rogue
Swim	Muscle	Barbarian, druid, wayfarer
Trade	-	Wayfarer
Weightlifting	Muscle	Barbarian, warrior
Weapon Training	-	Druid, mage, priest, rogue, troubadour

Craft

(Mage)

Although not normally something an adventurer would undertake, the ability to make weapons, armour and even magical items can be a useful talent to have. This skill covers the knowledge of how to do this, from the materials required down to the correct techniques needed.

You gain a bonus to your Intelligence value equal to your Craft level when making an item.

Disable Trap

(Rogue)

Characters often find themselves facing a fiendish trap set by an enemy to slow them down, hurt them or even kill them. If the characters manage to detect it before blundering into it, disabling the trap means they will be able to pass it safely. This skill allows a character to attempt to do this with a much greater chance of success.

You gain a bonus to your Thievery value equal to your Disable Trap level when attempting to disable a trap.

Disguise

(Rogue and troubadour)

To change one's appearance in a believable and convincing manner takes some talent, and this skill affords a character a greater opportunity to do so successfully. You know which berries make good dyes for colouring hair and skin and can change your voice and accent to better blend in.

You gain a bonus to your Thievery value equal to your Disguise level when disguising yourself as someone else.



Etiquette

(Priest and troubadour)

Speaking with nobles and royalty can often be like talking in another language. They tend to like using long, flowery words and sentences constructed in what appears to be an arcane manner. The Etiquette skill allows a character to understand and communicate with high ranking officials in a manner acceptable to them.

You gain a bonus to your Charisma value equal to your Etiquette level when attempting to persuade a noble.

Evaluate

(Druid and mage)

This skill allows you to accurately determine the price of an item. This comes in handy when dealing with a merchant who might be trying to rip you off or when you are trying to sell something you have found.

You gain a bonus to your Intelligence value equal to your Evaluate level when attempting to determine the value of an item.

Forage

(Barbarian, druid and wayfarer)

Knowing how to trap or hunt an animal, or how to identify which plants and fruits are edible, can be the difference between life and death in the wild. The Forage skill grants the knowledge of how to survive off the land.

You gain a bonus to your Scouting value equal to your Forage level when looking for food in the wilderness.

Haggle

(Troubadour and wayfarer)

A character with the Haggle skill knows just how to barter with a merchant to get a good price. Whether buying or selling, this skill allows you to get the best possible deal.

You may decrease the buying price or increase the selling price of any items (not commodities) by 5% for each level you have in Haggle.

Heal

(Druid, mage, priest and warrior)

The correct way to dress a wound, the right way to splint a broken bone, the best cures for a disease: all of this and more is covered by the Heal skill. Characters with this skill have a better than average chance of being able to heal someone.

You gain a bonus to your Intelligence value equal to your Heal level when attempting to heal someone.

Hide

(Rogue)

Where Camouflage deals with making oneself unseen in the wilderness, the Hide skill does the same thing for urban or indoor areas. With this skill a character can make himself virtually invisible by hiding in the shadows and remaining perfectly still.

You gain a bonus to your Thievery value equal to your Hide level when hiding indoors or in an urban area.

Intimidate

(Barbarian and warrior)

A character with the Intimidate skill is able to use his might and presence to subdue others into doing what he wants. With a display of power, a deadly stare or a loud, commanding voice, others will often do as you bid.

You gain a bonus to your Muscle value equal to your Intimidate level when attempting to persuade someone.

Jump

(Barbarian)

Characters with the Jump skill have powerful legs that can carry them quite a distance when they leap, whether it is vertically or horizontally.

You gain a bonus to your Muscle value equal to your Jump level when jumping.

Language

(Druid, mage, priest, troubadour and wayfarer)

Study of foreign and ancient languages can be a long but fascinating task. There are many different tongues spoken throughout the Fabled Lands, and many different, subtle variations on dialect. The Language skill provides a character with a greater knowledge of the languages of the world.

You gain a bonus to your Intelligence value equal to your Language level when attempting to understand or communicate in an unknown tongue.

Lore

(Druid, mage, priest, troubadour, warrior and wayfarer)

The Lore skill is not a single skill; instead it is a collection of skills grouped together under one heading. When you pick this skill you must also choose one of a range of sub-skills, such as geography, history, nature, religion, magic, warfare or a host of others. The selected sub-skill is an area of knowledge your character is an expert in.

You gain a bonus to your Intelligence value equal to your Lore level when testing to see if you know something about your particular sub-skill.



Navigate

(All)

A character with this skill has an uncanny sense of direction. They know how to read the stars and the movement of the sun. This skill is quintessential to a ship's captain when plotting a course across the sea.

You gain a bonus to your Scouting value equal to your Navigate level when testing to avoid getting lost or plotting a course across the sea.

Persuade

(Priest and troubadour)

Your way with words and silver tongue allow you to get what you want, when you want it. When you talk people listen.

You gain a bonus to your Charisma value equal to your Persuade level when attempting to persuade someone.

Pick Lock

(Rogue)

No door or lock is too much of a challenge for a character with this skill. With expert precision they are able to open even the most complex and well-made locks and access the area or goods beyond.

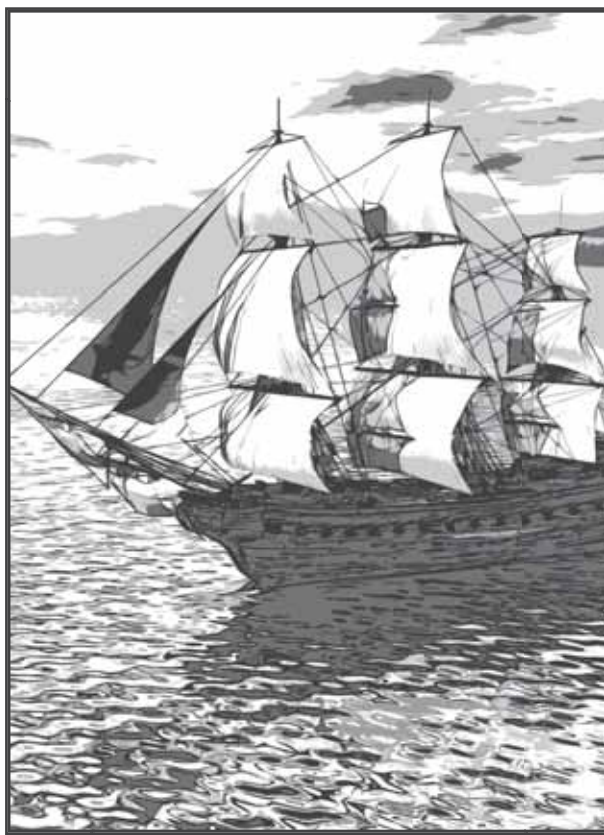
You gain a bonus to your Thievery value equal to your Pick Lock level when attempting to pick a lock.

Piloting

(All)

Any player wishing their character to captain their own ship or boat at sea must have this skill. Piloting is the knowledge of getting a ship or boat ready to sail, commanding a crew and loading or unloading cargo at ports. This skill is used in conjunction with Navigate to sail the vessel in open waters. A character without this skill **CANNOT** pilot a boat or ship.

You gain a bonus to your intelligence value equal to your Piloting level when testing during storms.



Ride

(Barbarian, druid, warrior and wayfarer)

Although riding an animal is not usually a hard task, riding an animal well is an entirely different matter. The Ride skill allows your character to ride horses and other beasts with much greater ability than others.

You gain a bonus to your Scouting value equal to your Ride level when you must make a test.

Search

(Mage, rogue and wayfarer)

Your eyesight is sharp. You are able to detect things that others would miss, picking up on the tiniest of details that would go unnoticed to ordinary people.

You gain a bonus to your Scouting value equal to your Search level when searching for something.

Set Trap

(Barbarian and wayfarer)

Although characters are normally trying to avoid traps left by others, sometimes it can be advantageous to set your own traps for your enemies. Characters with this skill have the knowledge of how to make and set an effective trap.

You gain a bonus to your Scouting value equal to your Set Trap level when setting a trap.

Shield Training

(Barbarian and wayfarer)

This skill covers the effective use of a shield. Without it, shields become unwieldy and often hamper rather than help a character.

You now benefit from the full Defence bonus of a shield.

Sneak

(Rogue)

Characters with the Sneak skill are able to move around without making a sound – a handy skill to have if you are somewhere you shouldn't be!

You gain a bonus to your Thievery value equal to your Sneak level when attempting to move silently.

Swim

(Barbarian, druid and wayfarer)

Your character has grown up outdoors and often explored the wild. This has also meant traversing streams and lakes, and thus your character has learnt to swim.

You gain a bonus to your Muscle value equal to your Swim level when swimming.

Trade

(Wayfarer)

A character with this skill is an expert at trading commodities. You know where to find the right buyers, the right sellers, and the best time to either buy or sell goods.

You may increase or decrease the sell/buy price of commodities by +/- 5% for each level of Trade skill you possess.

Weightlifting

(Barbarian and warrior)

Some characters manage to build their upper body strength to a point where lifting a heavy object poses no challenge. A character with the Weightlifting skill has done just that.

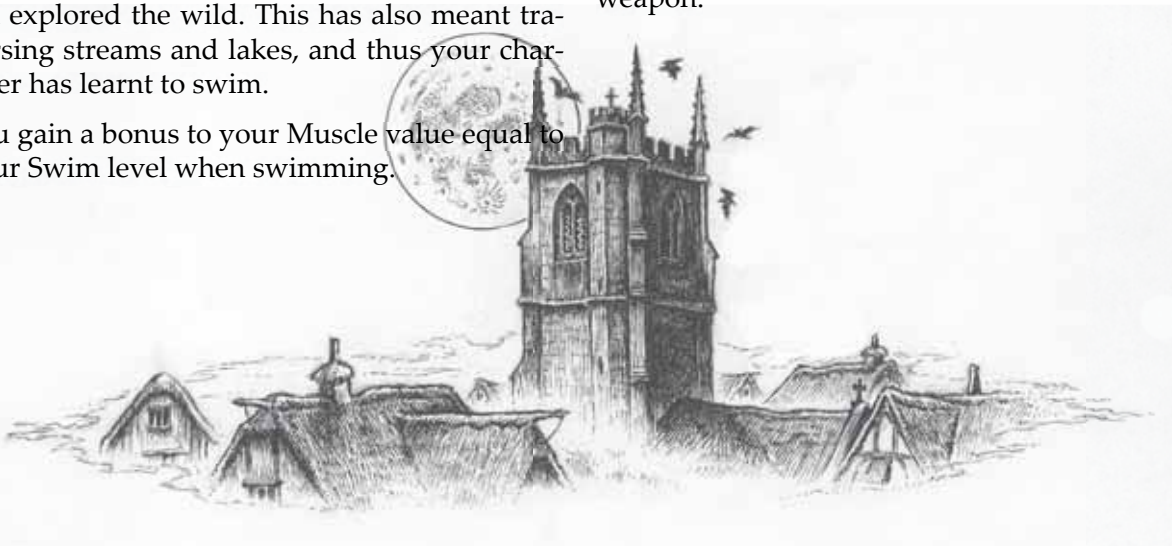
You gain a bonus to your Muscle value equal to your Weightlifting level when attempting to move a heavy object.

Weapon Training

(Druid, mage, priest, rogue and troubadour)

Every character is proficient in the use of basic weapons, for these weapons are easy to use and require no special training. This skill covers the use of military weapons and allows those who choose it to become proficient in one or more of them.

When you choose this skill, choose a weapon you are not already trained in. You may now benefit from the full Combat bonus of that weapon.



CHAPTER 3 - SPELLS & SORCERY

This chapter looks at the use of magic on Harkuna. It provides the rules necessary for characters to be able to cast spells and details magic's many uses.

In order for a character to be able to use any sort of spell, they must first have a power that allows them to do so. Only druids, mages and troubadours have the powers that grant them the secret knowledge of how to manipulate magical forces and bestows upon them the knowledge of the mystical words needed to control it.

As you will see below, spells are separated into different 'lores of magic', each with their own distinct theme. For example, pyromancy is the magic of fire, and necromancy is the magic of the dead.

Once a character knows a lore of magic, he may use any spell from it. To use a spell, the character must make a Magic test at the Difficulty listed in the spell description. If he passes, the spell works as desired. If he fails the test, the spell either does not work, or may have an adverse effect.

Characters are restricted by the amount of power they are able to channel when casting a spell. A character cannot cast a spell with a Difficulty higher than 10 plus his rank. For example, a 3rd rank character could not cast spells with a Difficulty higher than 13. This rightly limits the more powerful magic to higher ranking characters.

The next few pages lists all of the lores of magic and the suggested use of them in terms of spells. Please bear in mind that the spells listed within the lores are not necessarily the only possible uses; if you, as a player, come up with a use for the lore that the Gamesmaster approves of, then the Gamesmaster should assign a Difficulty and allow it to be used. Feel free to get creative with your spells and come up with unique uses for them (within reason, of course).

You should note that some spells have variable Difficulty scores. Casters can choose to increase the Difficulty of the spell in order to increase its range or effects. The decision to do this must be made BEFORE the Magic test is taken. The final Difficulty must still fall within the range allowable to a character based on his rank, as stated above.

Unless otherwise noted in the individual write-ups, ranged spells such as wind blast, lightning bolt, etc., can target an opponent up to 100' distant (20 squares).

AEROMANCY



Aeromancy is the lore of wind and air. Characters who know this lore are able to control the direction and speed of the wind, summon tornados and a variety of other things. The mystical colour of Aeromancy is cerulean, and the mystical symbol is a cloud.

The most common uses of Aeromancy are:

Summon or Dismiss Wind

Difficulty:	12 (+1 per additional minute)
Duration:	Rank + 1 minute
Target:	Area Effect 100' x 100' centred on the caster

The caster is able to control the winds around himself by either calming or enraging them. For example, this spell can be used to disrupt ranged combat (see Chapter 9 - For the Gamesmaster) or calm winds so that lanterns and torches stay lit.

Tornado

Difficulty: 17 (+1 per additional minute)
Duration: 1 minute
Target: Area Effect 25' x 25'

The caster of this spell summons a small, destructive, and uncontrollable tornado to touch-down in a location that the caster is able to see. Once summoned, the tornado will move in a random direction for the duration of the spell. Anyone caught in the tornado will be blown 1d6x5 feet in a random direction and lose 3d6 Stamina. Any buildings in the path of the tornado have a 1 in 6 chance of collapsing. Those caught inside will lose 2d6 Stamina from falling debris.

Note: This spell cannot be cast underground.

Wind blast

Difficulty: 10
Duration: Instant
Target: 1 monster or enemy

A wind blast is a concentrated burst of air that can harm enemies. An enemy targeted by a wind blast loses 1 Stamina for every point the character beats the Difficulty by (i.e. if a character rolls 12 on his Magic test then the target loses 2 Stamina).



ASTROMANCY



Astromancy is the lore of light and the heavens. Characters that practice this lore are able to read the stars, create light, and various other things. The mystical colour of Astromancy is silver and the mystical symbol is a crescent moon.

The most common uses of Astromancy are:

Create light

Difficulty: 8 candlelight, 10 torch light or 12 sunlight
Duration: Various
Target: Area Effect (various)

A caster can use Astromancy to light up an otherwise dark area. The Difficulty of the spell depends upon the intensity of the illumination: candlelight, torch light or sunlight.

Candlelight: 5' by 5' illumination and has a duration of 20 minutes.

Torch Light: 20' by 20' illumination and has a duration of 5 minutes

Sun light: 100' by 100' illumination and has a duration of 1 minute. This form of illumination will affect any monsters with an aversion to sunlight, such as a vampire (see Chapter 10 - Monsters and Enemies).

Dispel light

Difficulty: 11 (+1 per additional minute)
Duration: 5 minutes
Target: Area Effect of 1 room (maximum size 30' by 30')

This spell allows a character to magically darken a room. It can only be used indoors and extinguishes all light within the room. In addition, no other light source can be used to illuminate the room, unless that light is magical.

Eclipse

Difficulty: 20
Duration: 1 minute of darkness
Target: Viewing area effect (many hundreds of miles wide)

Creating an eclipse of the sun is a very difficult task but it can come in very useful, especially when dealing with the more superstitious members of Harkuna. Some cultures see it as a divine sign and this can be used to an enterprising character's advantage. In addition, it is a useful way of creating a few moments of darkness and distraction, as all eyes are drawn towards the heavens.

Star reading

Difficulty: 10
Duration: Instant
Target: Caster only

By using Astromancy a character is able to glimpse possible outcomes for the events of the next day. To use this ability, a character must be outdoors and have an unobstructed view of the night sky. If he does, and passes the Magic test, he may add +1 to any single test he takes within the next 24 hours.



BATTLE MAGIC



Battle Magic is the lore of fighting and violence. Characters who know Battle Magic are much better equipped to handle themselves in a fight. The mystical colour of Battle Magic is crimson while the mystical symbol is a shield.

The most common uses of Battle Magic are:

Arcane blast

Difficulty: 10
Duration: Instant
Target: 1 monster or enemy

An arcane blast is a bolt of pure power that is used to harm enemies. An enemy targeted by an arcane blast loses 1 Stamina for every point the character beats the Difficulty by (i.e. if a character rolls 12 on his Magic test, the target loses 2 Stamina).

Combat sense

Difficulty: 10/12/14/16/18
Duration: 3 combat rounds
Target: Caster only

Battle Magic can be used to enhance the caster's awareness of the fighting going on around them. If successful, they gain a bonus to their Combat score for a limited amount of time. The bonus starts at +1 (Difficulty 10) and goes up to +5 (Difficulty 18). The caster must choose the level of enhancement prior to casting the spell.

Note: Combat sense can only be cast once per day. If the spell is unsuccessful then the caster will have to wait 24 hours before it can be cast again.

Magical weapon

Difficulty: 10 (+1 per extra combat round)

Duration: 3 combat rounds

Target: 1 weapon

This spell will imbue a weapon in the possession of the caster with magical energy. This enhancement will allow the weapon to harm creatures that can only be affected by magic.

Magical shield

Difficulty: 9/11/13/15/17

Duration: 3 combat round

Target: Caster only

By using Battle Magic, the caster can create a shield of magical energy to protect himself from harm. The magical shield grants the caster a bonus to their Defence score; the exact bonus depends on the Difficulty the spell was cast at, starting at +1 (Difficulty 9) and going up to +5 (Difficulty 17). The caster must choose the level of enhancement prior to casting the spell.

Note: Magical Shield can only be cast once per day. If the spell is unsuccessful then the caster will have to wait 24 hours before it can be cast again.



BEASTOLOGY



Beastology is the lore of beasts and animals. Those who practice it are able to communicate with and even control some animals. The mystical colour of Beastology is red-brown and the mystical symbol is a fang.

The most common uses of Beastology are:

Command animal

Difficulty: See description (+1 per minute)

Duration: 1 minute

Target: 1 animal

With this spell the caster can mentally take control of a single animal and give it simple, one-word commands (fight, retreat, sit, etc) for the duration of the spell. The Difficulty of the spell is equal to 9 plus the animal's Combat score. When the spell's duration ends, the animal will return to its normal instincts, which may involve it running from a combat that it is in.

Note: The caster can only control 1 animal at a time.

Speak with animal

Difficulty: 10 (+2 per additional question)

Duration: question and answers (less than 1 minute)

Target: 1 animal only

A character who uses Beastology can communicate with animals, albeit in a rudimentary way. They may ask an animal a single question that must be able to be answered in a yes/no manner.

Summon animal

Difficulty:	See description (+1 per additional minute)
Duration:	10 minutes
Target:	1 animal only

This spell allows the caster to call out to an animal for aid. The animal will arrive in 1-6 minutes and will obey the caster's one word commands. The Difficulty of the spell is equal to 10 plus the animal's Combat score.

Note: The animal summoned will be determined by the Gamesmaster and must be one that is indigenous to the area.

Locate

Difficulty:	12 (+4 for the exact location)
Duration:	1 minute
Target:	Caster only

The caster can attempt to locate a particular person or object that is familiar. The spell does not give a specific location, but it will give a direction and general sense of distance. If the object or person the character is attempting to locate is unfamiliar to the character, add a further 2 to the Difficulty.

Note: The caster must state whether they are trying to locate the exact location BEFORE casting the spell.

DIVINATION



Divination is the lore of prophecy and second sight. Diviners are able to predict the future and view far away locations with their magic. The mystical colour of Divination is grey and the mystical symbol is an eye.

The most common uses of Divination are:

Future sight

Difficulty:	15
Duration:	A brief glimpse (several seconds at most)
Target:	Caster only

The caster can use Divination to get a glimpse of an event that is likely to happen in the future.

Gamesmaster's Note: The event that is seen can be a clue to completing a quest, for example, it could show the location of a secret door, give a vision of a magical weapon, etc.



Scry

Difficulty:	13 (+2 per 20 additional miles)
Duration:	1 minute
Target:	Caster only

Scrying is the art of looking at something in a different location. For instance, the caster could use it to view the inside of a locked room, or to see what his archenemy is doing in a city up to 20 miles away; the distance can be increased by increments of 20 miles by adding 2 to the Difficulty.

ELECTROMANCY



Electromancy is the lore of lightning and magnetism. With this lore a character is able to summon lightning and magnetically affect metal objects. The mystical colour of Electromancy is light blue and the mystical symbol is a lightning bolt.

The most common uses of Electromancy are:

Lightning bolt

Difficulty: 10
Duration: Instant
Target: 1 monster or enemy

A lightning bolt is a ray of electricity that is used to harm enemies. An enemy targeted by a lightning bolt loses 1 Stamina for every point the character beats the Difficulty by (i.e. if a character rolls 12 on his Magic test, the target loses 2 Stamina).

Magnetize

Difficulty: Base 9 + twice the EV value of object (minimum +1)
Duration: 1 minute
Target: 1 metal object within 5' per caster's Rank

This use of Electromancy enables the caster to move metal objects by bending the magnetic fields around the object. The Difficulty depends on the encumbrance value (EV) of the item being moved. Also, an item in the opponent's grasp has the Difficulty further increased by half his Muscle score (round up).

Power weapon

Difficulty: 11 (+1 per additional combat round)
Duration: 1 combat round
Target: 1 metal weapon

By using this spell the caster can imbue his metal weapon with electricity. The amount of damage you deal in a fight is doubled while using this spell.



Storm

Difficulty: 13 (+1 per combat round)
Duration: 1 combat round
Target: 1 random character, monster or enemy

The caster can use this spell to summon a mighty bolt of lightning from a storm cloud. Each combat round a bolt of lightning strikes a random enemy in the area causing the loss of 2-12 Stamina.

Note: This spell can only be used outside with storm clouds in the sky (see Chapter 9 - For the Gamesmaster for more information on weather).

ENCHANTMENT



Enchantment is the lore of charms and mental manipulation. It allows a character to subtly control the actions and minds of others. The mystical colour of Enchantment is yellow and the mystical symbol is a diamond.

The most common uses of Enchantment are:

Command

Difficulty: 16 (+1 if the action is harmful to the target)
Duration: 30 seconds (3 combat rounds)
Target: 1 enemy

This spell enables the caster to command another person to do something that would normally be against their will. The command must be something that the person can physically do (a normal human cannot fly and thus a command for him to fly into the air would automatically fail). If the command is something that could cause harm to the target, the Difficulty is increased by 1.

Note: The target must be able to understand the language of the caster for it to work.

Emotion control

Difficulty: 13 (+1 per combat round)
Duration: 1 minute (6 combat rounds)
Target: 1 monster or enemy

The Enchantment lore can be used to effect the emotions of others by bestowing the one of the following effects upon them of the caster's choice: despair, fear, friendship, hatred, hope or rage. Roll 1 dice to determine which emotion has been bestowed:

- 1. Despair:** An enemy affected by this emotion will suffer a penalty of -2 Combat and Defence for the duration of the spell.
- 2. Fear:** An enemy affected by this emotion will flee from the caster as fast as they can for the duration of the spell.
- 3. Friendship:** An enemy affected by this emotion will do whatever they can to help or defend the caster for the duration of the spell.
- 4. Hatred:** An enemy affected by this emotion will move to attack the caster. The enemy affected will gain +1 Combat for the duration of the spell.
- 5. Hope:** An enemy affected by this emotion will immediately drop their weapon and fall to their knees in the hope that the confrontation can be resolved without violence.
- 6. Rage:** An enemy affected by this emotion will attack the nearest target in a blind rage. The enemy affected by the spell will gain a penalty of +3 combat for the duration of the spell.



Pacify

Difficulty: 11 (+1 per combat round)
Duration: 1 minute (6 combat rounds)
Target: 1 monster or enemy

Enchantment can be used to drain an enemy of their aggression, forcing them to stop attacking. For the duration of the spell the affected enemy will not attack, but the spell will be broken if they are attacked.

Speak truth

Difficulty: 10 (+1 per question)
Duration: 1 question
Target: 1 monster or enemy

This use of Enchantment forces the target to speak the truth, they **CANNOT** lie.

GEOMANCY



Geomancy is the lore of earth and stone. A character who has studied Geomancy is able to shape the earth and even cause major earthquakes. The mystical colour of Geomancy is brown and the mystical symbol is a mountain.

The most common uses of Geomancy are:

Earthquake

Difficulty: 18
Duration: 1 minute
Target: Area Effect 1/2 a mile in each direction of the caster

Causing an earthquake is an incredibly risky and destructive thing to do. All creatures in the area fall to the ground and lose 1-3 Stamina (roll 1 die and halve the result, round up), however a die roll of exactly '1' results in the creature falling into a crack caused by the earthquake and

being killed instantly. In addition, roll a die for every building in the area; on a 1-2 it collapses with anyone inside losing 2-6 Stamina. This spell will affect everyone in the area of affect, including the caster

Mould stone

Difficulty: 12
Duration: 1 minute to shape, then permanent
Target: A man-sized slab of stone

With this spell a character can shape a man-sized slab of stone into anything he wishes. It could be used to block a doorway, or to weaken a precarious shape on the ceiling that could fall on an unsuspecting victim. If used as the latter, the victim must make a Thievery (Difficulty 12) test to jump out of the way of the falling stone. Failure to do so will cause the victim to lose 1-6 Stamina.

Note: It takes 1 minute to fully shape the stone.



Quicksand

Difficulty: 10
Duration: 24 hours
Target: 10' square patch of earth

This spell turns a patch of earth 10 feet square into quicksand. Anyone caught in the quicksand must make a swimming (Difficulty 10) test. Anyone that fails the test will begin drowning with a loss of 1-6 stamina per combat round until rescued.

Tremor

Difficulty: 10 (+1 per chance of knocking over)
Duration: 1 minute
Target: 500 yards in each direction spanning out from the caster

A tremor is a minor earthquake that is not enough to damage buildings but is enough to knock people off their feet. Everyone in the immediate area around the character has a 1 in 6 chance of falling to the ground. The character can increase the chance of people falling over by adding 1 to the Difficulty; this increases the chance by 1 (i.e. 2 in 6 +2, 3 in 6 +3 etc.).

Any character or enemy involved in combat that falls to the floor will suffer -2 Defence until they stand up. To stand up, a character or enemy must make a Move combat action, and suffer an opportunity attack while doing so.

HEALING



Healing is the lore of the body. With it a character can heal wounds, cure disease, nullify poisons and heal other ailments. The mystical colour of Healing is white, and the mystical symbol is a fish.

The most common uses of Healing are:

Anti-venom

Difficulty: 13
Duration: Immediate
Target: 1 person

This spell immediately cures a character of the effects of any poisons he may be suffering from. The spell will only cure one poison at a time. A character can only receive this spell once every 24 hours, whether or not it is successful.

Remove Disease

Difficulty: 13
Duration: Immediate
Target: 1 person

This use of Healing immediately cures the target of a disease. The spell will only cure one disease at a time. A character can only receive this spell once every 24 hours, whether it is successful or not.

Restore Stamina

Difficulty: 9
Duration: Immediate
Target: 1 person

By laying his hands on a wound a character can attempt to heal it. The recipient of this spell regains 1 lost Stamina for every point the caster beats the Difficulty by. For example, if a character rolls 12 on his Magic test the target recovers 3 Stamina.

HERBCRAFT

Herbcraft is the lore of plants. By studying Herbcraft a character gains an understanding of the different types of plants and their uses. The mystical colour of Herbcraft is green and the mystical symbol is an acorn.

The most common uses of Herbcraft are:

Botany

Difficulty: 9
Duration: Immediate
Target: Caster only

This use of Herbcraft immediately identifies any one plant the character is touching.

Entangle

Difficulty: 10
Duration: Immediate
Target: 1 person

A character with Herbcraft can cause tangling vines to sprout from the ground and wrap themselves around an enemy. While entangled, the enemy cannot move or do anything that requires movement (such as fighting, etc). An enemy can attempt to break free on his turn by making a Muscle test at Difficulty 9. If he does, the vines break and he is free to move again. For each additional point added to the Difficulty, a character can affect an additional enemy, or add +1 to the Difficulty of the Muscle test.

Plant growth

Difficulty: 13 (+1 per growth size)
Duration: 2 minutes to grow to the new size/permanent
Target: 1 tree or plant

A character with Herbcraft can use it to cause a plant or tree to double in size. By adding 1 to the Difficulty you can make it triple in size; by adding a further 1 you can make it quadruple in size, and so on.

Any character using the enlarged plant to climb will gain a +1 bonus to the Difficulty test.

Wither

Difficulty: 13 (+1 per wither size)
Duration: 2 minutes to wither to the new size/permanent
Target: 1 tree or plant

This is the opposite of plant growth. With wither you can cause plants and trees to shrink in size by half. You can increase the amount it shrinks by a further half by adding 1 to the Difficulty; each time you increase the Difficulty by 1 it halves the size of the plant or tree again.

HYDROMANCY



Hydromancy is the lore of water. A hydromancer is not only able to create water but also affects its properties. The mystical colour of Hydromancy is aqua and the mystical symbol is a water droplet.

The most common uses of Hydromancy are:

Breathe underwater

Difficulty: 13 (+1 per 30 minutes and +1 per additional person)

Duration: 30 Minutes

Target: 1 person

This use of Hydromancy allows a character to breathe underwater for 30 minutes. While affected by this spell the character will not drown.

Create rain

Difficulty: 10

Duration: 1 hour

Target: area effect 1 square mile centred on the caster

This spell creates a light rain that lasts for one hour (see Chapter 9 - For the Gamesmaster for the effects of weather) but it is enough to fill water skins.

Fog

Difficulty: 11 (+1 per minute)

Duration: 1 minutes for the fog to gather/10 minutes

Target: 500 yards centred on the caster

By drawing the moisture from the air a character can create fog (see Chapter 9 - For the Gamesmaster for the effects of weather).

Walk on water

Difficulty: 12 (+1 per 2 minutes and +1 per additional person)

Duration: 2 minutes

Target: 1 person

The caster of this spell is able to walk on top of water as if it were solid ground. Moving at greater than walking speed will void the spell, therefore those under its effects may cover a distance of 360' per 2 minutes.

You can also affect more than one person by adding 1 to the Difficulty for each additional person.

ILLUSION



Illusion is the lore of trickery and falsehood. Illusionists are capable of creating images and sounds that are not real but that are good enough to trick onlookers. The mystical colour of Illusion is navy and the mystical symbol is a wavy line.

The most common uses of Illusion are:

False image

Difficulty: 12 (+1 per person)

Duration: 1 minute

Target: 1 person

This is the staple use of Illusion. The caster can create an image in the mind of one person, so that they will see what the caster wants them to see. For example, the caster could make an enemy believe that a mighty dragon was plummeting from the sky towards them. If the spell was successful then this is exactly what the victim would see and believe is there.

An illusion is a powerful effect of the mind's eye and even has the ability to effect the victim's sense of touch and, although the illusion cannot actually effect the real world in any physical way, they victim will view the effects as very real indeed. The illusion will appear to those the spell was cast upon to be doing exactly what it would as if it were real, even so much as destroying physical objects and causing physical damage. However when the duration of the illusion ends, any damage that it 'appeared' to cause will disappear as well.

Invisibility

Difficulty: 11 (+1 per 5 minutes)

Duration: 5 minutes

Target: 1 person

This spell allows the caster to turn someone (or something) invisible. The target cannot be seen, but can still be heard, smelt and felt. The spell is broken if the recipient of the spell engages in combat.

Permanent Illusion

Difficulty: 15

Duration: Permanent

Target: All viewing the illusion

A permanent illusion spell can create a static illusion designed to ward off or conceal, although it cannot have any audio effects. Example of such illusions could be an open pit with spikes at the bottom or a rock-fall blocking the entrance to a room.

There are two ways to negate the effects of the illusion: as soon as the illusion is touched the person will realise that it is not actually there, or a viewing person can make a Magic (Difficulty 12) test to see through the illusion.



NECROMANCY



Necromancy is the lore of death. It is a forbidden lore, usually only practiced by those who are evil and corrupt. The mystical colour of Necromancy is black and the mystical symbol is a skull.

The most common uses of Necromancy are:

Banish undead

Difficulty: 9

Duration: Instant

Target: 1 undead monster

This spell is used to deal damage to undead creatures. An undead enemy targeted by this spell loses 1 Stamina for every point the character beats the Difficulty by (i.e. if a character rolls 12 on his Magic test, the target loses 3 Stamina).

Create undead

Difficulty: Various (+1 per undead under the caster's control)

Duration: Permanent

Target: All viewing the illusion

Necromancy can be used to create undead creatures such as zombies, skeletons and mummies. The Difficulty of the spell varies, but is equal to 10 plus the undead creature's Combat value. The undead creature is completely under the caster's command and will last until it is killed or until dismissed.

Note: a dismissed undead will simply crumble to dust.

Kill

Difficulty: Various
Duration: Until healed or resurrected
Target: 1 enemy or monster

This spell will simply kill another creature. If the Magic test is passed, the victim targeted by the spell will be reduced to 0 Stamina. The Difficulty of the test varies; the Difficulty is equal to 10 plus half of the target's normal (unwounded) Stamina value, rounded up. For example, trying to kill a brigand (Stamina 4) would be Difficulty 12, while trying to kill a Dragon (Stamina 27) would be Difficulty 24.

Speak with the dead

Difficulty: 12
Duration: 1 question
Target: 1 dead enemy or monster

A character who uses Necromancy in this way can communicate with the spirits of dead people. They may ask the spirit a single question, which must be able to be answered in a yes/no manner.

Note: The corpse of the dead victim being asked the question must be present for the spell to work.

PYROMANCY

Pyromancy is the lore of fire. Its practitioners tend to be wild and uncontrollable and love anything to do with fire and flame. The mystical colour of Pyromancy is orange and the mystical symbol is a candle flame.

The most common uses of Pyromancy are:

Create flame

Difficulty: 9
Duration: Instant/until extinguished
Target: Caster only

This simple use of Pyromancy is used to create a small flickering flame at the tip of the caster's index finger. This is useful for lighting fires such as candles and camp fires.

Extinguish

Difficulty: Various (see description)
Duration: Permanent
Target: 1 fire

This spell is used to extinguish fire. Should the spell be successfully cast, the target fire winks out of existence, though any damage it has caused remains. The Difficulty varies; a small fire, such as a candle, is Difficulty 9; a campfire would be Difficulty 11; a fire the size of a bonfire is Difficulty 13; a house-sized fire is Difficulty 15; a small wildfire is Difficulty 17; while a large wildfire is Difficulty 19.

Wizard's fire

Difficulty: 10
Duration: Instant
Target: 1 enemy or monster

Wizard's fire is a blast of flame that shoots from the caster's finger towards his enemies. An enemy targeted by wizard's fire loses 1 Stamina for every point the character beats the Difficulty by (i.e. if a character rolls 12 on his Magic test, the target loses 2 Stamina).



TELEPATHY



Telepathy is the lore of the mind. With Telepathy a character can read the minds of others and send telepathic messages. The mystical colour of Telepathy is purple and the mystical symbol is a spiral.

It should be noted that Telepathy does not work on creatures without a mind, such as undead, artificial life and plants.

The most common uses of Telepathy are:

Mind reading

Difficulty: 11 (+4 to access deep thoughts)

Duration: Instant

Target: 1 enemy or monster

This use of the Telepathy lore allows the caster to read the surface thoughts of a nearby enemy or monster. It will only allow the caster to know what the target is currently thinking in moving images only; deeper audio thoughts are hidden, but can be accessed by adding 4 to the Difficulty.

Psychic blast

Difficulty: 10

Duration: Instant

Target: 1 enemy or monster

A psychic blast is a pulse of pure mental energy that is designed to do incredible damage to the target's mind. An enemy targeted by psychic blast loses 1 Stamina for every point the character beats the Difficulty by (i.e. if a character rolls 12 on his Magic test, the target loses 2 Stamina).

Thought speech

Difficulty: 10 (+1 per additional mile)

Duration: 5 minutes

Target: 1 person

Thought speech allows you to communicate via mental thoughts with another person up to a mile away. You can have a normal conversation with the person that can only be heard by the two of you.

TRANSPORTATION



Transportation is the lore of movement. With it a character can levitate off the ground, fly through the air or even instantly teleport himself to another part of the world. The mystical colour of transportation is red and the mystical symbol is a pair of wings.

The most common uses of Transportation are:

Fly

Difficulty: 13 (+1 per additional 10 minutes)

Duration: 10 minutes

Target: 1 person

This use of Transportation allows the caster or another willing creature to fly through the air. The recipient will only be able to carry a maximum of 5 EV. Combat while airborne will suffer a -2 Combat penalty.

Levitate

Difficulty: 11

Duration: 50ft of levitation (or 2 minutes)

Target: 1 person

This spell allows the caster to move themselves, or another willing person, up and down through the air. The recipient can move at the rate of 10 feet per 10 seconds. The spell lasts for a total of 50 feet of movement (or 2 minutes duration, whichever come first), after which the subject floats gently back to the ground. Levitate only allows movement up and down, it does not allow horizontal movement.

Teleportation

Difficulty: 15 (+1 per additional person)
Duration: Instant
Target: Caster

This spell allows the caster to travel a distance of up to 100 miles in the blink of an eye. The character must be familiar with the target location; if not, the Difficulty is increased by 2. The caster can include extra people in the transport, but must add 1 to the Difficulty for every person apart from himself that he wishes to include.

If the caster fails the Magic test then the spell will teleport the caster (and any who went as well) to a random location within 100 miles as determined by the Gamesmaster, in addition, this ends all other teleportation attempts for 24 hours.

TRANSMUTATION



Transmutation is the lore of change. A character that practices Transmutation can change his appearance (either subtly or radically) and also change substances from one form into another. The mystical colour of Transmutation is gold and the mystical symbol is a toad.

The most common uses of Transmutation are:

Alchemy

Difficulty: 14
Duration: 10 minutes
Target: 2 equal amounts of inert substances

Alchemy is the act of changing one inert substance into another, such as turning lead into gold or wood into metal. The amount of material affected is equal to that which could be contained within a typical bucket. The trans-

formation is not permanent; it only lasts for 10 minutes although the transformed substances will be exactly as they are intended (i.e. lead WILL become gold for the duration of the spell).

Alter appearance

Difficulty: 9
Duration: 1 hour
Target: Caster only

This use of Transmutation allows the caster to alter his appearance. This spell is used in conjunction with the disguise rules (see Chapter 9 - For the Gamesmaster for more information on disguise). For every point the character beats the Difficulty by, he may add +1 to his disguise test.

Shape change

Difficulty: 10 (+ the Combat value of the creature being changing into)
Duration: 10 Minutes
Target: Caster only

One of the most powerful uses of Transmutation allows the caster to turn himself into a totally different creature. The Difficulty for this spell is 10 plus the Combat value of the creature being changing into. The caster will gain the Charisma, Combat, Muscle, Thievery and Defence values of the creature changed into, but all of the caster's other ability values remain the same.

Note: The caster does not gain any special abilities of the creature that they have shape changed into, but they will gain the monsters exact physical appearance and size. This spell cannot be used to shape change the caster into a non-physical monster, such as a ghost.

OTHER LORES

The seventeen lores of magic listed above are the most common forms of magic on Harkuna, however, they are not the only ones. The Gamesmaster is encouraged to come up with additional ideas for lores of magic and their accompanying spells, and to extend the existing spell lists.



CHAPTER 4 - EQUIPMENT

Equipment consists of weapons, armour and magical items. It also includes mundane items such as lanterns, rope and food, all necessary for those adventuring in the Fabled Lands.

Money

The coinage used world-wide on Harkuna is called the Shard; a silver and zinc stamped coin that measures about 25mm (1 inch) in diameter. Each province or country has its own version of the Shard with a different stamp mark or shape, but its value is universal.

The sub-division of the Shard is called the Pare (pronounced par); a coin made from the same material as a shard, mixed with a higher zinc content and minted at about a quarter the size of a Shard.

10 Pares = 1 Shard

100 Shards = 1 EV

400 Pares = 1 EV

A character starts the game 1000 Shards worth of equipment. The amount you start with doesn't necessarily mean that you have just gone out and spent money on new things but rather the value of the equipment you start with (it could be inherited or given to your character). Any money left over once you have your starting gear is discarded if more than 100 Shards (down to a maximum of 100 Shards) and kept if less than 100 Shards.

Encumbrance Value (EV)

Every weapon, every suit of armour, every piece of miscellaneous gear has an Encumbrance Value (EV for short). The EV of an item is an indication of the item's weight and bulk; the heavier or bulkier an item is, the higher the EV will be. For instance, a dagger is EV 0.5, but a sword is EV 1. Likewise, a suit of leather armour is EV 1, but the heavier plate mail armour is EV 2.

Characters can only carry a certain amount of items, which is represented by a maximum EV they can have at any one time. To work out the maximum EV a character can carry, start with a base of 10 and add the character's Muscle value. So, a character with Muscle 4 would be able to carry a maximum EV of 14.

If a character is already at maximum EV and he wishes to carry another item, he will first need to discard some items or give the items to other characters in order to lower his EV.

Buying and Selling Items

Starting characters can buy items for the listed amount of Shards. Simply reduce the number of Shards you possess and add the item to your character sheet (make sure to note down its EV).

After the game has begun, characters can usually only buy items from merchants and traders. Individual prices can and will vary, depending on the region, the scarcity of the item and the Gamesmaster's will. In fact, some items may not be available in all locations. In any case, the prices given here are averages, so expect some variation (both up and down) in the prices.

Characters can also sell off equipment to merchants and traders during the game. They can usually sell these items for half their listed cost although, again, this can vary. The Gamesmaster has the final say on what the buying and selling prices are, though in-game haggling from your character is encouraged.

Items and Abilities

Many items give a bonus to your ability values when they are used in a specific circumstance. Weapons add to your Combat value when used in a fight, wands add to your Magic value when attempting to cast a spell, and armour adds to your Defence value, for example.

It is important to note that these bonuses do not stack. What this means is that you can only ever claim one Combat bonus, no matter how many items you have that increase your Combat value. Of course, you will usually want to claim the highest bonus.

It is also important to note that the above rule is not absolute. If the text tells you otherwise, some bonuses may stack. For example, if you have a weapon with Combat +2 and drink a potion that gives you Combat +1, the text may tell you that this bonus can stack.

In some circumstances your Gamesmaster may rule that you cannot use two items that provide different bonuses at the same time. This

commonly occurs when you have two identical items (say, two pairs of gloves, or two helmets) that provide bonuses to different ability values. Obviously you cannot wear two helmets at the same time, so you should only claim the bonus from one of the items.

In every situation common sense should apply. The Gamesmaster has final say over which items can be used or not if any dispute arises.

Close Combat Weapons

Close combat weapons provide a bonus to a character's Combat value when used in hand-to-hand fighting. A character who enters a fight without a close combat weapon suffers a -2 penalty to their Combat value. A character who enters a fight with a weapon they are not trained to use only gains half of the listed Combat bonus (round down).

Table - Close Combat Weapons

Weapon	Combat bonus	Type	Cost	EV
Axe	+2	Basic	500 Shards	1
Battle axe ¹	+3	Military	1000 Shards	1.5
Cudgel	+1	Basic	250 Shards	1
Dagger	+0	Basic	50 Shards	0.5
Hunting spear	+1	Military	250 Shards	1
Katana ⁴	+2	Military	600 Shards	1
Knife ⁴	-1	Basic	40 Shards	0.25
Lance ²	+3	Military	1000 Shards	1.5
Mace	+2	Military	500 Shards	1
Morningstar ³	+3	Military	1000 Shards	1
Naginata ⁴	+1	Military	300 Shards	1
Pickaxe	+2	Basic	500 Shards	1
Poleaxe ¹	+3	Military	900 Shards	2
Rapier ⁴	+1	Military	300 Shards	1
Scimitar	+2	Military	500 Shards	1
Shortsword	+1	Military	250 Shards	1
Spear ¹	+2	Basic	450 Shards	1
Staff ¹	+1	Basic	200 Shards	1
Sword	+2	Military	500 Shards	1
Trident ¹	+2	Military	450 Shards	1
Two-handed sword ^{1,3}	+3	Military	800 Shards	2
Uttakin longaxe ¹	+3	Military	1000 Shards	1.5
Warhammer	+2	Military	500 Shards	1

- 1 These weapons are two-handed. They cannot be used at the same time as a shield and cannot be used if fighting with two weapons.
- 2 This weapon can only be used on horseback and only when charging.
- 3 These weapons are heavy and ponderous. Reduce your Strike value by 2 when using one of these weapons.
- 4 These weapons are light and well-balanced. Increase your Strike value by 2 when using one of these weapons.

Ranged Weapons

Ranged weapons are used to attack an enemy from a distance. Depending on the weapon, you may gain a bonus to your Combat value. All weapons also have a range listed with them, which indicate the maximum distance with which they may engage a target. A character who enters a fight with a weapon they are not trained to use only gains half of the listed Combat bonus (round down).

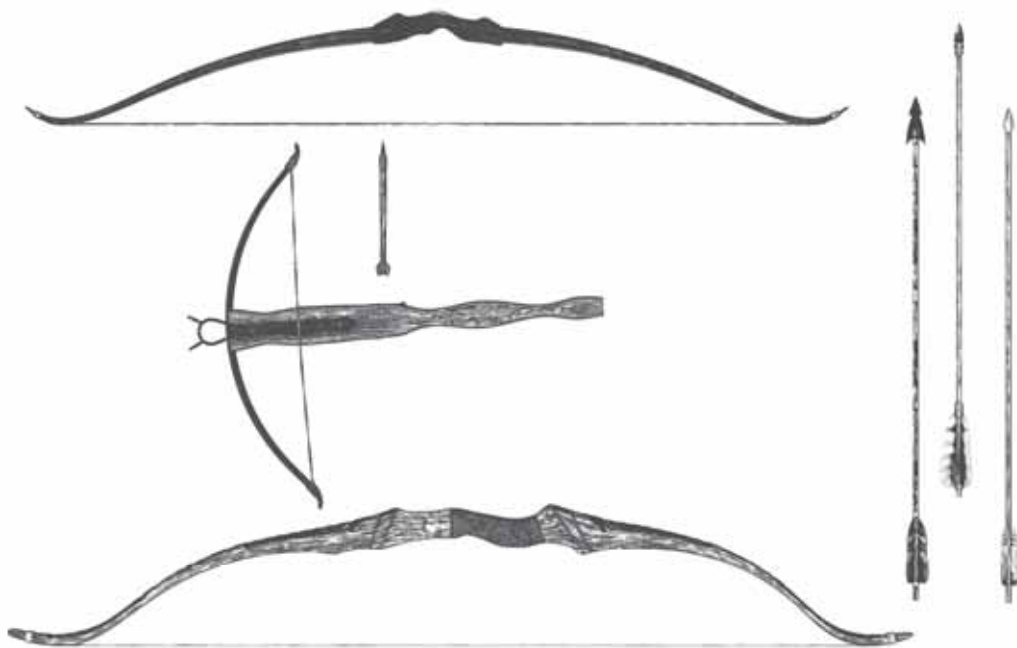
Range: The range between you and your target will affect your Combat rating (see chapter 5 - Combat for more information).

Ammunition

Bows, crossbows, longbows, shortbows and slings all require some sort of ammunition or projectile in order to be used. Bows (all types) require arrows, crossbows require quarrels and slings require sling bullets. These all cost 10 Shards each and have an EV of 0.25. You can buy a quiver for 50 Shards; the quiver is EV 1 but can hold up to ten pieces of ammunition without adding to your EV.

Table - Ranged Weapons

Weapon	Combat bonus	Type	Range in feet			Cost	EV
			Short	Medium	Long		
Bow	+2	Basic	0 - 100	101 - 400	401 - 800	500 Shards	1
Crossbow	+3	Military	0 - 80	81 - 300	301 - 600	900 Shards	1.5
Dagger	+0	Basic	0 - 10	11 - 20	21 - 30	50 Shards	0.5
Javelin	+1	Basic	0 - 30	31 - 60	61 - 100	250 Shards	1
Longbow	+3	Military	0 - 100	101 - 600	601 - 1000	1000 Shards	1
Shortbow	+2	Basic	0 - 60	61 - 300	301 - 500	450 Shards	1
Shuriken	+0	Military	0 - 10	11 - 20	21 - 30	30 Shards	0.5
Sling	+1	Basic	0 - 20	21 - 40	41 - 60	300 Shards	0.5
Spear	+2	Basic	0 - 20	01 - 50	51 - 80	450 Shards	1



Armour

Armour protects a character from harm during a fight. Weapons glance off it or cannot pierce it, making it difficult for an opponent to wound the character. A suit of armour normally consists of a helm, a breastplate for the torso and body, sleeves and gauntlets for the arms and hands, cuisses, greaves and boots for the legs and feet.

All armour provides a bonus to your Defence value as is listed in the table below. If you are not trained in the armour you are wearing, the Defence bonus is halved (round down).

Table - Armour

Armour	Defence bonus	Type	Cost	EV
Chain mail	+3	Heavy	200 Shards	2
Heavy plate	+6	Heavy	1600 Shards	3
Leather	+1	Light	50 Shards	1
Plate	+5	Heavy	800 Shards	2.5
Ring mail	+2	Heavy	100 Shards	2
Shield ¹	+1	Shield	75 Shards	1
Splint	+4	Heavy	400 Shards	2.5
Vulcanium mail	+7	Heavy	3200 Shards	2

- 1 This item adds its Defence bonus on top of other bonuses from armour.

Armour Weight (EV)

The EV of armour represents the weight of a worn suit, as its weight is evenly distributed over the body. If the suit of armour is carried then its EV is doubled.



Potions

A potion is a magical liquid that has been specifically brewed by a sorcerer or wizard. When drunk, a potion provides the character with a short term bonus to an ability or will restore lost Stamina. The effects of a potion will last a set amount of game minutes with the exception of a healing or restoration potions, whose effects are immediate. A character may only benefit from one potion at a time, and these bonuses stack with bonuses from other equipment.

Note: If a player under the effects of a potion drinks a second potion BEFORE the first potion's effects have run out, the second potion comes into effect and the first potion's effects will stop. This rules only effects potions with a durational effect. It does NOT affect potions with an instant effect.

Table - Potions

Potion	Bonus	Cost	EV	Duration in game minutes
Aggressiveness	Combat +1	50 Shards	0.5	10
Comeliness	Charisma +1	50 Shards	0.5	10
Godliness	Sanctity +1	50 Shards	0.5	10
Healing*	Restore 5 Stamina	50 Shards	0.5	Instant
Intellect	Intelligence +1	50 Shards	0.5	10
Nature	Scouting +1	50 Shards	0.5	10
Restoration*	Return Stamina to max total	250 Shards	0.5	Instant
Sorcery	Magic +1	50 Shards	0.5	10
Stealth	Thievery +1	50 Shards	0.5	10
Strength	Muscle +1	50 Shards	0.5	10

* A character may drink multiple Potions of Healing and Restoration during the same scene.



Miscellaneous

This category is a catch-all group for items that are not weapons or armour. It includes things that adventuring characters are likely to find extremely useful at times during a quest. From

mundane things such as lanterns and rope to magical wands and potions, this category covers it all. It even covers food and lodgings, animals and vehicles such as ships.

Item	Special Rules	Cost	EV
Bedroll		5 Shards	1
Candle	Duration: 20 minutes	3 Pares	0.25
Cart	Can carry 200 EV	200 Shards	N/A
Climbing gear		100 Shards	1
Cloak		100 Shards	1
Compass	Scouting +1 to avoid getting lost	400 Shards	0.25
Cross-staff	Scouting +2 to avoid getting lost	800 Shards	1
Fishing hook		2 Pares	0.25
Flint and steel		10 Shards	0.25
Holy symbol	Sanctity +1	200 Shards	0.5
Holy symbol, gold	Sanctity +3	1000 Shards	0.5
Holy symbol, silver	Sanctity +2	600 Shards	0.5
Horse		750 Shards	N/A
Instrument, flute	Charisma +1	200 Shards	0.5
Instrument, flute, centaur	Charisma +3	800 Shards	0.5
Instrument, flute, silver	Charisma +2	400 Shards	0.25
Instrument, mandolin	Charisma +1	300 Shards	1
Lantern	Duration: 5 game hours	100 Shards	1
Lock picks	Thievery +1 when picking locks	300 Shards	0.25
Parchment		8 Pares	0.25
Rope	20' for hemp rope	5 Shards	1
Sextant	Scouting +3 to avoid getting lost	1200 Shards	0.5
Tent	1 person	150 Shards	3
Torch	Duration: 30 game minutes	2 Shards	1
Wand, amber	Magic +1 when casting a spell	500 Shards	0.5
Wand, celestium	Magic +5 when casting a spell	8000 Shards	0.5
Wand, cobalt	Magic +3 when casting a spell	2000 Shards	0.5
Wand, ebony	Magic +2 when casting a spell	1000 Shards	0.5
Wand, selenium	Magic +4 when casting a spell	4000 Shards	0.5
Water flask	Enough water for 3 days travel or 1 day in hot weather.	25 Shards	0.5



CHAPTER 5 - COMBAT

It is a sad fact of life that Harkuna is a violent and dangerous place. Cutthroats wait in the shadows of alleys and lanes, poised to rob unwary victims of their precious Shards. Bandits and outlaws prowl the wilderness, attacking merchant caravans and lonely travellers. Worse still are the monsters that lurk in the wilder places, creatures fierce and primal who have no hesitation in killing and devouring people for food or sport.

It is therefore inevitable that at some point your character is going to find himself fighting for his life. While this is potentially deadly for your character, it is one of the most exciting parts of the game for you, the player.

The rest of this chapter looks at the rules for handling a fight; what your character can and cannot do and how to determine the winners of the battle.

Offence

The purpose of combat is to slash, hack, pierce or bludgeon your opponent before they do the same to you. Attacking, both close combat and ranged combat, is done by choosing an offensive combat action, such as Attack or Charge, and then rolling a Combat test where the Difficulty number will equal your opponents Defence value. Any amount that you better your opponents Defence score will be dealt as Stamina Damage.

Example: Roaark of Yellowport is involved in combat with a Gorlock. Roaark has a total Combat value of 5 (Combat ability of 3 and a sword) while the Gorlock has a Defence Value of 10. Roaark has to make a Combat (Difficulty 10) test. He rolls 2 dice and adds 5 for a total score of 13. This score has beaten the Gorlock's Defensive Value by 3, so it takes 3 Stamina points damage.

Defence

Every character and creature in the Fabled Lands has a Defence value, which represents how hard it is to hurt in combat. The higher the Defence value, the better protected they are.

To work out your character's Defence value, add his Combat value to his Rank, then add any bonuses for equipment (usually armour). This score is your character's Defence value.

Strike Order

The first thing that needs to be determined is what order the combatants take their turns in during the fight. To work this out, you must establish each combatant's Strike score. Do this as follows:

1. Each player should roll 2 dice for their character, adding or subtracting any modifiers they may have that affect their Strike order score. The Gamesmaster then rolls 2 dice for the enemy as a group; this Strike order score applies to every enemy involved in the combat.
2. The Gamesmaster must write down the Strike order scores in order from highest to lowest. This is the order the characters and the enemies will take their turns in. If there is a tie in these scores (which is likely to happen at some point), whoever has the higher Combat value gets the earlier turn. If the Combat values are also equal, simply roll a dice each to determine who gets the earlier turn.

Action Points (AP)

When a character or enemy's turn comes up in the Strike order, they may perform one or more actions. Usually this is some sort of attack upon their opponent, but it may include other things as well. Obviously you are limited in what you



can do during your turn, and this is where Action Points come in.

Every participant in a fight has 2 Action Points (or APs for short) to spend on actions during their turn. Each action costs either 0, 1 or 2 APs to perform. In some instances, a character may receive more or less APs a turn. In any case, a character or enemy may not spend more APs on their turn that they are allowed.

Once a participant in the fight has spent their APs, the next participant in the Strike order takes their turn.

Combat Rounds

Each period of time, from when the first person begins their actions, to after the last person has used theirs, is called a combat round. A combat round signifies 10 seconds of real time, therefore 6 combat rounds represent 1 minute of time for the characters, even though a much longer period of time may have passed for the players.

Movement

During combat both the player characters and monsters are going to move around. This may simply be moving onto the next available target, or charging down the corridor to intercept an enemy. The game maps used in the Fabled Lands Role Playing Game and Source Books use a square grid, where each square represents a 5' x 5' area. This makes it easier for the Gamesmaster to keep track of where the characters and enemies are. On the game map, a character moving 5 feet will be referred to as a moving 'a square'.

Some combat actions allow your character to move around on the game map. These movements are detailed under the relevant combat action.

Speeds of Movement

There are 3 speeds of movement that your character can make during a combat round; walk, run and sprint. These speeds are described in the combat actions section below.



SAMPLE DUNGEON MAP

Combat Modes

During combat, the player characters and their enemies can be in one of two combat modes: Free from Combat, or Engaged in Combat. Certain combat actions can only be used when your character is in a specific combat mode. For example, a character can only safely use the Ranged combat action, if he is Free from Combat.

Free from Combat

A character or enemy not involved in close combat, and having no enemies in an adjacent square, is considered Free from Combat.

Engaged in Combat

Any player or enemy actively involved in combat, (ranged or close) is considered Engaged in Combat.

COMBAT ACTIONS

The following are the actions that are allowed during a combat round. The cost to perform those actions is also listed.

Close Combat Actions

These actions can only be used by an attacker that is standing toe-to-toe with their opponent, and not using a ranged weapon.

Attack

Cost: 1 AP

This attack action is one of the most common actions used during a fight. It essentially amounts to swinging your weapon at your opponent with the aim of hurting it as badly as possible.

Note: This combat action can only be used by an attacker that is Engaged in Combat.

Aggressive Attack

Cost: 2 AP

With an aggressive attack, you forgo any pretence of defence, and concentrate solely on hurting your opponent. When you use the aggressive combat action, make an attack as normal, but add +2 to your Combat value for that action. Due to the aggressive attack, you also suffer a -2 penalty to your Defence value until your next turn.

Note: This combat action can only be used by an attacker that is Engaged in Combat.

Defensive Fighting

Cost: 2 AP

When you use the defensive fighting combat action, you concentrate more on protecting yourself from harm than hurting your enemy, striking only when an opening presents itself. When you use this action, you may make an attack as normal, but suffer a -2 penalty to your Combat value for that action. However, you may increase your Defence value by 2 until your next turn.

Note: This combat action can only be used by an attacker that is Engaged in Combat.

Double Weapon Attack

Cost: 2 AP

The double weapon attack combat action may only be used if a character or enemy is using two weapons or if it is a monster or animal and has two or more natural weapons (such as two claws and a bite). The combatant may make two attacks this turn, but each attack suffers a -2 penalty on the Combat test. In the case of an animal with multiple attacks, all attacks may be made with this action at the noted -2 penalty.

Note: This combat action can only be used by an attacker that is Engaged in Combat.



Opportunity Attack

Cost: Free

There are many instances where a combatant must make a movement that will bring them within reach of an opponent's blade, or perform an action that lets down their guard for even an instant, such as drinking a potion or readying a weapon. An opportunity attack is a free attack (one that is not planned or bought using action points) caused by taking an opportunity swing at an enemy who has allowed himself to become distracted. Some example situations which will provoke an opportunity attack follow. In all cases, the character in question must perform the action while adjacent to the opponent.

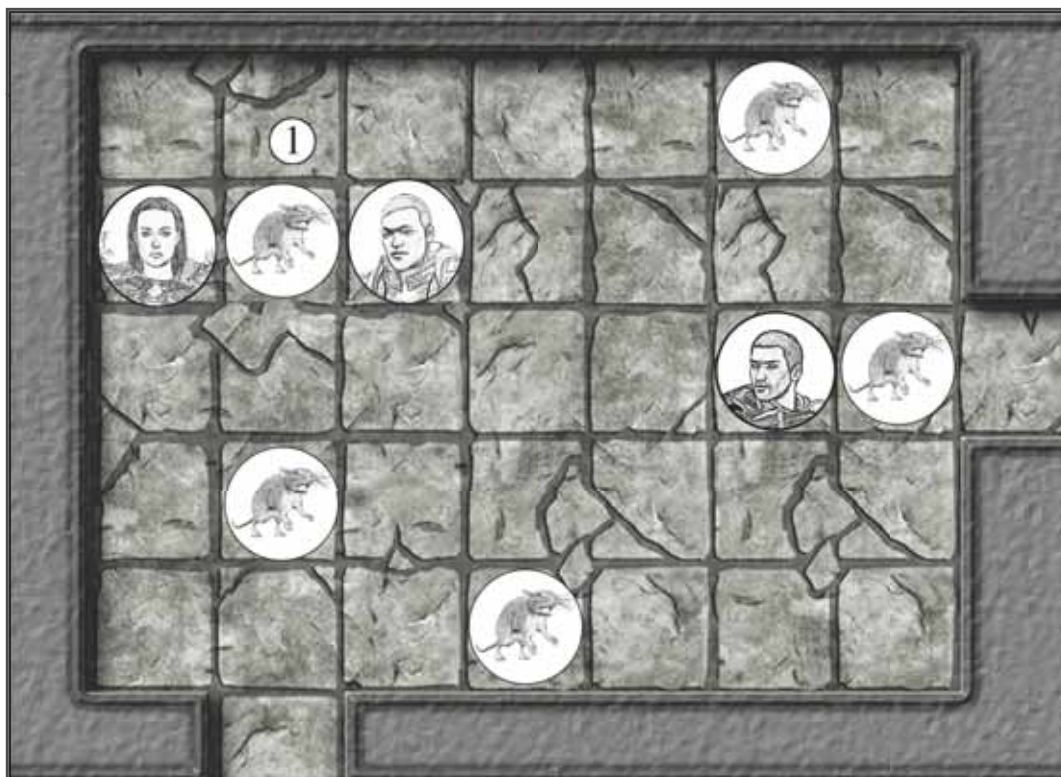
- ❖ Making a ranged attack
- ❖ Ready or sheathing a weapon or other object, other than just dropping it
- ❖ Use an item (drink a potion, open a door, etc)
- ❖ Moving through a square adjacent to a ready opponent, unless that opponent is already occupied.

An opportunity attack is made as a normal combat test.

Flank

Cost: Free

When a target has an opponent on opposite sides, and they are BOTH attacking him, then he is considered flanked. BOTH of the flanking attackers gain a +1 Combat bonus while they flank a single target.



1. The giant rat is flanked by the two characters

Ranged Combat Actions

These combat actions can only be used by an attacker who is using a ranged weapon to attack from a distance rather than toe-to-toe.

Ranged Attack

Cost: 1 AP

A ranged attack allows you to use a ranged weapon, such as a bow or dagger, to shoot or throw a projectile at your opponent. Ranged combat is resolved the same as close combat, but Ranged Combat tests must take into account the opponent's distance from the shooter.

A target at short range will not add a penalty to Combat; a target at medium range will cause a -2 penalty to the combat test; a target at long range will cause a -4 penalty to the combat test (see Chapter 4 - Equipment for a list of weapon ranges).

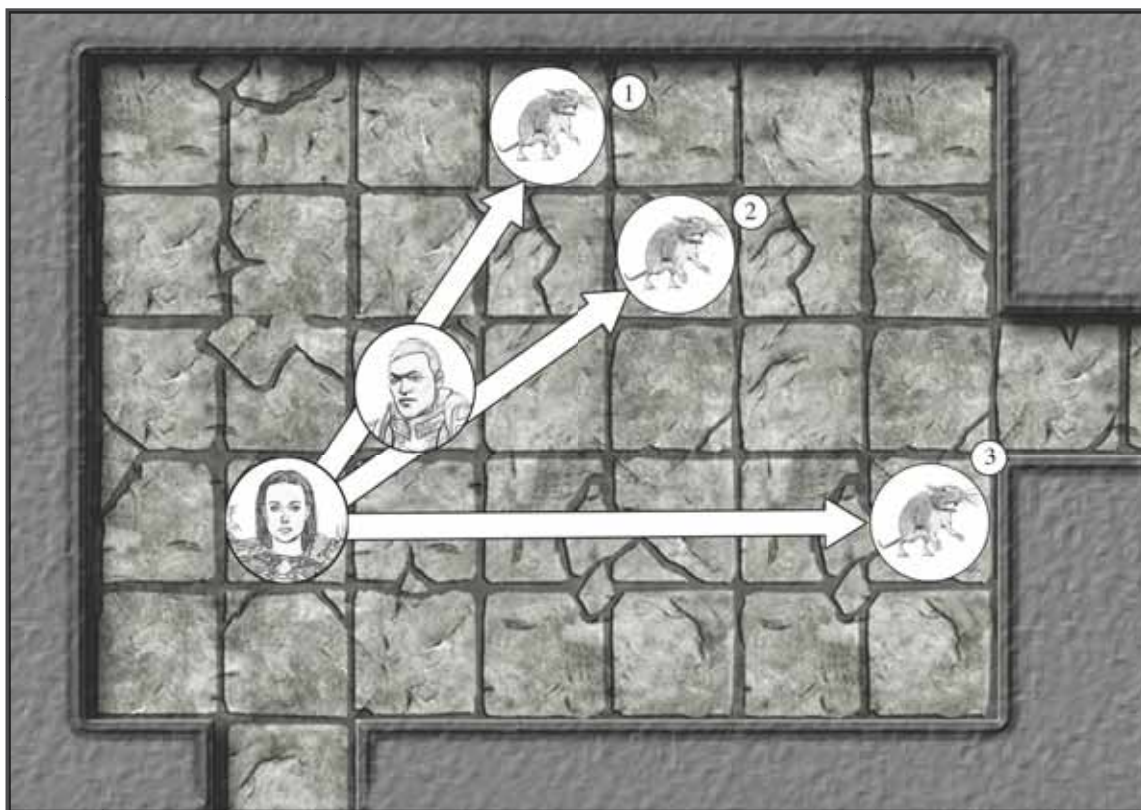
Note: This combat action can only be used by an attacker that is not adjacent to an enemy, or it will receive an opportunity attack. There **MUST** be a clear line of sight between the attacker and the target. If there is an obstacle, including another character or monster, between the attacker and his target, then a ranged combat action **CANNOT** be made.

Aimed Attack

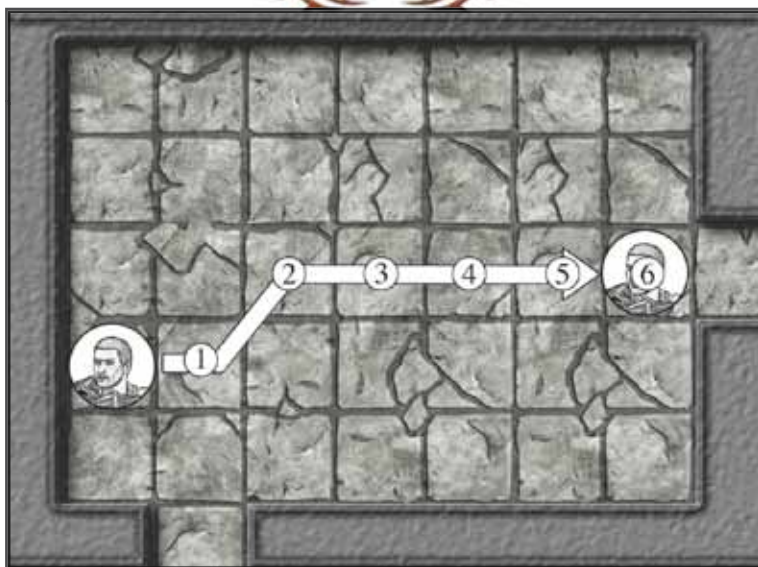
Cost: 2 AP

The attacker is taking their time lining up the target in their sights. This combat action will grant a +1 Combat bonus for this combat round.

Note: This combat action can only be used by an attacker that is Free from Combat, and there **MUST** be a clear line of sight between the attacker and the target. If there is an obstacle, including another character or monster, between the attacker and his target, then a ranged combat action **CANNOT** be made.



The female warrior cannot fire a ranged weapon at giant rats 1 or 2 because the male priest is blocking her line of sight (LOS). She can only use a ranged weapon against giant rat number 3.



An example of a character making a Move (Walk) combat action.

Movement Combat Actions

These combat actions involve a character or enemy moving from one position to another within combat. A character or enemy moving to any adjacent square, including diagonal, is considered to have moved 1 square.

Move (Walk)

Cost: 1 AP

Unless specified otherwise, both player characters and their enemies can typically move 30 feet per turn (6 squares). Other races and monsters may have a base movement that varies from this figure and if so, will be noted in their write-up. Either way, when walking, a character or enemy may move up to its base movement value.

Note: This combat action can only be used by a combatant that is Free from Combat. If the mover passes through a square adjacent to an enemy that is free from combat, then they will suffer an opportunity attack.

Move (Run)

Cost: 2 AP

A player character or enemy may move at twice their base movement, typically 60 feet per turn (12 squares).

Note: This combat action can only be used by a combatant that is Free from Combat. If the mover passes through a square adjacent to an enemy then they will suffer an opportunity attack, unless that enemy is already occupied.

Move (Sprint)

Cost: 2 AP

A player character or enemy may move at twice their Run movement rate, four times their base, typically 120 feet per turn (24 squares). The moving player character or enemy will suffer a -2 Defence penalty for the whole combat round.

Note: This combat action can only be used by a combatant that is Free from Combat. If the mover passes through a square adjacent to an enemy then they will suffer an opportunity attack, unless that enemy is already occupied.

Engage

Cost: 2 AP

The engage combat action allows an attacker to make a move (walk) action towards an enemy, and follow that with an attack straight away.

Note: This combat action can only be used by an attacker that is Free from Combat.

Charge

Cost: 2 AP

The charge combat action allows an attacker to rapidly approach their enemy and then attack him. The target **MUST** be within 50 feet (10 squares) and there **MUST** be a clear line of sight between them. The charger will gain a +1 bonus to their Combat value for that attack, but will also suffer a -1 penalty to their Defence value for the whole combat round.

Note: This combat action can only be used by an attacker that is Free from Combat.

Miscellaneous Combat Actions

These combat actions involve special types of attacks or actions not defined by the other headings.

Draw a Weapon

Cost: 1 AP

This combat action will allow a combatant to draw and ready a new weapon.

Note: This combat action can be used by a combatant at any time. However, if it is used while adjacent to an opponent, then they will suffer an opportunity attack.

Disarm

Cost: 1 AP

This combat action can only be used against an enemy who is using a manufactured weapon and not a natural weapon, such as a claw or bite. Make a Combat test with a Difficulty equal to 10 plus your opponent's Combat value. If you succeed, you knock your opponent's weapon from his hand, meaning he will have to either draw a new weapon next turn, pick his dropped weapon up, or fight on without a weapon.

Note: This combat action can only be used by an attacker that is Engaged in Combat.

Knockdown

Cost: 1 AP

The knockdown combat action allows a player or enemy to barge into an opponent with the intension of sending their opponent sprawling to the ground. When the knockdown action is used, make a Muscle test, with the Difficulty being 4 plus the opponent's Defence value. If successful, the opponent is knocked to the floor. A prone combatant suffers a -2 penalty to both their Combat and Defence values until they stand up.

To stand up, a knocked down combatant must take a move (walk) combat action, but they will not suffer an opportunity attack for doing this. No actual distance is covered in this instance, the character just changes from prone to standing.

Note: This combat action can only be used by an attacker that is Engaged in Combat. It can be used on opponents the attacker's size or smaller ONLY.

Use Item

Cost: 1 AP

This combat action will allow a combatant to use an item, such as a potion, in combat. It also covers situations like opening or shutting doors and other similar actions that the Gamesmaster deems appropriate.

Note: This combat action can only be used by a player character or enemy that is Free from Combat. If it is used while in any other combat mode then they will suffer an opportunity attack.

Use Power

Cost: 1 AP

This combat action will allow a combatant to activate it's power.

Note: This combat action will provoke an opportunity attack if there is an enemy in an adjacent square that is free from combat.

Defensive Withdraw

Cost: 2 AP

This combat action allows a combatant to back away and withdraw from combat. The player character or enemy doing the defensive withdraw will suffer an opportunity attack while doing this combat action. If they survive, the defender may be positioned up to 30 feet (6 squares) away from their original position, but the new position MUST be Free from Combat. If the character cannot be positioned within 30 feet in a Free from Combat position, then this combat action CANNOT be used.

Note: This combat action can only be used by a combatant that is Engaged in Combat. If the character or enemy doing the Defensive Withdraw passes through a square adjacent to their enemy that is not involved in combat, then they will provoke an opportunity attack.

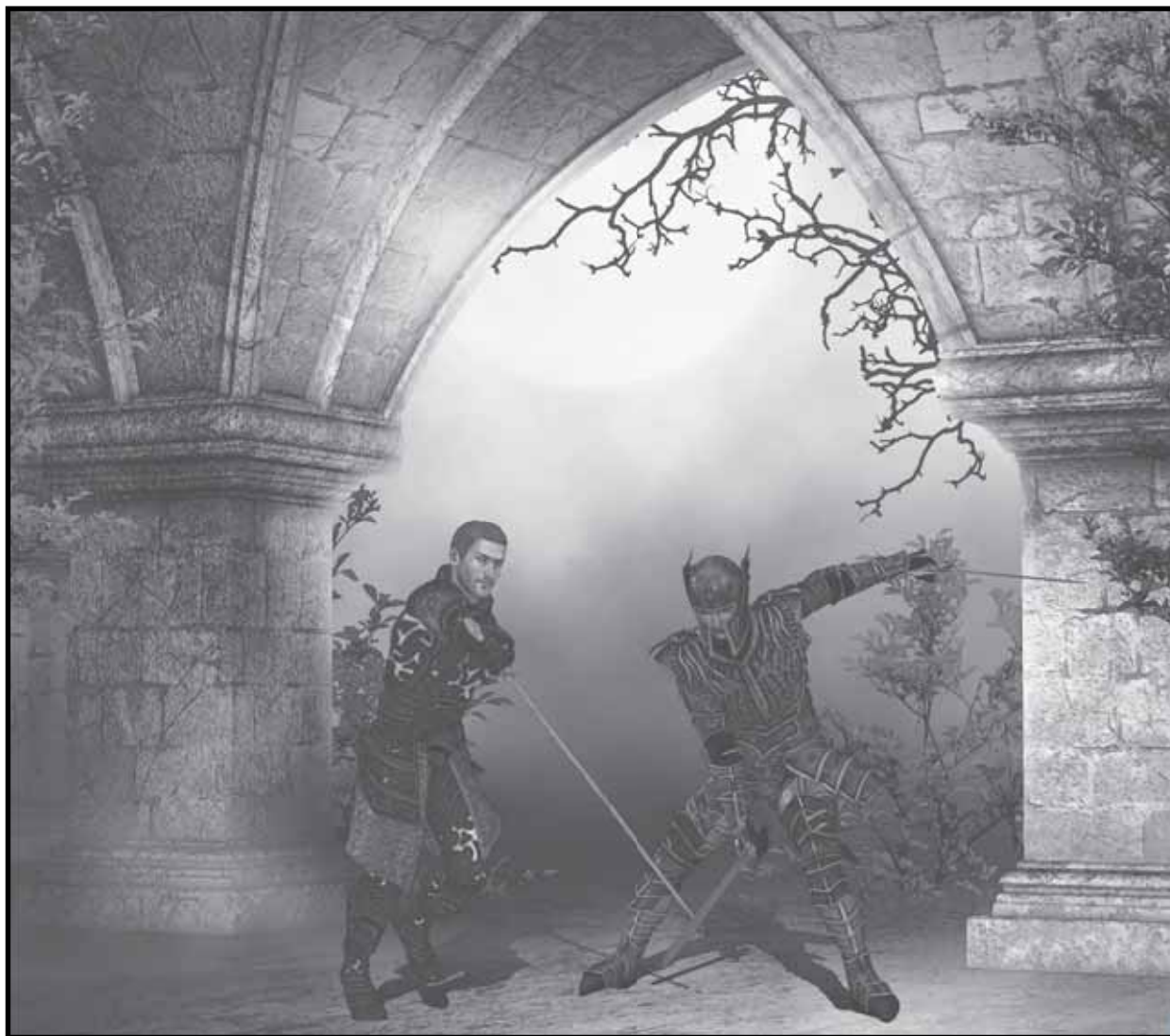
EXAMPLE OF COMBAT

Thomas of Golnir, is about to enter combat with 2 ratmen. Thomas rolled his strike order on 2d6 and got an 11. The Gamesmaster then rolls for all the enemies (ratmen) collectively and scored a 5.

1. Thomas must first get close enough to a ratman to use his sword so he spends his 2 action points on Engage and moves three squares at walking pace to confront the ratman.
2. Thomas is a 2nd Rank Warrior with Combat 2 and Defence 4. He carries a sword and wears Leather armour for a total of Combat 4 and Defence 5. He also has 15 Stamina. The Ratmen both have Combat 3, Defence 9 and Stamina 6

3. Thomas needs to make a Combat (Difficulty 9) test to hit the ratman. He rolls 2 dice and gets 10, he then adds his Combat to that score to get a total combat score of 14. The Combat total is 5 greater than the Ratman's Defence and so it loses 5 Stamina. The Ratman has just 1 Stamina left!

If Thomas would have taken a different route towards his intended ratman victim and passed through one of the squares adjacent to the other ratman, Thomas would have suffered an opportunity attack for wandering too close to an enemy. Note that Thomas did not incur the opportunity attack for entering the adjacent square, only for moving through it.



CHAPTER 6 - DEITIES & RELIGION

The gods play a huge role in the lives of people in the Fabled Lands. For the characters, the gods are quite important, for they may call upon the gods for aid in their times of need. This is very true for priest characters.

Priests are dedicated to the gods in a way most ordinary people aren't. They worship them and live by the ideals of their religion. In return, the gods themselves bestow special powers upon their worshippers, allowing them to perform blessings or other miraculous feats.

A priest character must choose one of the deities listed in this chapter as the god he worships. The character immediately gains all of the benefits being a worshipper of that god entails and becomes an 'initiate' of that deity. In this case, a character must only pay 25% of the tithe to become an initiate.

A character can only ever worship one deity at a time. However, it is possible to change the deity you worship. You may do this whenever you gain a rank. Firstly you must renounce the worship of your current deity, meaning you lose any special rules (such as blessings and curses) that deity provides immediately.

In order to worship a new deity, a character must present themselves to the temple of that deity and undertake whatever task they are told before they can be accepted into that religion. Often this is simply a monetary donation to the temple, but it sometimes takes the form of a quest or other undertaking.

Blessings and Curses

Priests have access to two powers, Bless and Curse, which allow them to bestow their god's reward on someone or punish the enemies of their god. When a character has chosen these powers they can begin to use them. Each deity has a different blessing or curse available to them.

To bestow a blessing or curse, a character must make a Sanctity test at the listed Difficulty. If this is successful, the blessing or curse is bestowed upon the target. If it fails, so does the

blessing/curse. Only one attempt at a blessing or curse can be tried per target per day. So if it fails, the target must wait until the next day for the Initiate to try again.

The subject of a blessing may use it only once; once used, it is then lost. He can use it whenever he is allowed, and doesn't have to use it at the first opportunity.

A Curse affects the target until it is removed or otherwise stated; any priest can remove a curse with a successful Sanctity test at Difficulty 12.

Resurrection

Some gods bestow upon their worshippers the ability to resurrect the dead. This is a draining and difficult exercise. An initiate of one of these gods must make a Sanctity test at Difficulty 18 in order to achieve this. If successful, the target is instantly returned to life, at full Stamina. However, the subject of the Resurrection loses 1 point from their starting Stamina each time they are returned to life.

Special Rules

Some characters gain special rules for worshipping a particular deity. If this is the case, any special rules that apply are listed with the god. It should be noted that these special rules only apply while the character is an initiate of that particular deity; should they renounce the worship of that deity, they lose the special rules.



THE GODS

The rest of this chapter is dedicated to the gods, their worshippers and the blessings they allow. The gods presented here are not the only gods of the Fabled Lands, but they are by far the most common. Other regional gods may and do exist, and can be expanded upon by players and the Gamesmaster.

According to legend, there were three gods that created the Fabled Lands. Their names were Harkun, He Who Is Like Harkun, and the Third God. Sometime after the creation of the world these three died; it is not known exactly how this occurred, though there are theories: that the gods died in war with each other, that they simply abandoned their creation or that they were killed by the new gods that came after them.

The new gods were not as powerful as the first three, though they were more numerous. Now, every culture in the Fabled Lands has their own set of deities that they worship and their own beliefs.

Alvir and Valmir

Alvir and Valmir are the twin gods of the sea. They are often referred to as the King and Queen of the Land beneath the Waves, for they are said to reside in the deepest oceans of the world. They gather the souls of those unfortunate enough to have drowned at sea; Alvir gathers them in his golden net and brings them before Valmir so that she may judge them. It is said that they struggle with the fish god Oannes, the god of the Repulsive Ones, for dominion of the sea.

The temples of the Twin Gods are usually located near the harbours of the major cities of the Fabled Lands. They are usually made of marble and are often shaped like an upside down ship. They are usually only worshipped in Sokara and Golnir.

Becoming an Initiate

To become a worshipper of Alvir and Valmir a character must pay a tithe of 400 Shards at one of their temples.



Blessing

Priests of Alvir and Valmir can bestow the Safety from Storms blessing on a ship. This blessing lasts for a week and the ship will not be harmed from storms during this time. Difficulty: 12.

Curse

A priest may lay a Cursed Voyage curse upon a ship. The next time this ship sets sail, it will, without fail, encounter a storm. Difficulty: 13

Resurrection

No.

Special Rules

Priests of the Twin Gods will never encounter a storm when at sea. In addition, they count as having 1 level in the Hydromancy lore of magic.

Elnir

Elnir, called the Lord of the Sky, is the god of storms, kingship and law. He is also said to be the ruler of the gods. His devotees believe that his dreams are the clouds before the storm, and that thunder is the voice of Elnir, shouting in anger at those who displease him. He has several sons, foremost of which is Sul Veneris, who is tasked with keeping the storm demons under control. Elnir dislikes the storm demons, which create thunder and lightning without his permission.

Elnir's temples are often very tall, elaborate buildings, decorated with statues of eagles, a bird sacred to the Skylord. He is a well-respected and feared deity; even the Baroness Ravayne, ruler of Golnir, has a chapel dedicated to him in her keep. He is generally worshipped in Sokara and Golnir.

Becoming an Initiate

To become an Initiate of Elnir a character must pay a tithe of 600 Shards at one of his temples.

Blessing

A priest of Elnir may bestow a Charisma blessing on another character. That character may re-roll all failed Charisma rolls for the next 24 hours. Difficulty: 12

Curse

Priests of the Lord of the Sky may bestow a Charisma curse. The target has their Charisma score reduced to 0 for the next 24 hours. Difficulty: 11

Resurrection

No.

Special Rules

A priest of Elnir may re-roll all failed Charisma tests.

Lacuna

Lacuna, or the Huntress as she is sometimes known, is worshipped in Sokara and Golnir as the goddess of the wilderness and the moon. She is the patron goddess of hunters, woodsman, travellers and, as far as characters are concerned, wayfarers. She is said to not only protect nature and those who respect the natural world, but to punish those who would seek to harm it.

Temples to Lacuna tend to be small, wooden affairs, often log halls or woodland shrines. Regardless of the form it takes, a temple to Lacuna is always decorated with sweet-smelling flowers that can overwhelm the senses. Lacuna is generally only worshipped in Sokara and Golnir.

Becoming an Initiate

To become an initiate of Lacuna, a character must pay a tithe of 600 Shards at one of her temples. A character seeking to become an initiate of Lacuna must be female.

Blessing

A priest of Lacuna may bestow a blessing of Scouting upon another character. That character may re-roll all failed Scouting rolls for the next 24 hours. Difficulty: 12

Curse

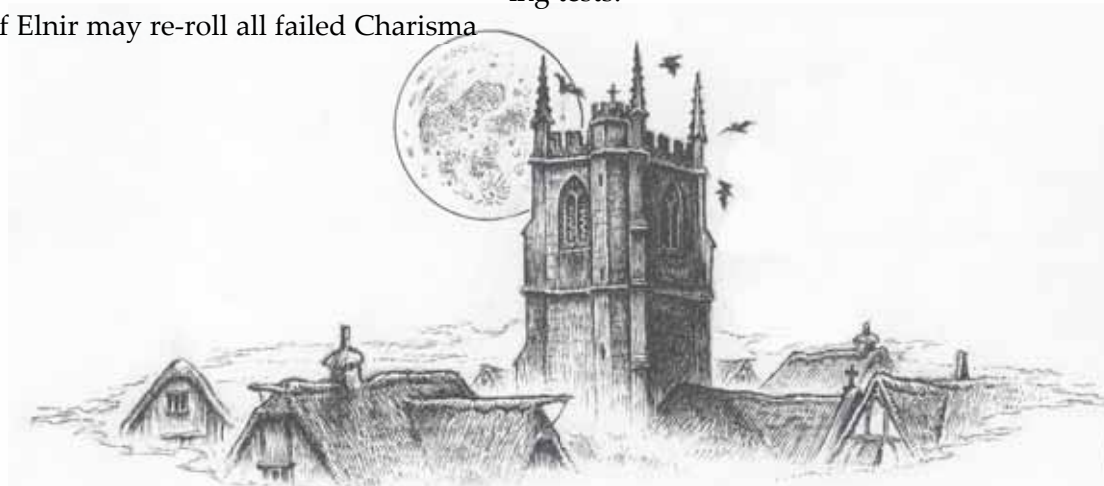
Priests of the Huntress may bestow a Scouting curse. The target has their Scouting score reduced to 0 for the next 24 hours. Difficulty: 11

Resurrection

No.

Special Rules

A priest of Lacuna may re-roll all failed Scouting tests.



Maka

Maka is the goddess of disease and famine, a terrible and dreaded goddess. She is also the goddess of the spring harvest, and farmers pray to her and offer up sacrifices of livestock to ensure that their crops will be healthy and bountiful. She can also be a beneficial goddess, for her priests have the ability to cure disease and poison from the masses.

Maka's temples tend to be found underground, dug into the earth itself. When they are above ground they are made of mud and clay, with very few windows. The interior of her temples are always dark and gloomy. Maka is generally only worshipped in Sokara and Golnir.

Becoming an Initiate

To become an Initiate of Maka, a character must pay a tithe of 500 Shards at one of her temples.

Blessing

A priest of Maka may bestow a blessing of Immunity on another character. For the next 24 hours, that character is immune to disease and poison. Difficulty: 12

Curse

Priests of Maka may bestow a Taint curse on another creature. The target has all of their ability values reduced by 1 for 24 hours. Difficulty: 12

Resurrection

No.

Special Rules

A priest of Maka is immune to all disease and poison.

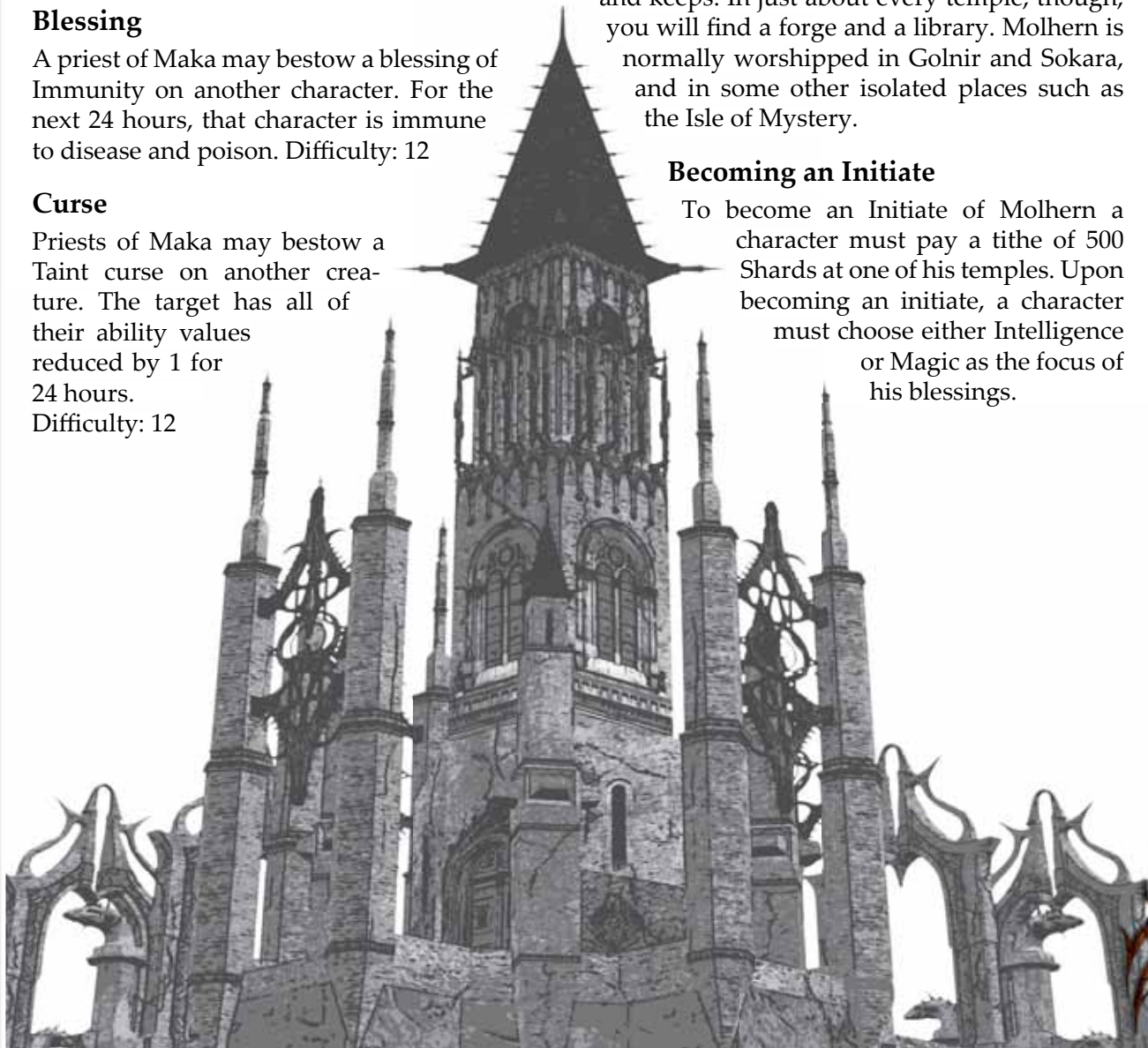
Molhern

Molhern is a god with many aspects. He is worshipped as the god of craftsmen, scholars and knowledge. In some communities – most notably the Isle of Mystery – he is also worshipped as the god of magic (in these locations he is often referred to as Molhern Magister). It is said that Molhern gave mankind the secret of fire, and also taught them how to write.

Molhern's temples vary in their shape and size. Some are small affairs, others elaborate towers and keeps. In just about every temple, though, you will find a forge and a library. Molhern is normally worshipped in Golnir and Sokara, and in some other isolated places such as the Isle of Mystery.

Becoming an Initiate

To become an Initiate of Molhern a character must pay a tithe of 500 Shards at one of his temples. Upon becoming an initiate, a character must choose either Intelligence or Magic as the focus of his blessings.



Blessing

A priest of Molhern may bestow a blessing of either Intelligence or Magic (whichever he chose) on another character. For the next 24 hours, that character may re-roll all failed Intelligence or Magic tests. Difficulty: 12

Curse

Priests of Molhern may bestow either an Intelligence or Magic curse on another creature. The target has their Intelligence or Magic value reduced to 0 for 24 hours. Difficulty: 11

Resurrection

No.

Special Rules

A priest of Molhern may re-roll all failed Intelligence or Magic (whichever he chose) tests.

Nagil

Nagil, the Lord of the Lands of the Dead, is the god of death. It is he who oversees the souls of the deceased and escorts them to the Under-

world where they spend the rest of eternity. He is neither a good nor bad deity, for he takes the souls of those who walk in the dark and those who walk in the light without prejudice. He is sometimes referred to as the god of rebirth, for his priests have the power to resurrect the dead.

A temple dedicated to Nagil tends to be an ornate construction, replete with hideous gargoyles, murals of the Underworld and black candles. Nagil is worshipped in Sokara, Golnir and the Great Steppes.

Becoming an Initiate

To become an Initiate of Nagil a character must pay a tithe of 300 Shards at one of his temples and then pass a Sanctity test at Difficulty 10.

Blessing

Priests of Nagil cannot bestow blessings.

Curse

A priest of Nagil cannot bestow curses.

Resurrection

Yes.

Special Rules

A priest of Nagil counts as having chosen the Necromancy power once.



Sig

Also known as the Larcenous One and the Divine Bard, Sig the Cunning is the god of vagabonds, troubadours, lovers, thieves and rogues. He is said to be a handsome god who is whimsical and fun-loving.

The temples of Sig are usually found in out of the way places, areas such as harbours, back alleys and near taverns and inns. He is worshipped mostly in Sokara and Golnir.

Becoming an Initiate

To become an initiate of the Larcenous One, a character must pay a tithe of 600 Shards at one of his temples.

Blessing

A priest of Sig may bestow a blessing of Thievery upon another character. That character may re-roll all failed Thievery rolls for the next 24 hours. Difficulty: 12

Curse

Priests of the Divine Bard may bestow a Thievery curse. The target has their Thievery value reduced to 0 for the next 24 hours. Difficulty: 11

Resurrection

No.

Special Rules

A priest of Sig may re-roll all failed Thievery tests.

The Three Fortunes

The Three Fortunes are the triple goddesses of fate. They are the patrons of luck and good fortune and, whilst they are worshipped by folk from all walks of life, gamblers pay particular homage to them. The Three Fortunes are depicted in various ways; in some societies, they are pictured as a young maiden, a middle-aged woman and an old crone; in others, the Three Fortunes are instead depicted as a single deity with three heads and six arms.

In any respects, the number three is sacred to the Three Fortunes and temples dedicated to them often reflect this. Whether they have a triple-peaked ceiling, three windows, three-branched candelabrum or three candles on the altar, the number three can be seen everywhere. All temples to the Three Fortunes display a tapestry depicting the goddesses, for it is said that they weave the tapestry of man's fate.

The Three Fortunes are worshipped in many parts of the Fabled Lands, especially throughout the northern continent and the islands of the Violet Ocean. The people of Atticala also worship the Three Fortunes and hold them in especially high regard.

Becoming an Initiate

To become an initiate of the Three Fortunes, a character must pay a tithe of 1000 Shards at one of their temples.

Blessing

A priest of the Three Fortunes may bestow a blessing of luck upon another character. That character may re-roll all failed ability tests for the next 24 hours. Difficulty: 14

Curse

Priests of the Three Fortunes may bestow a curse of Misfortune on others. The target must re-roll all successful ability tests for the next 24 hours. Difficulty: 12

Resurrection

No.

Special Rules

A priest of the Three Fortunes may re-roll all failed ability tests.

Tyrnai

Tyrnai is the god of war. Worshipped extensively throughout Sokara and Golnir, Tyrnai is depicted as a muscular warrior bedecked in golden armour and wielding a golden axe and a golden sword. His most striking feature is his head, for instead of the head of a man, he has the head of a jaguar.

Temples to Tyrnai are like small fortresses rather than temples. They are usually made of stone and come complete with towers and battlements. Heavily armed and armoured warrior priests guard the doors to the temples, and statues and idols built in Tyrnai's likeness can be found throughout.

Becoming an Initiate

To become an initiate of Tyrnai, a character must first have a Combat value of 6 or more, and then pay a tithe of 800 Shards

Blessing

A priest of Tyrnai may bestow a blessing of Combat upon another character. That character may re-roll all failed Combat tests for the next 24 hours. Difficulty: 12

Curse

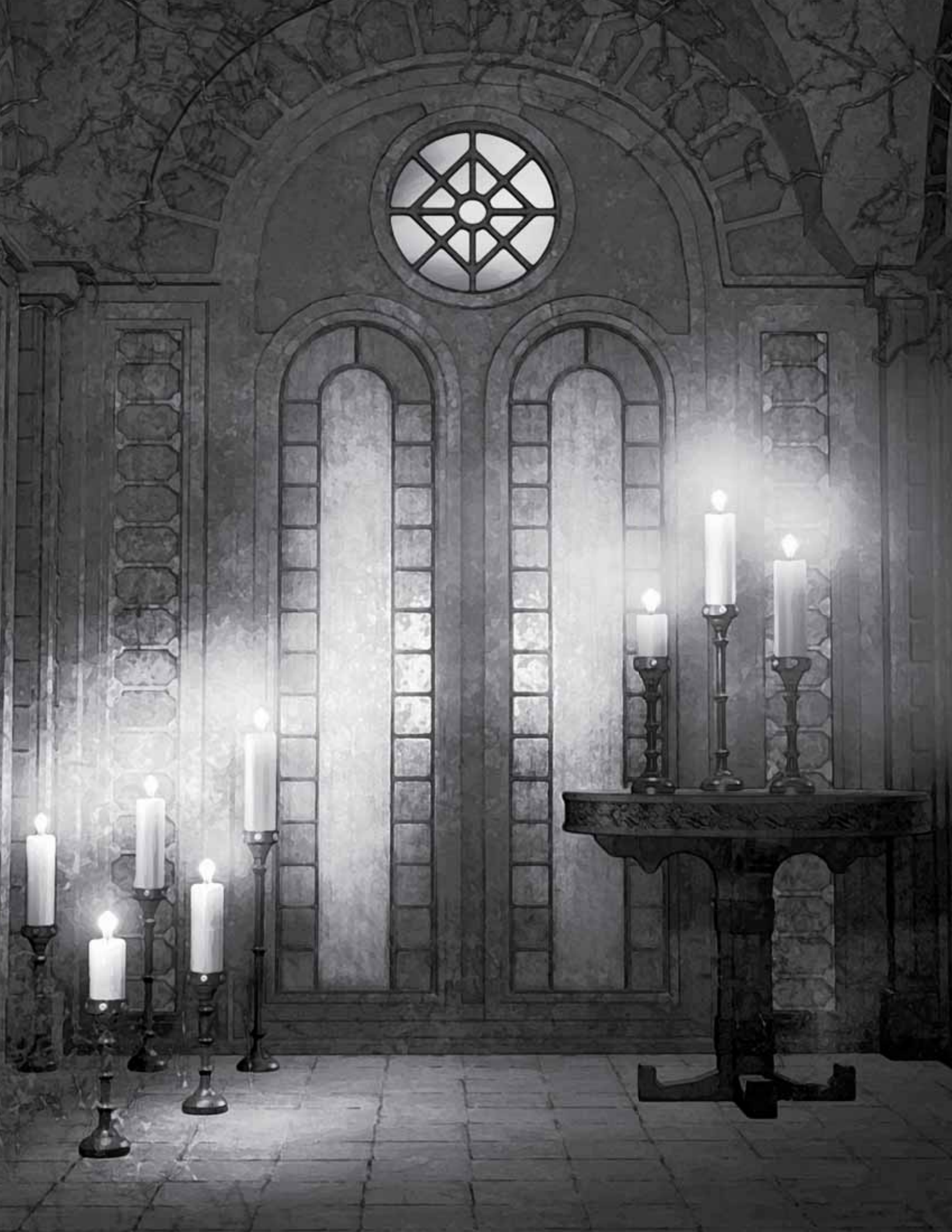
Priests of the god of war may bestow a Combat curse. The target has their Combat score reduced to 0 for the next 24 hours. Difficulty: 13

Resurrection

Yes.

Special Rules

A priest of Tyrnai may re-roll all failed Combat tests.



CHAPTER 7 - CITY SERVICES

City services will be offered in most large towns and cities although not every service will be available at each one. Some of the services, such as boats and ships, are only available to a city-port or large fishing town whereas merchant services are available to all.

BOATS AND SHIPS

There will come a time in most adventuring party's lives when they decide to take to the open seas. The options available to the captain of a sea-going vessel are plentiful. They can use their ship to travel to foreign lands, docking at unfamiliar ports, get rich buying and selling their cargos or just to look around for new quests and adventure. To do all of this the players must first acquire a boat or a ship.

The basic definition of a boat in this book is one that is less than 15 feet in length and requires a crew of less than 5 people. A vessel qualifies as a ship if it is larger than a boat.

Buying a sea-going vessel

The table below shows the types of sea-going vessels available to the players. Not every class of vessel will be available at every port in Harkuna. The class of vessels available will be given in the harbour section of a city description.

Ship Type - Describes the size of the vessel and its broad group name. A ship's size is determined by its class with class 1 being the smallest and class 5 being the largest.

Small Fishing Boat: This boat is a small 2 man fishing boat. It is much sturdier than a rowing boat with higher hull sides and is approximately twice the length. This boat requires a minimum crew of 1 person but has the capacity to take an additional passenger.

Large fishing boat: This boat is a much larger than the small fishing boat. It has a single mast and two decks; the lower deck is used for storing fish on a large bed of ice and has room at the rear for hammocks. This boat requires a minimum crew of 3 people.

Table - Ship and Boats

Ship Type	Cost	Capacity	Availability	Hull Points	Crew
(Class 1) Small fishing boat	90 Shards	none*	3	5	1
(Class 2) Large fishing boat	150 Shards	1 unit of fish**	5	10	3
(Class 3) Barque	250 Shards	1 cargo unit	8	20	20
(Class 4) Brigantine	450 Shards	2 cargo units	10	30	30
(Class 5) Galleon	900 Shards	3 cargo units	11	50	40

*although this boat cannot carry a cargo unit, it can still be used to catch a good amount of fish to sell at the harbour or market.

**this boat is designed to carry a large amount of fish in its cargo hold. It 'could' be used to carry a unit of standard cargos instead of fish but there is a high chance that a perishable cargo will spoil en route. If the captain of the large fishing boat is carrying a unit of perishable cargo that is not fish, the Gamesmaster must roll 1d6. If the result is 1-5 then the cargo has spoiled and is rendered worthless.

Barque: A barque is a small cargo ship with a main mast and a smaller one to the aft. This ship has plenty of room below decks to safely store its cargo and house its crew. Although this ship has the capacity to house a crew of 30, it can be run with a minimum crew of 20.

Brigantine: A brigantine is larger cargo ship than the barque and has the space below decks to carry twice as much cargo. This ship has two main masts and a smaller one to the aft. The minimum crew needed to man this vessel is 30

Galleon: A galleon is the largest sea going vessel in Harkun and, although it has a generic shape and design, there are some exotic examples to be seen. A galleon is much larger than the brigantine ship needing a larger minimum crew of 40 and holding 50% more cargo. The large hull and decks support three large main sails.

Cost – This is the price in Shards to buy a boat or ship, if available.

Capacity: This column shows the storage capacity of cargo that the ship or boat can safely carry below decks.

Availability: Not all ships or boats will be available at the ship yard due to both demand and building space. To determine the availability of a ship or boat, the Gamesmaster must roll 2d6. If the number rolled is equal to or greater than the number shown in the column then that vessel is available to buy.

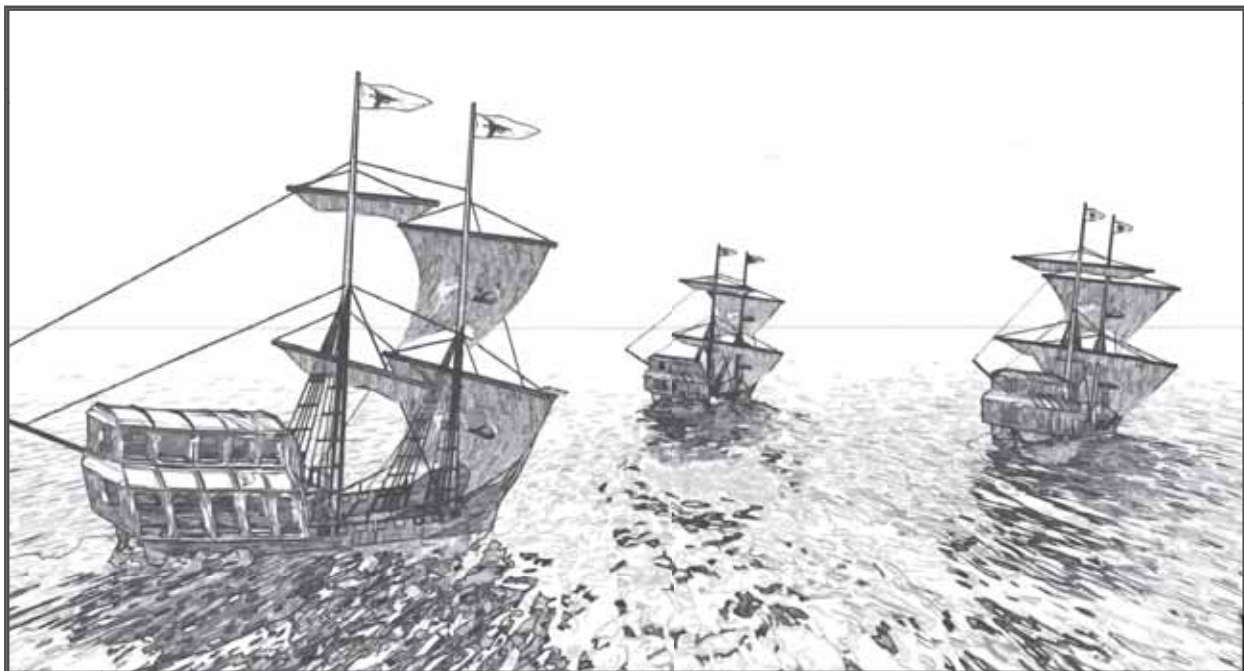
Hull Points: This figure determines how tough the hull of the ship or boat is. The greater the number shown in the column the more resistant that the vessel is to damage at sea. A boat or ship that is reduced to 0 hull points has been smashed beyond repair and will sink. The crew, including their captain, are now floating in the sea at the mercy of Alvir and Valmir.

Lost at Sea

Any characters that find themselves floating out at sea due to bad weather conditions must roll on the following table. It is assumed that the crew will be lost regardless of the dice roll unless the game master deems otherwise. The result is subject to the following modifications determined by the type of storm in which the boat or ship was sunk:

- ❖ Perfect weather to Mild storm +0
- ❖ Heavy storm +2
- ❖ Severe storm +4
- ❖ Hurricane +6

Dice Roll	Effect
2	Picked up by Pirates
3-9	Picked up by a passing vessel
10-11	Washed up on a random beach
12+	Drowned at sea



Ship and Boat Repairs

A player's sea-going boat or ship will get damaged at one stage or another. There are numerous dangers at sea; storms that create huge waves to batter even the sturdiest of ships, pilot error and pirate damage, just to name a few. When the ship or boat has a damaged hull it will need repairing. The following table shows repair costs and the duration of the repairs. Not all ports offer ship repairs. This service will be included, if available, in the harbour section of the city description.

Table - Boat Repairs

Damage Type	Cost*	Duration
Mild	10	a few hours
Moderate	25	1 day
Heavy	40	1-6 days
Near Wreck	60	1 week + 1d6 days

*this cost varies depending on the class of the ship

Mild damage: up to 25% of the hull being damaged

Moderate damage: up to 50% of the hull being damaged

Heavy damage: up to 75% of the hull being damaged

Near Wreck damage: up to 95% of the hull being damaged.

Anything beyond 95% damage is to be considered non repairable. It would cost either less or almost the same to buy a brand new vessel.

Damage Type: The amount of damage the ship has sustained due to bad weather, poor piloting or attack.

Cost: The cost given in the table above shows the amount of Shards in will cost the captain of the ship to repair his (Class 1) Small fishing boat. The cost will increase depending on the class of the ship being repaired. The following formula must be applied to the relevant ship class: Class 2 – x2 cost; Class 3 – x4 cost; Class 4 – x6 cost; Class 5 – x10 cost.

Example: If a captain of a small fishing ship has taken mild damage while out at sea he would expect to pay 10 Shards to get the boat repaired. A captain of a Galleon whose ship has suffered the same mild damage would expect to pay 100 Shards to get the boat repaired.

Duration: The amount of time that the ship yard will take to repair the ship's damage

Buying and Selling Cargo

Various cargos can be bought and sold in most port harbours. Cargo must be loaded and unloaded from a ship by the purchaser/seller. A cargo unit represents approximately 1 ton in weight and is packed into separate wooden boxes for easy transport. The prices of commodities will be listed in each port.

A clever merchant captain can profit from buying and selling different cargoes across the sea. If he or she takes notes of a foreign port's needs they can deliver the required cargo to them for a hefty profit, however, prices tend to fluctuate and sometimes change dramatically. Each time a player buys cargo from a port, it is brought at the static value shown in each city description. When it is sold at a different port, although there will be static prices to sell, they are subject to rolling 2 dice on the following table.

Table - Cargo Selling Price Fluctuation

Dice (2d6)	Roll	Price Fluctuation
2		-1d6 x 100 Shards
3-4		-1d3 (1d6 divided by 2) x100 Shards
5-9		No Change to fixed price
10-11		+1d3 (1d6 divided by 2) x100 Shards
12		+1d6 x 100 Shards

Ship's Crew

The crew of a ship will determine how well they handle certain situations, like coping with bad weather. A poor crew will be adequate for coping with normal voyages but when the going gets tough, a better crew might make the difference between sailing into port or washing up on a random beach. The effects of weather and boat damage are covered in Chapter 9 - How to be a Gamesmaster.

For the purpose of buying passage on a ship to travel between ports, it is assumed that the Captain has an Intelligence value of 4, Piloting at level 2 and he will always navigate successfully between ports.

When piloting your own boat you will need to hire a crew. Each crew member will need to be paid every week. If a captain cannot pay his crew he will be tossed overboard, losing both

his boat, any cargo and will have to roll on the lost at sea table. The cost of a crew per member per week is listed below:

Poor	1 Shard per week each
Average to Good	2 Shards per week each
Excellent	3 Shards per week each.

Example: A captain of a galleon with an excellent crew will have a wages bill of 120 Shards per week (40 crew x 3 Shards each). If he downgraded to a poor crew the wages bill would drop to just 40 Shards per week (40 crew x 1 Shard each).

MERCHANT'S GUILD FACILITIES

The merchant's guilds of the big towns and cities offers all manner of services related to money.

Banking

Each Town or City with a merchant house can be used as a bank to securely keep your money in. It is important to remember that you can only withdraw money from the bank in which you deposited it. Any money paid into a bank will be exchanged for a contract stating the merchant's town, the amount deposited and the bank's embossed seal. The contract, must be presented to the bank when withdrawing money as proof that you have money in there in the first place. Each merchant bank will only issue a single contract with a user; if they deposit more money, the original contract will be replaced with a new one and the old one destroyed.

If a player has lost his contract for any reason, the money will remain within the bank. If it is not touched for 3 years the bank will claim it for their own.

Investments

It is possible for a merchant bank to make an investment on your behalf on commodities brought and sold. The players have no control on the outcome of the investment. Investments can only be in 100 Shard increments and you can only check on, or cash in, any investments in the same bank in which the investment was

made. The bank will again exchange any investments with a contract that must be presented when checking in or cashing out any Shards.

If a player has lost his contract for any reason, the money will remain within the bank. If it is not touched for 3 years the bank will claim it for their own. The player can check on his investments once a month with the minimum wait for the first check being 1 month. When investments are looked at, roll on the table below:

Dice Roll	Investment profit/loss
2	Lost entire investment
3-4	Lose 50% of investment
5-6	Lose 10% of investment
7	Investment remains unchanged
8-9	10% profit on investment
10-11	50% profit on investment
12	Investment doubled

BUYING A HOUSE

In some towns and cities, a player may purchase a house. While in the house the player can rest for free and store both equipment and money. Storing items in a house does come with a risk. Every week that a house is left empty (a full week without the anyone entering) the Gamesmaster must roll 2 dice. If the result is a 2 then the player's house has been broken into and cleaned out of all the player's stored possessions and money.

House prices will vary depending on the location of the town and city and the location within as well. House prices are listed in the town or city descriptions.

TEMPLE SERVICES

Temple services, such as healing and becoming an initiate are covered in Chapter 6 - Deities and Religion. A church or temple will offer all of the services provided by their god.

CHAPTER 8 - HARKUNA

The world of Harkuna is split into several different known lands: Sokara, Old Harkuna, Utaku, Atticala, Ankon-Konu, Akatsurai and the Forbidden Realm to name a few. All of these provinces/countries hold their own mysteries, religions, hierarchy, ancestry and way of life. We will begin our journey into the Fabled Lands by first noting the chronology of ages past.

CHRONOLOGY

These documents were collated from the divine archives of The Temple of Elnir in Yellowport. Most of these archives were beyond reading but thanks to the aging Farrun, the head librarian and book keep, we were able to fill in the blanks. Farrun's history is something of a mystery. As far as the library goes he is almost a piece of the furniture, if not older.

To the residents of Yellowport, Farrun has always been the librarian, a fact made even more believable due to his elderly appearance. However some with a long standing history in the region say that even their grandparents remember him holding the same position, and that he hasn't changed a bit. Whatever the reason for Farrun's longevity, his position as head librarian and book keep will remain, as will his unrivalled historic knowledge.

THE CREATION

The creation of Harkuna is a fabled tale inscribed in the prologue of every holy book in the world. In fact, the creation is one of the only religious preaching's that the pantheons of the world actually agree on. Below is a passage from the Harkonicon, the holy book of creation:

"Harkun, he who is mighty, once ruled the heavens. But the young gods were jealous of his power. Led by Elnir, the sky god, they strove against Harkun, and overcame him. Defeated, he fell from the heavens, down, down through the black sky he fell, until he struck the barren lifeless lands.

Great then was the cataclysm. His body shattered, Harkun himself became the foundations, and the roots that brought the world to life. His spine formed the mountains of the world, his flesh the continents. His blood formed the seas and rivers, and from his blood life began to blossom. And thus was the body of Harkun transformed into the world of Harkuna."

Derrak, Lord High Priest of Harkun (0412 TOH)

ERA OF DARKNESS (UNKNOWN)

In the time when Harkuna was laid in darkness neither man, dragon or insect roamed the land. It is said that during these times, known to us as the era of darkness, the Gods used Harkuna as a playground. Obviously no records exist during this time but it is thought that after the fall of the great god Harkun and the basics of the lands had been formed, the younger god's antics formed the details. For example, once upon a time the islands of Akatsurai formed the east coast of the land that is now known as Sokara. The king and queen of the sea, Alvir and Valmir, were seated upon their seashell thrones arguing about what to call the new oceans of the world. The queen, in a ragged voice, boomed so loudly at her brother that the lands beneath them shook violently and a huge chunk split away. As the argument continued, so the lands moved further and further apart. These lands also broke into smaller pieces and formed what is now called the Dragon Island and Yodoshi, Toho and Shaku islands (Akatsurai). The Jawbone Islands are said to be the teeth of Alvir, created after his sister threw her crown at him and knocked several of this teeth out. This was later proved to be nothing short of an old wives' tale as it is well documented that Captain Ashdey discovered and mapped these islands during the Age of Discovery. He named them the Jawbone Islands because of their likeness in position to that of teeth in a lower jawbone.

Many other geographical features on Harkuna have similar stories and tales about how particular islands, mountain ranges, forests and deserts were formed. It is at this point that the tales of further creation start to differ. Each sacred order to their specific god tells stories of how their deity played the major role in shaping the world as it is today. The holy book of Alvir and Valmir, for instance, states that the seas of the world brewed up into a terrible storm that raged for thousands of years. During this time the seas carved the land masses into their shapes and scared the surface so that rivers can flow to the hungry mouths of the seas.

It is not agreed which god or gods played the major role in the shaping of the world. All that is known is that the different gods from the north, south and eastern pantheons each played their part and helped to spread life to the lands. They now sit in the heavens looking over the world and listening to the prayers of their faithful.

ERA OF LIGHT (UNKNOWN)

The era of light is the time in which the gods breathed life onto Harkuna. Each of the gods gave the gift of life to the planet: animals began to walk on the land, aquatic life began to swim in the sea and avian life began to fly in the skies. The gods agreed that something was missing from the world; something to fill a gap in the hierarchy of life. This is when man and humanoids were created; they were created in the image of the gods. This was the last addition to Harkuna. Now the gods sat back and watched the world evolve over millions of years with great interest.

THE ERA OF DRAGONS (-30,000 TO -10,000 Time Of Harkun)

One creature evolved to be larger and more fierce than any other on Harkuna. Dragons, as they come to be known, dominated every corner of the world. They adapted to the lands in which they bred, growing huge wings for those in the mountains and hills, gills and enormous fins for those in the seas and lakes, and razor-sharp teeth and talons for those who dominated the lands.

Man had become more intelligent than the

surrounding mammals. He learned that living in caves too small for the dragons to enter was by far their safest option. From the solace of these caves they learned how to make weapons and clothes, hunt and form large social groups with a discernable language. However something else was stirring in these caves: a gift from the gods to help man fight for survival from the dragons – the gift of magic. Some men learned how to harness these powers and conjure up great feats of magic. The time for man to rise and dominate was fast approaching.

1ST AGE – THE AGE OF TROUBLE (-0600 TO 0000 TOH)

Most of the era of man, known as the first age, is documented in some form or another, be it stone tablets, drawings on walls and caves and later the written word on parchment.

It is known that man emerged from the caves and conquered the dragons using their weapons and magic. This Dragon war raged for many hundreds of years resulting in the Dragons, which had dominated Harkuna for thousands of years, being hunted almost to extinction. Man spread through the lands building villages, towns and cities; breeding at a fast rate and rising to the top of the world's hierarchy.



2ND AGE – THE AGE OF DISCOVERY (0000 TO 0412 TOH)

The age of discovery denotes man spreading to the four corners of Harkuna and developing their own identity, way of life and cultures within their lands:

Sokara, Golnir and The High Seas

Appearance: The people of Sokara, Golnir, ocean dwellers and Island residents of The High Seas are very similar in both physiological appearances and culture: all have pale pink skin from the northern hemisphere's cooler climate, and grow to similar heights (on average 6 feet tall for men and 5 feet 7 inches the women). Town and city folk tend to wear cotton or hesian garb with leather moccasins or boots, while adventurers, Sokarian merchants and travelers are mainly seen in armour of one type or another. Sokarian dialect has been described as almost boring on Harkuna with no discernable accent (plain speaking is a common description) whereas Golnites have a more regal tinge to their tones expressing their wealthier life styles and living.

Wealthy merchants from the Cities of Gold and Glory are never seen in anything less than silk attire adorned with lavish jewellery. The merchants in the cities of Metriciens and Ringhorn on the southern coast of Golnir are by no means a reflection of the standard of living throughout the whole province. The central lands have a plethora of farms and fields suited only to working class farmers and their dirty, working man's clothes.

Sailors of the high seas, the collective name for the Violet Ocean, Sea of Whispers, Sea of Hydras and The Unbounded Ocean, have a very strange 'twang' to their dialect and often extend the last word in a sentence or add an expressive, almost know-it-all, noise.

The inhabitants of the southern-most islands of the high seas have a different appearance sporting darker skin, flatter noses and many facial and body tattoos. Their dialect is very sharp, to the point and uses many hand signals and gestures when communicating.

Architecture: The architecture of these three provinces vary greatly.

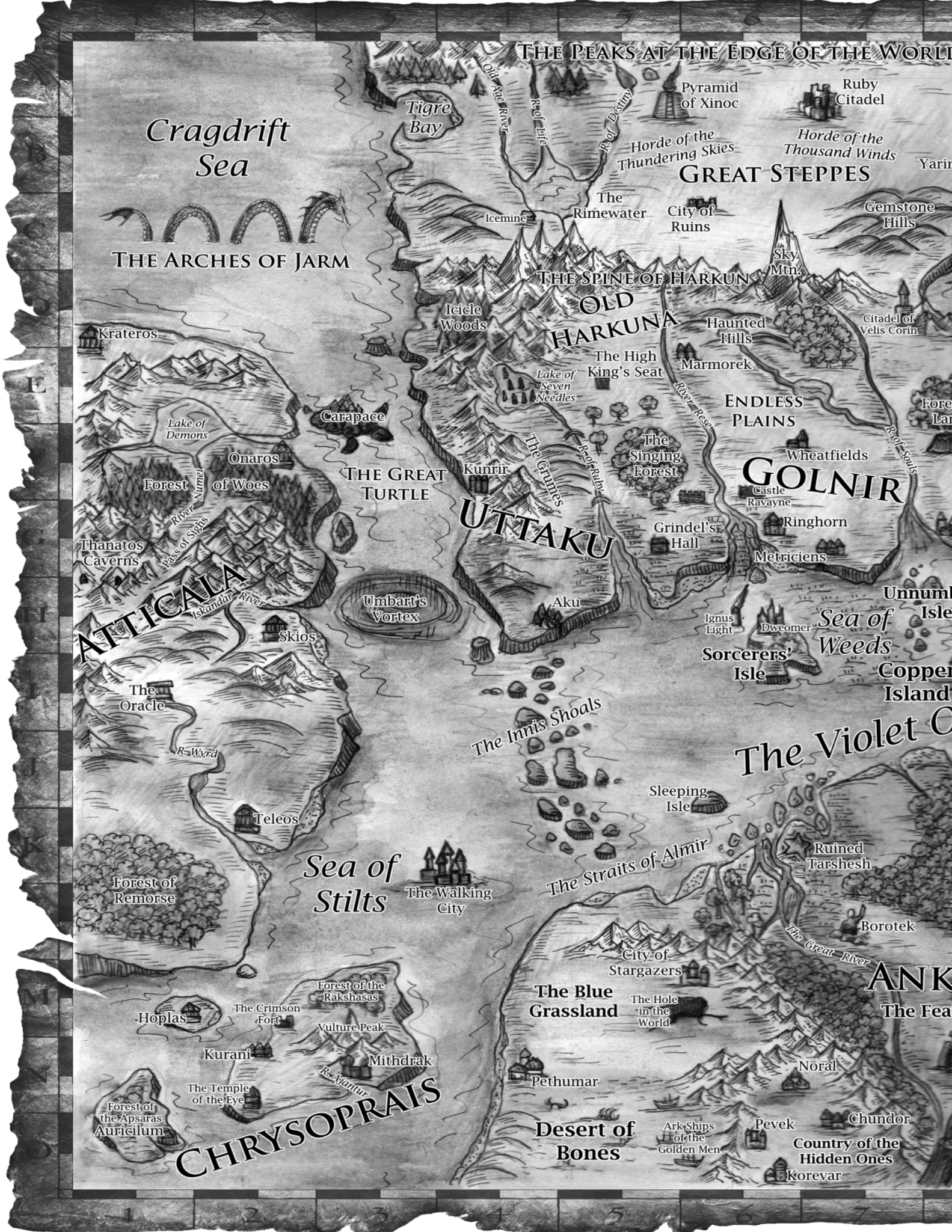
Sokara is a mixture of stone and brick built houses and castles with wooden or straw thatched roofed buildings in the smaller towns. The cities of Yellowport and Marlock City (formerly Old Sokara) have long rows of terraced houses lining the streets, with many of these rows numbering 20 or 30 houses.

Golnir's architecture is a direct representation of rich and poor. In the southern city ports of Metriciens and Ringhorn, lavish high-domed castles made from exotic marble can be seen from miles away. The towns and inner cities do not bare the profligate designs of the rich merchant prince's castles, their abodes more resemble those of Sokara: long lines of terraced houses with smaller, thatched roof, farm and village houses.

The Islands in the Violet Ocean vary depending on their location. The southern lying islands, such as the Island of Fire, do not have any large cities. Their human inhabitants live in communities rather than towns or villages comprising of mud huts with thick wooden roofs to ward off the rain. Each of these communities have specific buildings used for meeting and dining.

The city of Dweomer on the Sorcerers' Isle takes up most of the northern island and rivals some of the main cities of Sokara in size. The city is constructed of stone, with narrow streets sporting large gothic edifices used as the sorcerers' colleges. The streets are lines with cobbled stone that, in some places, have been shaped to form mosaic patterns visible only from the highest of the towers.





Cragdrift Sea

THE PEAKS AT THE EDGE OF THE WORLD

THE ARCHES OF JARM

GREAT STEPPES

THE SPINE OF HARKUN

OLD HARKUNA

ATTICALA

UTTAKU

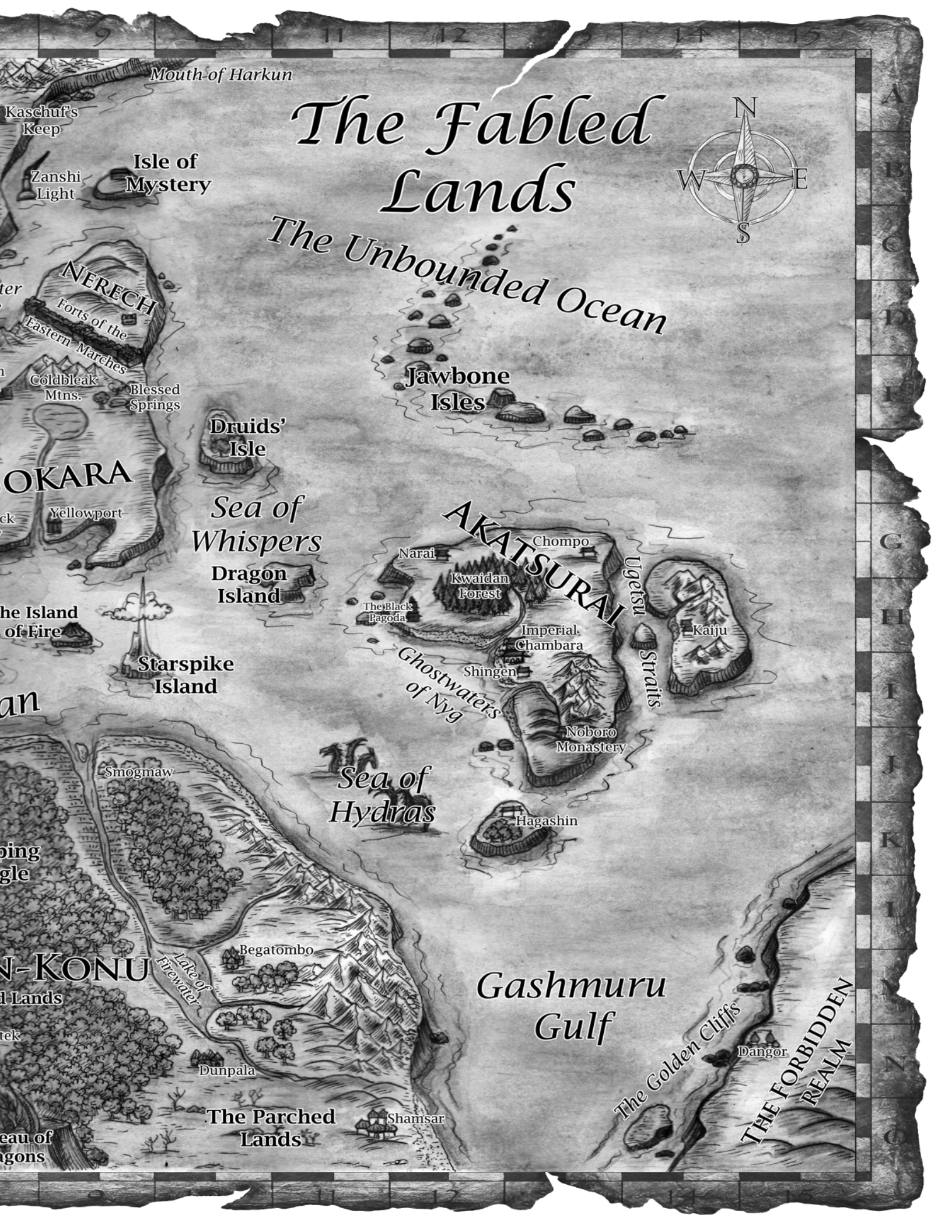
GOLNIR

CHRYSTOPRAIS

ANKO

The Feath

Pyramid of Xinoc
Ruby Citadel
Horde of the Thousand Winds
Yarimu
Gemstone Hills
Citadel of Velis Corin
Sky Mtn.
Haunted Hills
Marmorek
The High King's Seat
Lake of Seven Needles
The Grunes
The Singing Forest
Grindel's Hall
Castle Ravayne
Ringhorn
Metriciens
Wheatfields
Endless Plains
Forest of Larun
R. of Souls
Unnumbered Isles
Sea of Weeds
Copper Island
The Violet Ocean
Ruined Tarshesh
Borotek
The Great River
Noral
Chundor
Country of the Hidden Ones
Korevar
Pevek
Ark Ships of the Golden Men
Desert of Bones
Pethumar
The Hole in the World
City of Stargazers
The Blue Grassland
Sleeping Isle
The Straits of Almir
The Walking City
Sea of Stilts
Teleos
R. Wyrd
The Oracle
Thanatos Caverns
Forest of Woes
Onaros
Lake of Demons
River Numel
Pass of Signs
Carapace
Kunfir
Icicle Woods
Tigre Bay
Old Age River
R. of Life
R. of Destiny
Ice mine
The Rimewater
City of Ruins
Horde of the Thundering Skies
Krateros
Forest of Remorse
Hoplas
The Crimson Fort
Kurani
The Temple of the Eye
Forest of the Apsaras Auriculum
Mithdrak
R. Avatur
Vulture Peak
Forest of the Rakshasas



The Fabled Lands

The Unbounded Ocean



Mouth of Harkun
Kaschuf's Keep
Zanshi Light
Isle of Mystery

NERECH
Forts of the Eastern Marches
Coldbleak Mtns.
Blessed Springs

OKARA
Yellowport

Druids' Isle

Jawbone Isles

Sea of Whispers
Dragon Island

he Island of Fire

Starspike Island

AKATSURAI
Chompo
Narai
Kwaidan Forest
The Black Pagoda
Imperial Chamber
Shingen
Noboro Monastery
Ugetsu Straits
Kaiju

Ghostwaters of Nyg

Sea of Hydras

Hagashin

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N-KONU
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Smogmaw

Begatōmbo

Dunpala

The Parched Lands

Shamsar

Gashmuru Gulf

The Golden Cliffs

Dangor

THE FORBIDDEN REALM

The Great Steppes

Appearance: The Great Steppes is a huge expanse of grasslands, with some desert areas, spreads from the Gemstone Hills in the east right across to Tigre Bay in the west. The nomadic tribes that inhabit the central regions often wear light coloured clothing during the Time of Flowers to protect them from the sun. During the Time of Snow, the temperatures plummet to well below zero and even the desert areas see a small snow covering; the tribes wear warm furs to protect them from the bitterly cold winds and temperatures. Yarimura is a cosmopolitan city inhabited by both nomadic traders from the central grasslands and the far eastern settlers from Akatsurai. Both the eastern and western tribes of the Great Steppes speak in a common tongue that varies in accent only. The Akatsurese inhabitants have adopted the common spoken tongue but struggle with the pronunciation of many of the words.

Architecture: The architecture with the Great Steppes varies across the whole region: there are tents and pavilions in the desert regions, wooden and stone houses in the savannah and sandstone buildings in the far eastern areas, such as Yarimura.



Uttaku & Old Harkuna

Appearance: The working class members of Old Harkuna and Uttaku take on a similar appearance to the rest of the population on this continent with the exception of being thinner on average. The reason for this is that up to a thousand years ago the wet salty winds blown in from the Cragdrift Sea polluted much of the grain, making it edible in small amounts only. Although the salt winds have now dramatically reduced, the eating habits of these people have remained.

Architecture: Due to the present Uttakin's ancestors living in the Blue Grassland, most of the low lying houses are built from imported sandstone. The capital city of Aku is build into the southern tip of the Grumes with houses ascending from shanty-style shacks at the lower levels all the way up to the magnificent stone Spider Palace.

Akatsurai

The residents of Akatsurai are, on average, the shortest nation on Harkuna with men growing to 5 1/2 feet tall and women to 4 feet 9 inches on average. There are some exceptions with men and women growing well beyond their national average but these are considered outcasts and called Hasko-ki (giant) in all towns and cities (Hasko-Kirago is the term given to foreigners at the ports. It translates to distant giants). Both men and women have dark hair, normally dark brown or black, with lightly tanned skin giving at a golden appearance.

Architecture: Akatsurai architecture is some of the most beautiful on Harkuna. Buildings are multi-tiered with the eaves bending up at the ends giving the wonderful pagoda effect. The amount of tiers that a building has are always in odd numbers (1,3, 5 tiers etc.) to adhere to an ancient tradition. The tiered roofs are thatched around a thin circular wood called bamboo that is native to Akatsurai. The same wood is also used to line the floors and build partitioning walls.

The Feathered Lands

Appearance: The jungle dwellers of northern Ankon-Konu subject their young to their custom of the binding of their head, in particular the rear part of the cranium, to give a pointed

or coned shape to the skull. This shaping represented the working class of the tribes, the men and women that would do all manner of jobs throughout their lives such as building. Hunters and nobility kept the normal shape to their heads. The people of the magnificent towns and cities have bronzed skin from the hot climate with both the men and women growing to a similar average height of 6 foot. The common dialect and written word descends directly from the Innka tribes, the collective name for people of this central jungle region.

Architecture: The ancient architecture of the Innka is some of the most spectacular known to man. Large areas of jungle are removed by the working class men and women and huge tiered buildings made of stone are erected in their place. Many of the cities are built into the side of hills that boast many, many steps leading up the tiers to the buildings and temples above.

Ankon-Konu:

Appearance: The people of Ankon-Konu evolved very differently depending on their geological location. The Innka people of the Feathered Lands have already been mentioned, but another noteworthy people of this continent are the inhabitants of the Blue Grassland on the west coast. Once over the dividing mountain range the land gets much hotter and the land becomes a harsh desert. The people of these lands have brown skin, tanned by the relentless sun, with light coloured hair.

Architecture: Much of the inhabitants here reside in tents or pavilions. The major cities have walls created from sandstone mixed with stone from the Serpent's Tail mountain range.

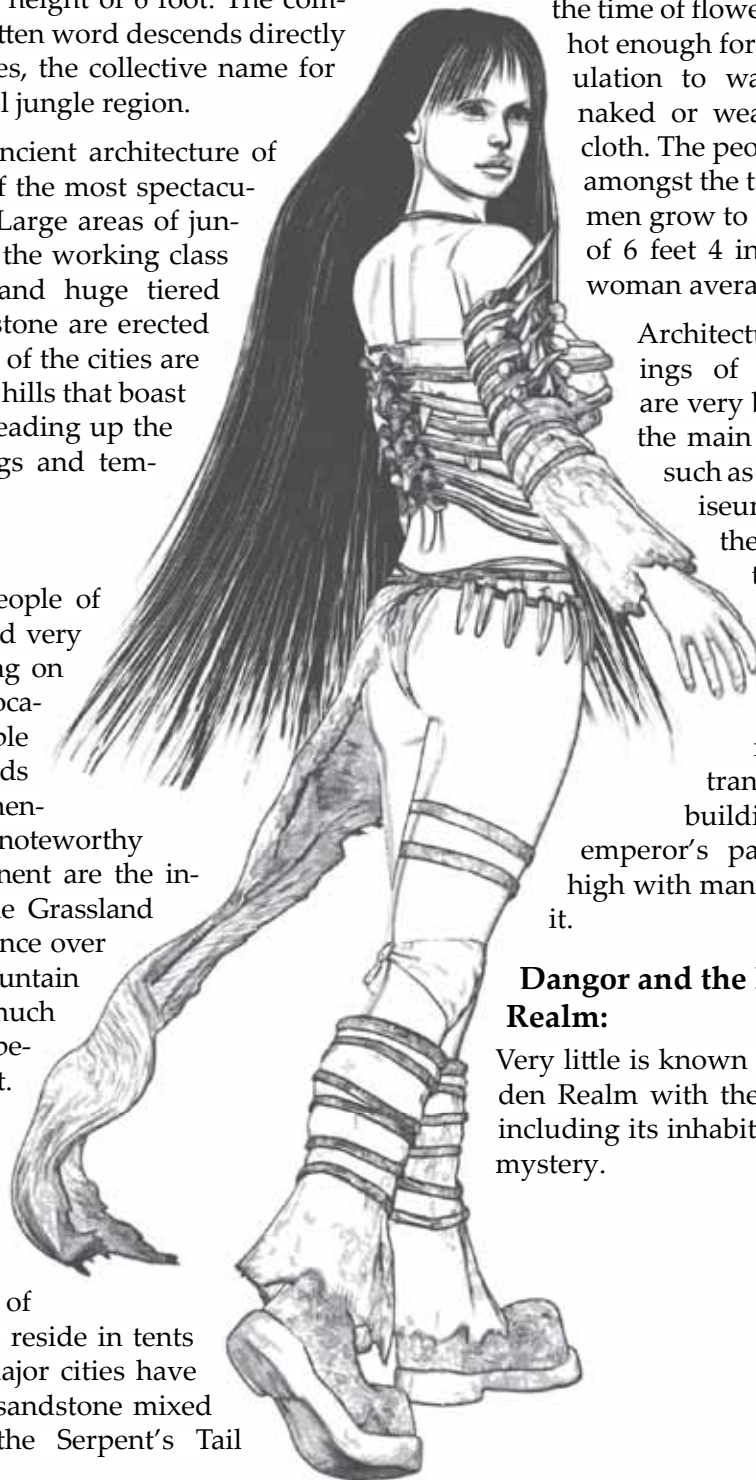
Atticala

Appearance: The people of Atticala were once described by a merchant captain as 'the walking gods'. The bodies of the both the men and women of these lands are both toned and bronzed. Their attire consists of little more than a loose cloth draped about the body and held in place by an animal skin belt. During the time of flowers, Atticala grows hot enough for many of the population to walk around stark naked or wearing only a loin cloth. The people of Atticala are amongst the tallest of Harkuna; men grow to an average height of 6 feet 4 inches tall and the woman average 6 feet tall.

Architecture: The buildings of Atticalan people are very bold with most of the main public buildings, such as gladiator pits/coliseums, temples and theatres, being open topped so that the gods are free to look down and spectate. Huge columns tower next to the entrances of important buildings while the emperor's palace is built up high with many steps leading to it.

Dangor and the Forbidden Realm:

Very little is known about the Forbidden Realm with the whole province, including its inhabitants, shrouded in mystery.



3RD AGE – THE AGE OF UNREST (0413 TO 0490 TOH)

War broke out all across the lands. Warlords declared lands as their own and fought violently to keep them. Pirates ruled from the Sea of Stilts to the Sea of Hydras. Trade routes that had been laid during the second age were disrupted by pirates and military vessels, causing unrest within city walls while people starved.

Warlords took ruler ship of lands by force, paying mercenary soldiers to collect taxes from neighbouring towns and villages and expanding their ill-gotten lands.

4TH AGE – THE AGE OF KINGS (0491 TO 0980 TOH)

As time passes on Harkuna, the warlords domination over their lands become less of a dictatorship, in many parts, and more a royalist state. Rulers whose parentage have ruled the lands for more than two generations declared themselves Kings, Queens, Barons, Baronesses or Emperors. This appointment as a fixed bloodline ruler ship signified the first dynasty of Harkuna. From this point onwards the offspring of the rulers became the next in line to the seat of power with most of the royal families or empires following this unwritten rule: The first child is heir to the throne of their parent with male children taking precedence over female children i.e. if the first child is female then the second child is male, the male child would be heir to the seat of power.

Not all of the established power bases turned royalist. Some of the empires of the world ruled with an iron fist over their subjects making life almost unbearable for the working man. It is these dictatorships that ushered in the fifth age.

5TH AGE – THE AGE OF WAR (0981 TO THE PRESENT YEAR 1203 TOH)

Many of the provinces, declared countries and islands on Harkuna, lived under their rulers in relative peace. Heroes were born in this age;

men and women of high adventure and wonder-lust that travelled the lands from Yarimura to Aku, Sokara and beyond. These brave souls helped to shape the world as it is known today by killing ancient monsters defeating evil rulers and freeing kings of old.

War and civil unrest raged throughout the lands. Some provinces, Sokara being a good example, overthrew corrupt royalty in an attempt to bring peace and fair living to the land. All it actually created was an ongoing civil war that wanted to protect the new government on one side, and restore the rightful heir to the throne on the other. Wars caused the ushering of the second dynasty, seeing many lands, countries and provinces with new rulers, kings, queens, warlords and pirate clans. If there was ever a time for high adventure, this age of Harkuna is certainly it.

HARKUNA CALENDER

The world of Harkuna revolves around its sun once every 300 days. Because the world spins on its axis, it is not subject to varying weather conditions in the north and south hemispheres (i.e. the time of snow in the northern hemisphere is also the time of snow in the southern hemisphere). There is an equator that runs the centrally, horizontal circumference of the world; most places situated here are subject to intense heat and dry land. The north and south poles spin furthest away from Sun and are the coldest places known to Harkuna.

Sailors plot their sea-going courses according to the stars and so the time of the year is important to travellers. The constellations mark directions by their positions in the sky during each month, although the Spider and Lizard indicate north and south respectfully all year round.

People born in a specific month have a star sign associated with them. This star sign bears no significance what so ever to the people born under it, although some preachers believe that as the Sun moves through each constellation, people born under the star sign gain luck or good fortune. This is of course, hokum.

MONTHS

Below are the months of the year on Harkuna, the star sign associated with it, as well as daylight hours and typical weather conditions. Each month consists of 25 days (5 weeks of 5 days).

Lark (Time of Snow)

Star Sign: Spider (north constellation)

Typical weather: Snow and cold temperatures

Vumal (Time of Snow)

Star Sign: Ant

Typical weather: Cold temperatures

Elch (Time of Rain)

Star Sign: Snail

Typical weather: Cold temperatures and rain

Cunil (Time of Rain)

Star Sign: Hawk

Typical weather: Rain

Mak (Time of Rain)

Star Sign: Weasel

Typical weather: Rain and warm temperatures

Hernom (Time of Flowers)

Star Sign: Horse

Typical weather: Warm/hot temperatures

Gil (Time of Flowers)

Star Sign: Lizard (south constellation)

Typical weather: Hot temperatures

Funne (Time of Flowers)

Star Sign: Dog

Typical weather: Warm temperatures

Tyr (Time of Leaves)

Star Sign: Cat

Typical weather: Warm to moderate temperatures

Gorab (Time of Leaves)

Star Sign: Rooster

Typical weather: Moderate to cold temperatures

Bron (Time of Leaves)

Star Sign: Bear

Typical weather: Cold temperatures

Binc (Time of Snow)

Star Sign: Boar

Typical weather: Snow and cold temperatures

SEASONS

Binc, Lark and Vumal make up the Time of Snow (winter)

Elch, Cunil and Mak make up the Time of Rain (spring)

Hernom, Gil and Funne make up the Time of Flowers (summer)

Tyr, Gorab and Bron make up the Time of Leaves (autumn)

ANKON-KONU

The jungle dwellers of northern Ankon-Konu have a history that pre-dates all other civilisations on Harkuna. Ancient tablets and markings on the older, now crumbling buildings, form the basis of the common written and spoken language. In fact, the ancient Innka tribes of the central forest of Ankon-Konu are responsible for many of the astral findings that the rest of the world take for granted: calendars, months of the year, days of the week and star signs all originate from the tribes of the Weeping Jungle.

Innkas worship a deity that is almost unknown to the rest of the civilised world. Quezzaal, the Feathered Serpent, is the offspring of Jessa the virgin Goddess and was sent down to save all of Harkuna from themselves or prepare them for Armageddon. The Innkas associate all manner of natural disasters, such as earthquakes, monsoons and severe lightning storms with the Feathered Serpent and see them as a reminder from their god that Armageddon is coming.

The strapping of male children's skulls so that their cranium develops with an extended, almost cone-like, point is to honour Quezzaal. As these children grow, their elongated heads identify them as working class, or slaves, dedicated to pleasing the god by their actions. Most



mothers see their children being chosen as slaves as a blessing, proud that their child was born to serve their god. Children of high ranking or royal families are immune to this law. It is their children who marry the women of the lower ranked tribes and are taught in the ways of the warrior and hunter.

The Innka people wear bright multicoloured, hand embroidered tunics with a cape draped across the shoulders and fastened just below the neck-line. Family elders carry a wooden staff decorated at the top with feathers. The hierarchy of the tribe is represented by the coloured feathers used to decorate the staff top: Red denotes the clan leader, with blue being the next in line followed by green and finally yellow. During the ceremony of Quezzaal, an annual celebration that takes place during the month of Tyr, the clan elder can promote or demote families depending on their deeds during the year; how many slaves have been born to a family, the amount of animals hunted and killed and the amount of daughters married to higher ranking families are common point scorers.

The western side of the continent is divided from the Weeping Jungles by a huge mountain range. This range, known as the Serpent's Tail by the Innkas, denies the passing of cooling winds to the western lands resulting in a large, harsh expanse known as the Desert of Bones to the south and the Blue Grassland to the north. It is said that the Sea of Stilts once spread as far inland as the Serpent's Tail mountain range. A great golden cityport called Ark was once a predominant and prosperous trading city nestled in the southern mountains. Ark was responsible for many imports and, more importantly, the exports of rare animals and clothing from the cities of Noral, Chundor, Pevek and Korevar. A cataclysmic event resulting from a great ball of fire falling from the sky some 600 years past caused the shoreline to sink back many hundreds of miles. The great trading vessels of the golden men of Ark still remain buried in the sands of the desert of bones. No one knows what became of Ark. The great Golden City seemed to vanish with the receding sea.

The inhabitants of the western province are far removed from their brethren in the central continent: just north of the Desert of Bones lies the City of Pethumar, or the city of two halves as the

traders have nicknamed it. The proud people of this city have been in dispute regarding the political running of their government for many years. This dispute has managed to divide the city into north and south Pethumar and is now run by two governments: the Larmen in the north and Leem in the south. Strangely enough, both of these political parties worship the same goddess, Sirocco the Desert Wind, but their feeling towards how Pethumar should be run constantly results in violent bloodshed! To stem the civilian deaths a wall has been erected through the middle of the city, joined only at the far eastern edge of the metropolis by a large double gate opening out into The Blue Grassland.

To the north-west lies the magnificent City of Stargazers. The location of the city in conjunction to the north divide of the Serpent's Tail mountain range gives the city walls the illusion of shining golden during the day and an illuminating blue after the sun goes down. Many say that Stargazers was once the Golden City called Ark and that the wizards and sorcerers of the city moved it here by magics never again seen on Harkuna. The theory of the teleporting city has never been proved but, then again, it has never been disproved either.

The occupants of the City of Stargazers are amongst the most creative artificers and wizards known to these parts. It is not unknown to see vessels designed to travel on the sea floating in the skies under the mass of a giant balloon. The inhabitants have built tall tower-style houses where the topmost towers can only be reached via flying carpets, chairs or pillows. Some of the wealthier and noble families even have genies under their servitude.

The young ruler of the City of Stargazers is the 16 year old Prince Ghataan. He is the sole surviving member of the house of Taan when several months ago a mysterious illness swept through his parents, grandparents and siblings while he was at the golden oasis with his minder, Rasoul. On his return to the palace he was devastated to hear of the tragedy and immediately assigned his mentor, the Sultan Barazeer, to lead a thorough investigation into the deaths. But, considering it was Barazeer who poisoned the water supply to the royal household in the first place, he made up the mysterious illness story to cover his own tracks. Prince Ghataan now lives blissfully unaware of the planned usurping of his small kingdom.

ATTICALA

The western continent of Atticala is one that many sailors look forward to visiting because it is full of the most beautiful women in all of Harkuna. The whole continent seems to emanate perfection in almost every way: the people are tall, well toned and beautiful to look at (both the men and women). Their draped cloth attire is always brilliant white in colour, as if dirt is forbidden to soil it, and the stone buildings and pillars are build with an unearthly accuracy. There is an old saying by the salty seadogs of Yellowport and Ringhorn - If the heavens were a place on Harkuna, Atticala would be that place.

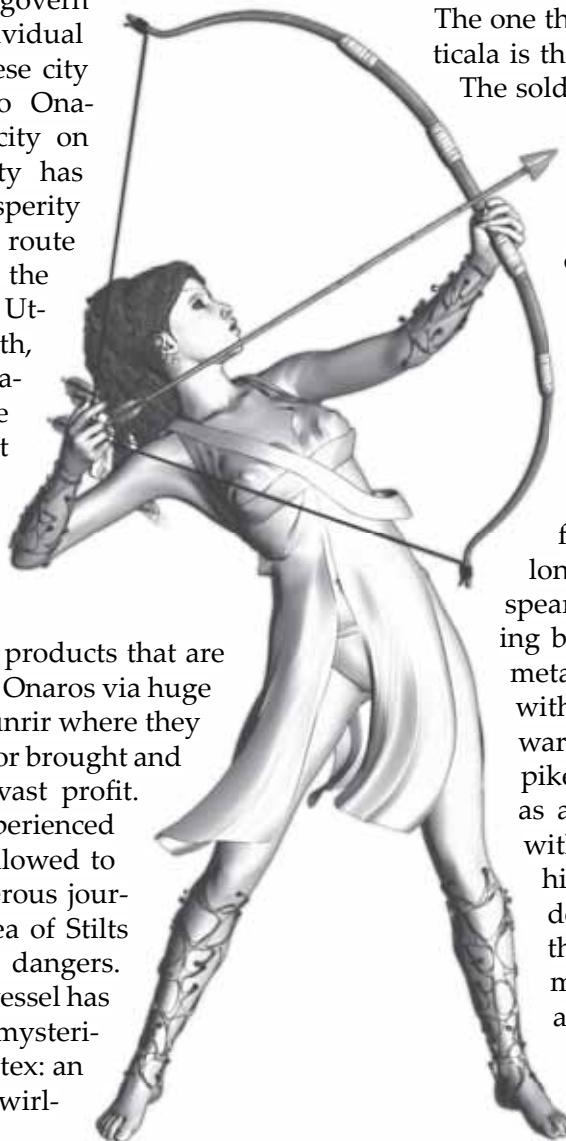
Atticala is a vast continent with a landmass approaching that of Sokara, Golnir and Old Harkuna put together! There is no single ruling body to this continent but rather a myriad of city states that govern their own individual lands. One of these city states belongs to Onaros, the largest city on Atticala. This city has grown in prosperity due to its trading route with Kunrir on the western coast of Ut-taku. Fine silk cloth, Farrel skin (a creature similar to the common deer but with an unusual tabby skin) and Woes Wood from the Forest of Woes are the most popular of products that are transported from Onaros via huge oared boats to Kunrir where they are either traded or brought and then sold for a vast profit. Only the most experienced of captains are allowed to make the treacherous journey across the Sea of Stilts due to its many dangers. many-a-trading vessel has succumb to the mysterious Umbart's vortex: an incredibly large swirl-

ing mass of sea water the disappears deep into the heart of Harkuna. Many men have perished in the vortex, and once caught in the gravitational well of swirling waters, there is no escape.

The trade route and prospects of making a good profit from their wares, encouraged many Atticalan people move from their smaller communities to the cityport. Many city traders don't make products in the quantities needed for merchant export and so rely heavily on visitors and tourists (of which there are plenty). The prosperity of Onaros has also helped another, smaller, city to grow. The city of Skios on the south-east coast can freely trade with the city to the north via smaller, but still oar powered ships. The trading between these cities would be impossible via the Pass of Sighs, not only because of the long distance but because of the mythical creatures that dwell there.

The one thing that is common throughout Atticala is the expertise of the military training.

The soldiers here are taught how to fight in an age-old style the surpasses the training of any other soldiers in Harkuna. The pikemen that make up the bulk of the armies are border patrols of the city states, and yet they are the most skilled of the combatants. These soldiers commonly wear light leather armour that includes a breast covering and leather skirt. The arms, shoulders, and legs are left un-armoured to maximise free movement while fighting. The pikemen only carry a long pike (a weapon that resembles a spear but also has a sharp, forward facing blade made from the same piece of metal as the spear tip) and a body shield with a cut-out portion that allows the warrior to fight while shielded. The pikemen fight in a formation known as a phalanx; a rectangular formation with each of the soldiers positioning his shield to the sides, front or top depending on their position within the formation, to form a moving armoured box. The phalanx formation always proved the most effective against arrow fire.



Lake of Demons

The aptly named lake of Demons lies in the north of Atticala, and east of Onaros, and is by far the largest lake in the whole world. The lake is fed by two fast flowing rivers; the Numei River with its source high in the Westwin mountain range, and the Orkuan river flowing down from the high Krateros hills. Living in the deep waters of the lake are the Yakia, or water demons. No one knows for sure where these demons originate from although the best guess is from the boiling hot geyser that signifies the very source of the Orkuan river. Several times an hour, the geyser launches thousands of tonnes of water high in the Atticalan sky. The Yakia are said to have been thrown from their homes deep under the hills and passed down the river to the lake. The demons have been in the lake for so long that their numbers are vast. Many fishermen have gone missing on the lake, otherwise known as the Demon Sea due to its immense size, and animals drinking from the shores have been seen being pulled under by large blue arms with sword-like claws. Needless to say, the Demon Lake and the surrounding areas are quite desolate.

The lake's only outlet runs from its north-east corner down to its estuary which is half a mile from the city of Onaros. Over the years the city has been plagued by the water demons stealing livestock from the pastures and even taking farmers and travellers. To ward against these attacks, the people of Onaros built a huge 20 foot tall wall that runs for two miles, starting at the estuary and running upstream past the borders of the cities farms. Because the water demons cannot spend much time out of the water, they are unable to travel the short distance around the wall to the farms, and so the raiding stopped; in fact there hasn't been a single incident since the wall was finished 25 years ago.

The Great Turtle

The Great Turtle floating across the Sea of Stilts is a magnificent site to behold. Vagrak, as the occupants of the turtle's back have come to know him (or maybe her) is over 4 miles long with a shell that rises out of the sea by more than half a mile. Resting on top of the Great Turtle's shell is the city of Carapace.

Thousands of years ago Vagrak was born to the last remaining Giant Turtles of Harkuna that resided within the Great Lake (later to be named Demon Lake). When the demons came they killed the parent turtles but not before a mother was able to push her child down the river outlet towards the sea. Although Vagrak was only an infant, it was still several hundred feet in length and soon got stuck in shallow waters along the river. Here it remained for 600 years while gathering silt and dirt until it looked like a hillock on the side of the river. Now one thing that many people do not know about Giant Turtles is that they will spend 90% of their multi-millennium lifespan fast asleep. Giant Turtles feed by absorbing nutrients through their skin from the water, because let's face it, there isn't enough sea-grass on the entire planet to feed one of these creatures for a month!

After 600 years Vagrak began to grow hungry. The river in which he had vastly outgrown was unable to sustain it any longer. The Giant Turtle thought hard about what it could do about the situation and fell back asleep to contemplate any possible ideas. During this 200 year snooze the settlement that was positioned on the back of the Giant Turtle's shell, thinking it as nothing more than a large hill in an advantageous position near to the sea, had grown into the city of Carnass (It was later changed to Carapace in honour of the Great Turtle's shell). After sizing up all options, Vagrak decided that the only thing it could possibly do was to walk the 2 miles, a short distance for a 4 mile long turtle, to the sea. As you can imagine, this came as quite a shock to the occupants of Carapace. The Giant Turtle heaved its enormous body from the ground that had been its home for almost a thousand years, and walked to the sea. Each footstep that Vagrak took shook the ground like giant earthquakes. Surprisingly, most of Carapace was undisturbed (physically) by this event. A few of the taller buildings collapsed but that was all. Vagrak swam out into the Sea of Stilts and promptly fell asleep. Here it has remained, caught in the Aros current that drifts it backwards and forwards between Uttaku and Atticala. No one knows if and when the Great Turtle will wake, although 11 years ago it did yawn.

AKATSURAI

The islands of Akatsurai lies beyond the Sea of Hydras in the far east of Harkuna.

The people of Akatsurai spent much of their development in relative isolation from the rest of Harkuna. Because of this, they were not under the influence of other nations when creating their own written script and spoken language. Akatsurai was the only province on the whole of Harkuna with a different spoken local language and written text to the common dialect that is understood around the globe. The written language of Akatsurai is almost drawn, rather than written, using a brush instead of a quill. The symbols and hieroglyphics of this strange written tongue are not letters in an alphabet that create words, but rather a pictorial image that can be explained by adding new symbols to it. The last 400 years has seen a change in the dialect of the Akatsurese. Trading with lands from the west have made it compulsory for this oriental nation to adopt the common spoken language, but not without some pronunciation problems.

As is akin to this period in the history of Harku-

na, Akatsurai is on the brink of civil war, or to be more precise an usurping of the existing powerbase. The Imperial Sovereign has ruled the oriental islands for as long as history recollects. As an old Emperor dies, his heir takes the seat the power. His rule is absolute over his loyal subjects (and indeed his disloyal ones too) but he does take advice from his parliamentary advisors - the Wistaria Clan. This tradition has been in force for a hundreds of years and was introduced to make sure that the Emperor's laws and decisions will keep him in the favour of the people. However, this ruling power started to shift in favour over the last thirty years, when a new powerbase arose under the rule of Lord Kiyomori, head of the Starburst Clan. The Imperial Sovereign was kept intact for tradition only and the Emperor's rule over the last two decades has been nothing more than an illusion.

With the waning power of the Imperial Sovereignty and the strengthening of the Starburst Clan, several other noted warlords and clan leaders intend on ruling. Already, on the eastern provinces of the main island, Lord Yoritomo, leader of the ascending Moonrise Clan,



has announced his rule by proclaiming himself Shogun. Yoritomo proudly displays his duelling katanas while traversing 'his' lands, an honour allowed only by a shogun. His rule is absolute as is his following. Yoritomo is amassing an army to sweep across the land and destroy the Starburst clan once and for all.

FORBIDDEN REALM, THE

As we speak, the famous captain Agar Fistan of the merchant ship Drago is on his way to Gashmuru Gulf to map the coast of the Forbidden Realm. His voyage is funded by none other than Grieve Marlock, Protector General of Sokara who has decided that uncovering the mysteries of this land are long overdue. Only a couple of months ago, a navy ship from Marlock City was blow off course during a routine escort of two merchant ships to Akatsurai. The vessel sailed blind for several days before sighting land. What they saw and reported back to the General is what whetted his appetite: the captain spoke of golden cliffs miles high with, what they thought was a city high up in the clouds!

There will be more information when, or if, Agar Fistan and his crew return. (see Sourcebook 11 - Dangor - The City in the Clouds)

GOLNIR

Golnir is a prosperous merchant kingdom nestled between Sokar to the east and Old Harkuna to the west. The rich cities and ports of the land, such as Metriciens and Ringhorn, have been forged by the vast wealth of the merchant princes. Most of the exported goods from this region are grain and cloth.



Almost the entire central region of Golnir is dedicated to farming, Delpton grew from a small community of adjoining farms into the prosperous farm town that it is today. The grains reaped from the huge fields are ferried down the river to be brought by merchants in Ringhorn. These merchants then mark-up the prices per unit and sell it to traders, who in turn sell it to local towns and cities as well as distant lands.

This huge country has been without a single ruler, such as a King or Queen, for many years. The blood lines to any of the diminished monarchy can no longer be traced and it very possible that peasants or noblemen go about their normal everyday lives blissfully unaware that they are heir to a long-lost kingdom. The merchant princes, named due to their wealth and power and having no royal connections what-so-ever, run the province in an efficient manner. Because the country relies on trade and has prospered from it, it only seemed natural that two of the wealthiest merchants (Kaleer and Marlesh) would gain power and control over the main cities, Metriciens and Ringhorn respectfully.

The rest of the country is ruled by local landowners, sheriffs, Barons and Baronesses. These local rulers have had titles and lands passed down through the generations of their families and guard them fiercely. One such ruler is the Baroness Vanna of Ravayne who resides in Castle Ravayne just north of Ringhorn. The castle area is so huge that could be classed as a small city in its own right. Surrounding the city are a multitude of farms, all taxed under the rules of the Baroness.

The Cities of Gold and Glory

The abundance of wealthy cities, prosperous farming towns, and titled landowners in Golnir, has rightly earned it the nickname - The Cities of Gold and Glory. Metriciens is a coastal port comprising of vast, broad market plazas; one could almost say that the entire city is under a market canvas. Not only are there three main market areas in the city, but many of them spill down the interlocking side streets as well. Built around the outskirts of Metriciens are the merchant prince's palaces. The buildings range from small castle towers to the immense palace royal in the centre of the city.

The Whistling Heath

This large area of high hills looks quite out of place against the flat plains of the farmlands. The area gains its name from the strong winds that rush from the plains and up through the craggy tors of the higher hill tops. The gusts make an eerie keening sound like that of a baying wolf, often fooling travellers through these parts. The Whistling Heath is home to numerous beasts; some who attack without notice, such as the ogres, and others who simply hinder and annoy travellers, like the prank-playing goblins.

The Haunted Hills

The Haunted Hills are virtually uninhabited and have no settlements for miles around. Within the hills reside the mischievous will-o'-the-wisps, small dancing balls of light that can lead you either to or from danger, as well as bands of cutthroat outlaws and wandering dead souls in the guise of ghosts.

The resident outlaw band, known as the Wolf Pack, has recently been charged with the robbery of some priests of Lacuna. The priests were on a pilgrimage to Marmorek on the Rese River in the west of Golnir. It was rumoured that some of the children belonging to the prospecting families in the foothills nearby have been suffering with some strange illness. The priests decided to take the long journey across land, bringing food and supplies to the families and their children. On the third day of travel the priests passed by the infamous Haunted Hills. Gathered on the lowlands close to the road were a small pack of wolves. The priests paid the wolves no mind but as they neared the pack, to their surprise, they stood up on two legs and rushed in to attack. The tactic of hiding under wolf furs until an unsuspecting traveller passed by was used a lot by the Wolf Pack outlaws. The aim was to leave none alive to tell of the attack so that it would continue to be a successful tactic in the future. Unfortunately for the outlaws one priest escaped and fled back to monastery. A reward has been issued for the capture of this outlaw band.



ISLANDS OF HARKUNA

The seas of Harkuna are teeming with islands ranging from the small and uninhabited, to the large and densely populated. Below are a couple of these islands. The majority will be covered in the upcoming source book called *The Violet Ocean - Over the Blood-Dark Sea*.

Druids' Isle

The Isle of Druids lies just off the eastern coast of Sokara in the Sea of Whispers. Legends of old say that the island was a gift from Lacuna the



Goddess of the Wilderness to her devout druid followers. This legend dates back to when the druids were considered heretic for following an unrecognised goddess. The druids were hunted down by Templars of Elnir, known at that time as the One True God, forcing them to sail out on boats across the open seas. Lacuna heard the prayers of her druids and created an island crafted from a bead from her necklace.

The Templars heard news of this fabled land and set out across the seas to purge the island of evil and claim it for themselves. En route to the island, almost half way between the east coast of Sokara and the Isle of Druids, there was a strange occurrence: the crews of the five ships all began to hear whispering voices in their heads. The whispering was relentless; instructions, suggestions, insults, beguilement were all racing through the sailors' minds at once. The crews were driven to the point of madness. The piloting of the war galleons became so erratic that they collided with one other and sank to the bottom of the sea. Only one person survived - a young cabin boy by the name of Aaron Goodsteed washed up on the shores near Venefax. He told the tale of the Sea of Whispers and the fate of the Templars to anyone who would listen.

A few years later, when Aaron had turned twenty and one years, he sailed alone to the Isle of Druids and became an initiate of Lacuna. He lived out his days on the Isle, never once leaving the sanctity of the holy groves.

Many druids now reside on the Isle of Druids and consider the whole island as the definitive temple of Lacuna. Young acolytes travel to the Isle to fulfil their devotion and become full priests and priestesses to the Goddess of The Wilderness. The final initiation is performed within the shrine at Aspen Trading Post on the North West shores of the island. A donation of 30 Shards is expected in the final initiation.

Sorcerers' Isle, The

The Sorcerers' Isle, or Braelak to give its correct name, lies in the Violet Ocean between the cursed Sleeping Isle to the south and the coast of Golnir to the north.

Dweomer, the island's one and only settlement, is the home to the most powerful sorcer-

ers and wizards on Harkuna. The entire city is dedicated to the teaching of magic through a network of schools, colleges, and universities that line the streets and alleys. The streets are adorned with picturesque cobbles that wind their way through the city. There are three main plazas in Dweomer that house the three largest of the colleges of magic: Carminry College which specialises in magic of a curing nature, Fortuity College which specialises in charms and luck, and Fulgur College which specialises in the conjuring field of magic. Surrounding each plaza are the smaller, but still impressive colleges, each with its own specialisation in a specific field.

Fulgur College is a prime example of what beautiful architecture can be accomplished by magic. The whole building, including the tall towers that reach far into the clouds, is forged from a single piece of obsidian. For 50 days the Headmaster and his 12 senior black ranked wizards of the collage summoned lightning storms that shaped the outside of the building with their powerful bolts of electricity. Giant elemental creatures from their astral planes were summoned to gouge out the rooms, corridors and stairs. The result was a magnificent and highly intricate building, but it was located hundreds of miles from Dweomer! This is where the senior members of Tempra College of Teleportation came in. It took almost a month of incantations, devotion, and in some cases blood and sweat, to teleport the college to its present location in the Dweomer Plaza. This process also happened with the other 2 main colleges with the only difference being that Carminry College is made from a single piece of white stone, and Fortuity College is made from a single piece of red quartz.

One of the island's most astonishing and intriguing sights is the Blue Forest. Some say that the indigo coloured bark and sparkling azure leaves are the result of a failed spell of a sorcerer long passed. This story is almost true with the exception that the spell worked exactly as the sorcerer Kallos had intended. Kallos was the headmaster of Figro College until he quit his job to recapture his youth and once again adventure through the Fabled Lands. On one of his quests, in fact the last of his quests, Kallos found a very rare creature indeed - a blue unicorn foal. He brought the foal back to Braelak

Island where it lived with him at his collage for a couple of years. The unicorn soon outgrew his small apartment on the campus grounds, so Kallos needed to come up with a safe place for the Blue Unicorn to live. The sorcerer and his unicorn travelled to the deserted south side of the island and there Kallos began the incantation to grown an arboreal home for his new friend. The huge trees began to push their way through the soil like desperate zombies escaping from a grave. The sorcerer watched as the Blue Unicorn disappeared into the trees, almost sad to see him go. He visited as often as he could but as old age came to Kallos, so the visits lessened. Years after the passing of Kallos, the unicorn, the very last of his breed, died too. His body became one with the soil of the forest and had a profound effect: each new leaf that grew from that day onwards sparkled with an azure hue. Even the trunks of the trees began to turn in colour. The population of Dweomer call it the Blue Forest, but those who remember the old sorcerer who bred the Blue Unicorn refer to it as Kallos' Forest.

SOKARA

Sokara is a kingdom of immense beauty, civil war, devious fay and hungry monsters. These lands of mystery and intrigue are situated on the farthest east coast, below the Spine of Harkuna. Only a handful of the bravest adventurers can boast that they have seen as far north as the Citadel of Velis Corin, as far west as the Forest of Larun, as far south as Yellowport, or as far east as the Blessed Springs.

These lands were, until recently, ruled by King Corin VII. Corin ruled the land with a corrupt hand: he over-taxed the cities and merchant traders, took from the rich and poor alike and executed any who opposed him or his ways of leadership. Rumour has it that King Altar III, Corin's father, was planning to abdicate his throne to his eldest daughter Amelia instead of his scheming son. However, Altar III died mysteriously in his sleep before anyone could be told of his abdication plan. The only member of the royal family who knew of this plan was Amelia herself and unfortunately she died in a horse riding accident a few days after her father's death. Corin was crowned King Corin VII

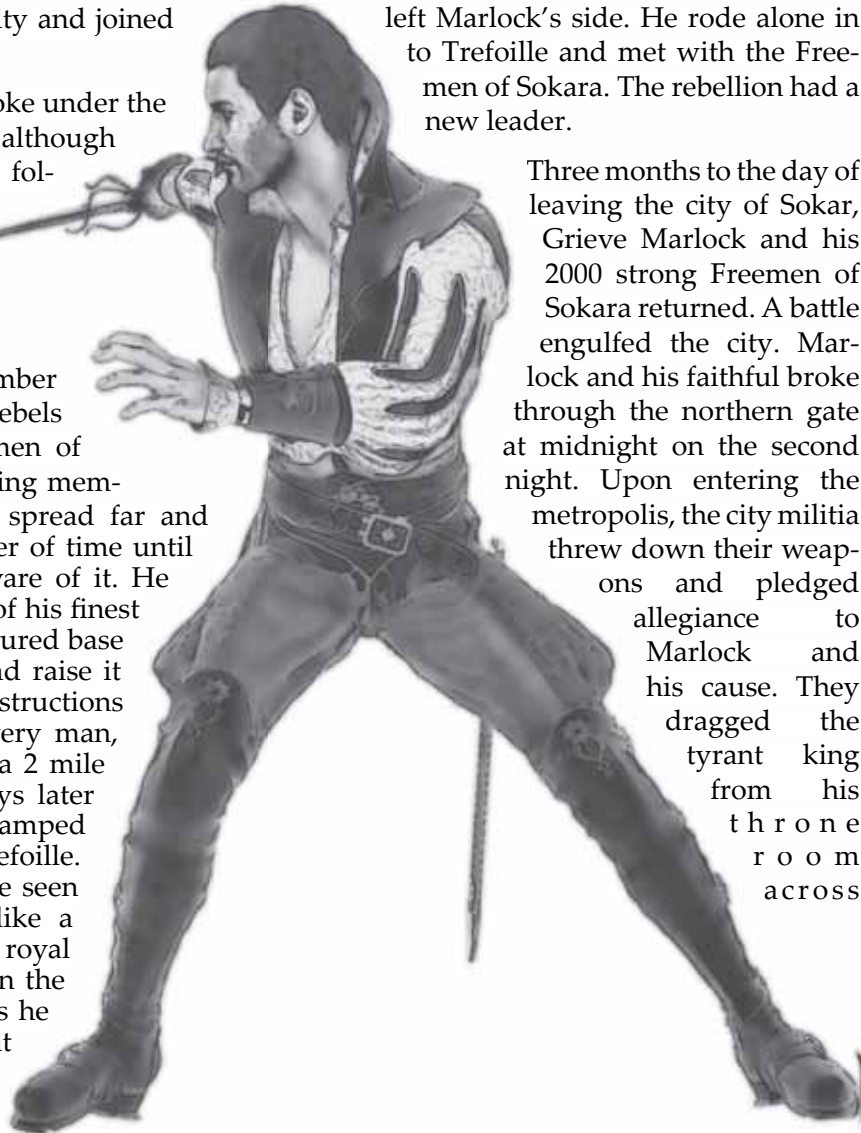
one week after his father's funeral in Sokar City (Princess Amelia was never publicly buried and her resting place still remains a mystery).

The King's royal bodyguard for most of his reign was Captain Grieve Marlock; a middle-aged war veteran who had fought in many of the kingdom's great battles and risen through the army ranks. Marlock started his life as a Paige to Sir Frances of Sokar City. He served his master faithfully for many years, and in return, was given a roof over his head, taught the art of sword-play, and combat tactics. One dark rainy night during late Vumal (February), Sir Frances and Marlock were ambushed while travelling back from a joust near to the town of Trefoille. Sir Frances received a mortal wound to his chest during the fracas but lived long enough to see his young protégée cut through the five assailants as if his sword were a natural extension of his own arm. After he had buried his master, Marlock returned to Sokar City and joined the Militia.

Sokara was beginning to choke under the rule of their young King and although Corin VII still had a large following of royalists in many of the towns and cities, he had also made a large number of enemies too. A band of rebels calling themselves the Freemen of Sokara began secretly recruiting members. News of the rebellion spread far and wide and it was only a matter of time until the King himself became aware of it. He ordered Marlock to take 200 of his finest soldiers to Trefoille, the rumoured base of the Freemen of Sokara, and raise it to the ground. His specific instructions included the slaughter of every man, woman, child, and beast, in a 2 mile radius of the town. Four days later Marlock and his men were camped on a ridge overlooking Trefoille. In the distance a fog could be seen settling on the Curstmoor like a soft blanket being laid on a royal mattress. Marlock reflected on the teachings of his old master as he looked down on the field that 20 years earlier had been the

location of the last jousting contest of Sir Frances of Sokar. During that night Marlock dreamed that he was walking in that field with Sir Frances and they conversed about everything that had happened in the years since his passing. Towards the end of their converse, Sir Frances rested a gauntleted hand on Grieve's shoulder and said, 'Don't you think that Sokara deserves to be free?' Marlock woke with a start to see his soldiers saddling their horses and preparing for the impending slaughter of Trefoille. 'STOP!' he ordered, 'This is not the way that Sokara should be ruled. The Freemen are right by opposing a tyrant king that would give the order to slay hundreds innocent people in the hope of silencing a few. It is time for change. Should any of you here with me today wish to down arms and return to Sokar City, you will do so without challenge. However, when we meet in combat on the ramparts of Sokar's defences you will die like the tyrant King'. Not a single man left Marlock's side. He rode alone in to Trefoille and met with the Freemen of Sokara. The rebellion had a new leader.

Three months to the day of leaving the city of Sokar, Grieve Marlock and his 2000 strong Freemen of Sokara returned. A battle engulfed the city. Marlock and his faithful broke through the northern gate at midnight on the second night. Upon entering the metropolis, the city militia threw down their weapons and pledged allegiance to Marlock and his cause. They dragged the tyrant king from his throne room across



mud laden streets to the statue of Corin that marked the city centre. It is here that King Corin VII of Sokara was executed for crimes against the people of the land. The Royal bloodline was ordered to be similarly executed so that none remained, but unknown to Marlock, the King's son and only remaining heir to the throne of Sokara was secretly smuggled out on the night that the city was put under siege. Prince Nergan and a handful of his loyal servants escaped across the Curstmoor and hugged the east edge of the Forest of Larun until they could see the Coldbleak Mountains. Here they sought refuge and planned a return to Sokar City to reclaim the throne.

The people hailed Grieve Marlock as the new lord of Sokara, a title that he dismissed immediately. I am not your ruler he stated, I am your protector. From that day onwards he was known as the Protector-General of all Sokara. To usher in the new regime, Marlock renamed the city of Sokar after himself. Marlock City remains today as the capital city of Sokara; charred remains of royalist are hung from the main gates as a warning to any that are still loyal to the royal bloodline, and the tyranny that it represented.

Ironically, the city of Trefoille was the focal point of a huge battle during the civil war that wracked the province during the first few months following the occupation of Marlock City (previously known as Sokar City). An army of followers loyal to Prince Nergan and his claim to the throne of Sokara occupied the city that represented the starting point of Marlock's military coup. Marlock himself led his army to Trefoille, recruiting many hundreds of mercenaries on the way. During the parley before the battle it was agreed that the city be evacuated as the good people of Trefoille were not to blame for the impending destruction of their once great city, nor was it representative of either sides' objectives to use the people as a shield during the war. When the last of the refugees were clear of the city, the battle began. The battle of Trefoille raged for three days and nights. Many of the outer walls to the city were reduced to rubble. The houses and shops of the city burned in a fire so bright that the occupants of Marlock City could see the orange glow on the night horizon. With the royalists crushed at the expense of one of the province's most prosperous crossroad towns, the order was given to rebuild the burnt out husk of Trefoille as a

matter of importance. To this day the city still smoulders while masons and carpenters work on its rebuilding. Marlock assures the refugees that a phoenix will rise from the ashes of the old city, metaphorically speaking of course.

The Protector-General of all Sokara rules with an iron fist, and although some deem his actions and punishments very severe, the majority of the population much prefer his ruling ways. In order to police the province and avoid another major battle such as the one at Trefoille, Marlock installed a garrison of militia in every major town and city. These troops live in specially built barracks and operate under the command of a Sergeant at Arms for the smaller garrisons, and a Provost Marshal assigned to the cities. One such Provost Marshal is Marloes Marlock, the Protector-General's brother. He was assigned the task of watching Yellowport after the dissolving of the former city council.

Forts of the Eastern Marches

To the north east of Sokara lies the peninsula known as Nerech, Land of the Manbeasts. The monsters that inhabit the wind-blasted lands resemble men, for the most part, but have gnarled, disfigured bodies, covered in silver-grey hair, with heads covered by bestial iron helms. These Manbeasts once posed a real threat to the people of Sokara, stealing livestock, food, and even farmers, taking them back to the rolling hills of Nerech to feed. In order to prevent an invasion of these monsters on northern Sokara, the King ordered that a wall be built to keep the Manbeasts on their own secluded land.

The wall was a massive undertaking that took over a thousand men to build, spanning from the shores of Disaster Bay in the north, to the White Cliffs of Nerechin in the south east. It stands twenty five feet high, six to ten foot thick at the base, depending on the geographic location, and almost seventy five miles long. Three major forts are positioned along the wall at equal distances apart, and smaller outposts and guard towers are dotted in-between. Each of the three forts, Brilon, Estgard, and Mereth, are responsible for one third of the wall. This responsibility covers the repair and maintenance of their section of the wall, patrolling on the Sokara side, occasional reconns into the unforgiving lands of Nerech, and supply trips to the neighbouring towns and villages.

The Spine of Harkun

Legends and religious stories all tell of the falling of the god Harkun, ruler of the heavens. His defeat at the hands of the younger gods sent him crashing down to the world below, and created the lands of Harkuna as they are known today. One of these geographical features is the forbidding mountain range that separates the north of Sokara from the Plains of Howling Darkness beyond; it is called the Spine of Harkun.

The mountains here are enormous; some of them are so tall that the tops disappear into the clouds. A few of the bravest, or some might say stupidest, of adventurers have attempted to traverse the dense and impassable range of razor sharp cliffs and snow-capped peaks. Those who returned told of snow storms so fierce that it blinded you, savage monsters, and deadly avalanches. Not all of the stories brought back from the Spine of Harkun are bleak and depressing; some spoke of secret passes and hidden mountain passages, but although many have returned to seek these paths out, none have ever been found.

Located almost half way along the length of the mountain range is a geographical feature known as the Pass of Eagles; a thin chasm sliced right through the Spine of Harkun from north to south. A citadel has been built right across the southern end of the pass, so that none can cross into Sokara from the north without going through the citadel first.

Bronze Hills

The Bronze Hills lay just north of the Forest of Lavin, east of the River Grimm. Once upon a time these rolling hills were lush and green, untouched by man and beast alike. Twenty years ago a prospector by the name of Sirius Sternhammer, discovered a vein of copper running along the back of a cave at the southern end of the hills. After Sirius had returned to Caran Baru to sell his precious metal, news travelled far and wide concerning the find. Many miners and prospectors travelled to the area to seek their fortune, and hopefully, even more precious metals. The vein of bronze was the only source of that metal ever found in the hills; hence the name, however it did lead to multiple discoveries of silver veins all over the area.

The Bronze Hills look vastly different today with the entire area being given up to mining. Wherever you look you will see quarries, mine-shafts, or people digging. There isn't any discernable greenery left either; it has either been dug through, walked on so much that it has turned to mud, or has vast heaps of excavated rock dumped on it. Some of the quarries are even open to the public. It will cost you 50 silver shards to dig in a specific mine for one hour, and anything that you find or dig out is yours to keep. Most of the mines open to the public have been almost drained of any valuable minerals, but the people digging aren't aware of that.



Slavery and punishment are also rife here, although it is kept well out of sight of the public. Slavers sell their captured stock to the miners of the Bronze Hills to increase their digging areas, and to improve the chance of finding precious metals. Yellowport and Marlock City use the area as punishment for crimes committed against the new regime. In both of these uses of the mines, not many of those sent below the surface to dig, ever come out again.

UTTAKU & OLD HARKUNA

Uttaku has a proud history. For many centuries this noble land ruled most of the northern continent of Harkuna. New archaeological finds of Uttakin origins are still being found today, such as the remains of an ancient city beneath Yellowport.

1500 years ago, the Uttakin were known as little more than nomadic tribes living in the Blue Grassland of Ankon-Konu. Over time the tribes merged into larger clans and settled within their own towns and cities, rather than tents and pavilions, but their existence was a constant struggle due to the age-old war between them and the Golden Men and their ark ships. After being beaten into retreat by the superior Golden Men, the Uttaku took to their ships and sailed north for many weeks until discovering a new land that they named in their honour - Uttaku.

Around 500 years ago, an abnormal blue-skinned hybrid child was born to the leader of one of the town clans. Word spread of this child and as it did, it was discovered that several more had been born all around the country on the same day. The families of the children travelled to the largest of the cities, Aku, where they were declared nobility. Unknown to the Uttakin at this time, the blue-skinned noble was a direct gift from the god Ebron, for the upmost dedication of the tribes to him over the decades. As the hybrids grew, they took over the rule of the clans from their advisors.

Every clan in Uttaku united under the banner of Ebron, and his avenging demons - the Usskhem. This made them a powerful force indeed as they were unified as a single country unlike the other warring provinces and coun-

tries of Harkuna. The Uttakin armies marched boldly across the northern continent conquering any that stood in their path. The gladiatorial ways and teachings of the Uttaku army made them ruthless and unforgiving in combat. Even unarmed, the Uttakin were deadly masters of their own martial art known as the Blue Grass Way. Once the lands had been conquered, the god Ebron bestowed another gift on his faithful people - a Faceless King. Ammunas the Baptiser was the first of this ruling dynasty having no recognisable facial features whatsoever, aside from tiny indents where the eyes should have been.

Once a year to the day that Uttaku united as a single clan, they celebrate with a special festival known as the Holy Day of the Recantation of the Soul. During this celebration, every single countryman, including those away from Uttaku, such as merchants, must wear a blue spotted scarf. Anyone not doing so is fined 75 shards and sentenced to a week of hard labour. Those unable to pay are imprisoned and await trial before the Arbiters of the Word of Ebron. Not many of these heretic Uttaku are ever seen again. To honour the Faceless King, the lords of the lands wear brightly coloured wooden masks in public to hide their faces, and most of the population of Uttaku will never see the true faces of their lords.

Over time, the Uttaku Kingdom was forced back to the country from whence it came. The old hierarchy remains to this day, with the next dynasty of the Faceless King ruling over a smaller, but still proud, powerful, and utterly cruel kingdom.



Troll Bridge

The nearest bridge to the source of the Ruby River has been aptly named the Troll Bridge. Residing under the bridge in a large recess below the eastern supports, is Gronk the Troll. Like most Trolls, Gronk stands a menacing 7 feet tall, and is covered from head to toe in matted grey fur. This frightening appearance is somewhat downscaled by Gronk's attire. He wears a stripped scarf, a spotted scarf, and a wooden mask, similar to the Lords of Uttaku, to avoid a roasting from the Priests of Ebron on the holiest of days.

Gronk has lived under the bridge for many years, and makes his living by charging people 5 Shards to cross. Anyone who refuses the toll is either shown away, thrown in the river, or killed, should anyone be stupid enough to attack him! Trolls don't actually have a great need for Shards, as not many towns and cities accommodate 7 foot tall grumpy trolls with little regard for rules and regulations. However, Gronk has befriended a lonely farmer's widow living a couple of miles downriver. Alisee buys the troll his weekly order of a cow and 3 sheep, but only charges him the price of the animals

at the local market, rather than making a profit from her friend. Unbeknown to Alisee, Gronk has buried several hundred Shards beneath an old tree close to her farm, and drawn a map that he placed inside of a sealed clay pot, with the instructions to break it if she hears of his demise.

The Ancient Way-Room of Uttaku

During the continent-wide reign of the Ut-takin 500 years ago, the Faceless King would visit many of the captured cities, demanding both sacrifices and tributes to Ebron. The vast distances between these cities took many days travel by boat, and many times longer by land. The Faceless King demanded that his sorcerers and priests devise a way for him to travel to these distant lands in a much quicker way. The priests thought long and hard over this quandary, so long in fact that several were put to death by the King, but this did inspire the remaining ones. The priests had their acolytes dig a deep hole into the ground at the very location where the first Blue-Faced nobility was born. A stone staircase was built descending into an ornate octagonal chamber. On each of the eight walls



is an archway adorned with mystical runes and ancient scripts. The runes glow with an eerie blue light giving the illusion that the archway itself is glowing. Each archway will teleport the user to a specific location on Harkuna:

- | | |
|--------|---|
| Arch 1 | will teleport the user to the front gates of Aku in Uttaku |
| Arch 2 | will teleport the user to the base of Sky Mountain in The Great Steppes |
| Arch 3 | will teleport the user to the front gates of Trefoille in Sokara |
| Arch 4 | will teleport the user to the front gates of Metriciens in Golnir |
| Arch 5 | will teleport the user to the front gates of Imperial Chambara in Akatsurai |

Arch 6

will teleport the user to the front gates of Pethumar in Western Ankon-Konu

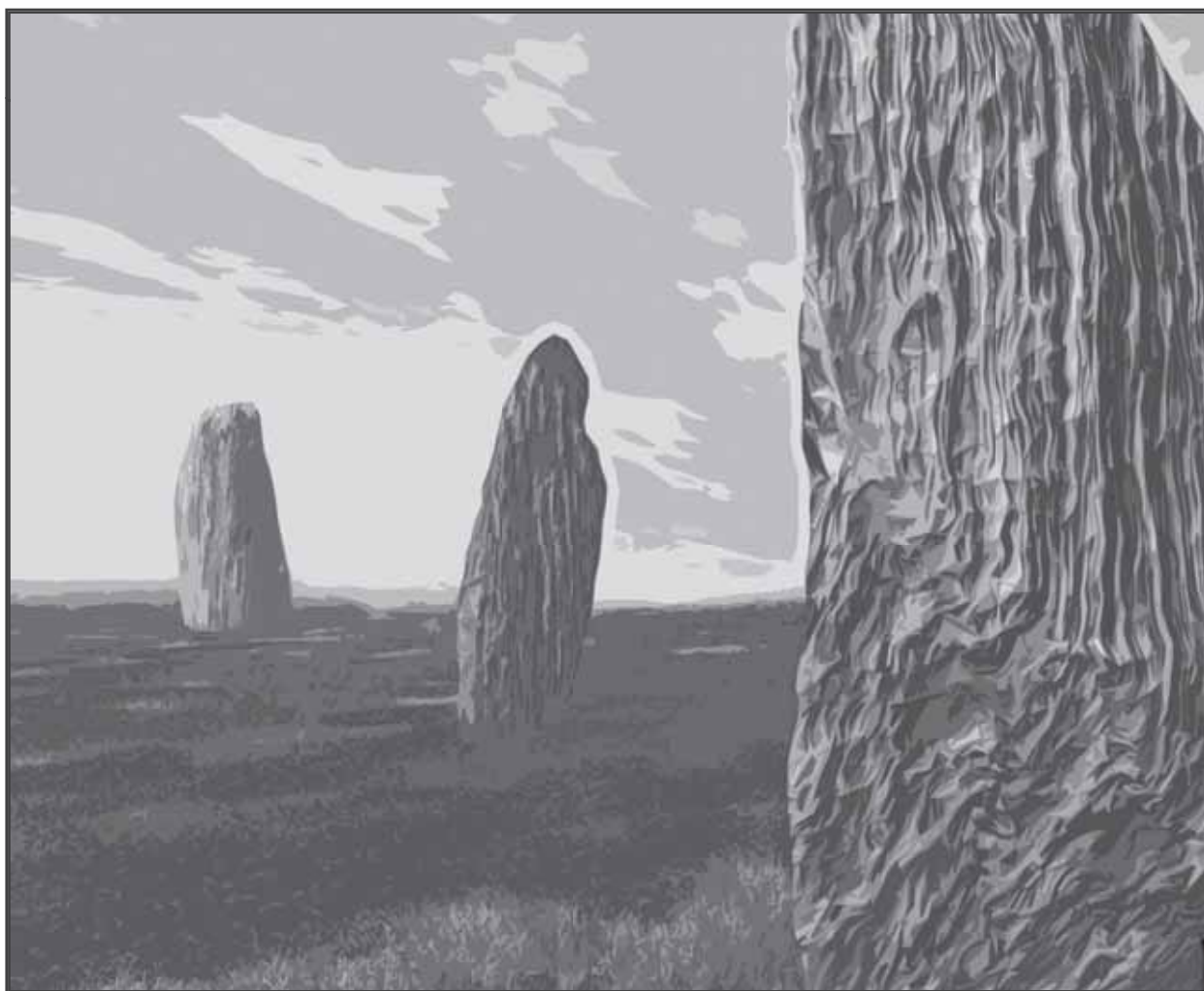
Arch 7

will teleport the user to the Dunpala in Central Ankon-Konu

Arch 8

will teleport the user to the Bluewood on the Sorcerer's Isle

To keep the purpose of the location a secret, the priests created a magical plinth to seal the top of the staircase so that none without the special key could enter. To finish the Way Room, eight huge stones were placed at even intervals around the central plinth to represent the eight teleport destinations. The key is now lost to time. No one knows for sure where it is, and very few people know of its purpose.



CHAPTER 9 - FOR THE GAMESMASTER

Being a Gamesmaster is a difficult, but ultimately rewarding, task, requiring a good imagination, communication, and storytelling skills. It also requires fairness and good judgement, as well as knowledge of the rules. So while it requires many different skills to be a successful Gamesmaster, do not fret if you are not confident in the endeavor, for the best way to learn the process is to actually run a session.

There are many parts to being a Gamesmaster, and we detail these below.

STORYTELLING

The ability to tell a good story often differentiates good Gamesmasters from poor ones. A good Gamesmaster will often have a sense of drama and a flair for describing particular scenes. For example, instead of saying "you enter a dim room. It is empty except for a straw bed" a good Gamesmaster would say something like "you enter a dim room, the only source of light being a small flickering candle that causes shadows to dance across the walls. The room is empty except for a straw bed against the wall, from which a putrid smell arises."

The above example shows a simple yet effective trick you can use when describing something and that is to engage the senses of the players. Everybody has five senses: sight, hearing, smell, touch and taste. If, when describing something, you can describe what they see, hear, smell, touch or taste, you will go a long way to bringing the image to life in the players' minds. Try to describe two or three senses if you can.

Another thing to remember is that for every character action, the world will have a reaction around them. Just as the characters will react to events taking place, other people in the world will react to their actions as well. This may seem obvious, but it is an important point for it is often overlooked in role play games.

Finally, you should remember that this is a role play game and not a novel. What, exactly, do we mean by this? Well, although you as the

Gamesmaster are responsible for coming up with the plot of the story, you should remember that you are not writing the story. Your plot should be an outline, but the main story should be told by both yourself and the players. Let the players guide the story. By all means have extensive notes, but never, ever, force the players to do something simply because you have not expected it.

This does not mean you are powerless, however. Should the players tell you they wish to do something that you had not planned for, do not say no. Instead, take a few seconds to think about their action, and then come up with a suitable reaction. Sure, this may take the story in a totally different direction to what you had originally planned, but some of the best stories happen in this spontaneous, improvised way.

Setting

Not only are you responsible for the plot of the story, you must also make sure that it fits the world of the Fabled Lands. What this means is that you need to make sure you don't contradict anything that is already an established part of the Fabled Lands. For example, if you stated that the river flowing through Yellowport had pristine, crystal clear water when in reality it is polluted with sulphur and undrinkable, your players will soon find you out. Therefore, it is important to make sure that you get details like this right.

By making sure these minor details are correct it makes the world more believable in the eyes of the players. Rest assured, if you get one of these details wrong, your players will likely call you on it. This doesn't mean that you need to know the world back to front and inside out; that would be a mean feat indeed. What it does mean that if you are going to be running a story in a certain location you should at least research that location first.

Rules

Another part of being a good Gamesmaster is to know the rules. While you do not need to memorize all of them, having a good idea of how the rules work is pretty much essential. The reason for this is because not only are you a story teller, you are also a referee. You must make interpretations on the rules, judge how hard character actions are and assign Difficulty targets based on your reasoning. The players trust you to be fair and you should endeavour to be that way at all times.

Having said that, you should not let the rules get in the way of something cool happening in the story. If a player comes up with something not covered by the rules (an obvious example would be a new use for one of the lores of magic) then you should try to come up with something fair on the spot. Don't waste too much time thinking about it during the game; if it seems fair to you at the time, run with it. After the game, sit down with the player and try to work out some concrete rules for the action that you are both happy with (and, again, that is fair).

Quests

Quests are the name given to the adventures the characters have during the Fabled Lands RPG. Each quest may be a self-contained adventure or it may be part of a larger story arc that you, the Gamesmaster, comes up with.

A quest begins with an overview of the adventure. It follows with an introduction for the players, which usually involves a way for their characters to become a part of the quest. Once this has occurred and the characters have decided to take part, it is time to move on to the meat of the quest.

A quest is divided into scenes that explain to the Gamesmaster exactly what 'should' happen in that area. The passages relating to the scene might have 'read aloud' passages that the Gamesmaster will read to the players. Examples of scenes can be found in the quest at the end of this book called Lair of the Ratmen. In it, each scene relates to a specific location within the sewers.

Scenes are usually labelled in numerical order but it is important to note that scenes do not have to be played out in this order; they are played in the order with which the players encounter them. Using the sewers beneath Yellowport as an example again, the players may explore scene 1, completely miss scenes 3 and move straight on to scene 4. This is perfectly acceptable.

Some scenes may not even occur when you play the quest and again, this is perfectly alright. If the characters do not trigger whatever causes the scene to start (such as visiting a certain location) then the scene does not need to occur. It might be a good idea to flick through the Lair of the Ratmen quest now so that you will have a better understanding of how quests and scenes work.

Time Scales

Time is not an important factor for the majority of a quest. The only places where time becomes important is when some spells are cast, potions are drunk and combat takes place. Game-time is very subjective because it can only be determined by you the Gamesmaster; so when a potion or spell's effects last 10 game minutes it is you that will tell the player when the effects have run out. Gauging game-time need not be a critical thing, after there is no way of determining exactly how long it takes to walk 600 feet through an uneven dungeon while avoiding sharp rocks and balancing along rough floors. All you can do in these situations is estimate the time and inform the players when YOU decide that a spell or potion's effects have expired.

Combat is different because it is set in combat rounds that last 10 seconds. Therefore 6 combat rounds will equal 1 minute. If a potion's effects last 10 minutes and it was drunk a few minutes before combat started then you can determine that the potion will last 6 minutes or 60 combat rounds (for more information then look at Chapter 5 - Combat)

Creating a Quest

While we will not go into a huge amount of detail on how to create a quest, it is relatively easy to do so. Look at the quests later in this book as

an example and feel free to use the way it is laid out as a template for creating your own quests. You will note that during scene 9 in Lair of the Ratmen there is a place for you to continue the quest and expand the sewers should you wish to do so.

The first thing you need to do is come up with a back story for your quest. What is the object of the quest? Do the characters have to rescue a kidnapped princess? Are they required to slay a mighty dragon? Or do they need to find a rare gem for an old mage? If you cannot find inspiration, look to your favourite fantasy novels or, even better, the Fabled Lands gamebooks, which can serve as a huge source of ideas.



Once you have the back story you need to decide where in the Fabled Lands to set it. This is largely a matter of taste, but obviously it also needs to make sense in terms of the story. If the quest you have devised involves trekking through a jungle then setting it in Golnir is obviously not going to work as there are no jungles there. Ankon-Konu would be the perfect place to have a jungle quest.

Where you set the quest will obviously influence the people and creatures found there. Further on in this book you will find an overview of the entire Fabled Lands, while future sourcebooks will explore each province/country in greater depth.

Awarding Experience

At the end of every quest you need to award the characters experience points. This is very important, for without experience points the characters can't advance. For a guideline, experience points should be awarded to the players in the following manner:

1. Determine a fixed amount of experience points that should be awarded for the completion of the quest (or each quest belonging to the same campaign). This fixed experience points will be divided out equally between the players as a base for their individual experience gained from the quest.
2. Award individual experience points to players who played a key role in the quest. Maybe they heroically saved another player, fought hard to defeat a monster, found a secret door that was hard to find or performed a skill or attribute test that was close to impossible.
3. Finally, award individual experience points to players that role played their character well, such as performing actions within their personality.

Remember that as a Gamesmaster you can also penalise a player for role playing against what the characters personality is defined as, but this is entirely up to you.

The amount of fixed experience (the experience evenly distributed between characters at the end of the quest) that you should set depends on the length of the quest. Award up to 10 fixed experience points for a short quest (like the quest in the back of this book), up to 20 fixed experience points for an average sized quest (one that has 20 or so scenes) and up to 30 fixed experience points for a long quest (one that has 30 or so scenes). As a rule of thumb you may wish to use the following formula:

1 scene in a quest = 1 fixed experience point (rounded up or down to equally distribute amongst the players).

Note that you should only assign a fixed experience that distributes evenly between the players so, for example, if there are 4 players doing a short quest then the fixed experience should be either 4 or 8 (or possibly 12)

Throughout the gaming session it is important that you keep notes regarding the actions of the individual players, that way you can justify the experience awarded. It is very likely that some players will gain less experience from a quest than the others and they will want to know why.

COMMON SITUATIONS

There are many different circumstances that can and will crop up during a game of the Fabled Lands RPG. Knowing how to handle these situations is a key ability of Gamesmastering. During the course of the game characters will try many different things and will have various events happen to them, and knowing what rules to use and how to fairly adjudicate the results of their actions is essential.

Listed over the next few pages is a rather large list of situations that will probably occur quite often. With these situations is advice on how to handle them and what rules to invoke. If the situation requires an ability test then suggested Difficulties are also listed.

Balancing

At times throughout the game players may find their characters having to traverse a narrow ledge in the mountains or cross a rickety rope bridge. These could be across large chasms, boiling pits of lava or deep spiky pits. Regardless, if a character tries to cross one of these they will have to take a Thievery test to see if they can keep their balance. If they fail, you should then refer to the rules for falling later in this chapter.

Situation	Difficulty
Narrow ledge (less than 12" wide)	Difficulty 7
Very narrow ledge (less than 6" wide)	Difficulty 9
Rope or beam (less than 3" wide)	Difficulty 12
Wet surface	Difficulty +1
Oiled surface	Difficulty +3

Climbing

Characters will often find themselves having to climb a wall or a cliff to continue with their adventures. Sometimes they will have succumbed to a trap and fallen into a pit which they then must find their way out of. In these cases the character will have to make a Scouting test in order to successfully do this.

Climbing has its own risks. Should a character slip, put a foot in the wrong place or choose the wrong hand-hold there is a good chance they could fall. This is not too risky if you are falling from a low height, but should your character fall from a great height...

As a Gamesmaster, there are two ways you could handle a climb. The first is to have the characters make a Scouting test for every 10 feet they have to climb. The second is to have them make a single Scouting test, adding 1 to the Difficulty for every 10 feet beyond the first 10 feet that they have to climb.

If a character happens to fail a test they will slip and fall (see Falling). How far they fall depends on how you handled the Scouting test. If you used the first option, they fall however far they have climbed up or, if climbing down, however far they have to go. If using the second option, assume they fall from around half way. For instance, if they are climbing 40 feet, assume they fall 20 feet.

Situation	Difficulty
Steep slope	Difficulty 4
Vertical slope, plenty of hand holds	Difficulty 6
Vertical slope, some hand holds	Difficulty 9
Vertical slope, few hand holds	Difficulty 12
Vertical slope, no hand holds	Difficulty 16
Using a rope	Difficulty -2
Using climbing gear	Difficulty -4
Climbing in a corner	Difficulty -1
Slippery surface	Difficulty +2



Disabling Traps

Traps are often used throughout the Fabled Lands, whether to catch animals and wildlife or to protect a valuable treasure horde. Regardless of where they are found, adventures seem to constantly blunder into them.

If a trap has been uncovered (see Searching) then a character can attempt to disable it by making a Thievery test. If successful, the trap is rendered harmless. If the test is failed the trap is still active. If the test is failed by 4 or more, the character has unwittingly set the trap off and suffered its effects.

Characters can attempt to disable a trap as many times as they want.

Situation	Difficulty
Crudely made trap	Difficulty 10
Normal trap	Difficulty 12
Well-made trap	Difficulty 14
Magical trap	Difficulty 16

Disease

Diseases are horrible ailments that can infect characters. They range from the mundane (such as the common cold) to the absolutely deadly. Characters who become infected with a disease usually suffer some sort of penalty that can only be removed once they are cured of the disease. Curing a disease requires a special potion to be made from a priest at a cost of 100 Shards or a remove disease spell.

Listed below are some of the diseases found across Harkuna.

Blight of Nagil: This disease is transmitted by some undead creatures. The Blight of Nagil causes horrible boils and gangrene. Characters that fail a Sanctity (Difficulty 12) test will become infected and lose 1 point from their Charisma and Muscle values until cured.

Ghoulbite: This disease is transmitted via the saliva of hideous ghouls. Unless the character can make a successful Sanctity (Difficulty 13) test this disease will lower a character's Charisma, Combat, Muscle and Sanctity values by 1 point each until he is cured.

Malaria: This disease is usually carried by insects. If a character fails a Muscle (Difficulty 10) test the disease will cause all of the character's ability values (except Sanctity) to be reduced by 1 until cured.

Red Ague: This disease is transmitted by insects. Any character that fails a Sanctity (Difficulty 10) test will break out in an itchy red rash. Infected characters lose 1 point from their Charisma and Combat values until they are cured.

Sea Fever: So named because it is often caught by sailors, Sea Fever weakens the body and can be lethal. Any character that fails a Muscle (Difficulty 14) test will lose 1-3 Stamina per day. In addition, at the start of the disease it permanently reduces the character's starting Stamina by 1 point.

The Plague: Every hour that a character is exposed to the Plague they must make a Muscle (Difficulty 12) test. The Plague causes the loss of 1-6 Stamina points each day to those who fail the test and contract the deadly disease. Any character that survives must reduce their Charisma value by 1.

Villager's Curse: Any character that fails a Muscle (Difficulty 10) test will be infected by this vile disease. Any character that fails the test will have their skin peel and blister and will also lose 1 point from every ability value. Unlike other diseases, Villager's Curse will only last for 2d6 days or until cured.

Swamp Rot: Any character that fails a Muscle (Difficulty 12) test will be infected with this disease. An infected character's body parts, starting with the hands and feet, will begin to rot over a short period of time, losing 1 point from every ability per day untreated. If this disease is not cured within 1 week the character will be beyond curing and will die a slow and agonising death in 1d6 days.

Disguise

There will occasionally be circumstances where it would benefit characters to look like someone (or something) other than themselves. This could be because they are trying to sneak passed some guards or are wanted by the constabu-

lary. Whatever the case whenever a character attempts to disguise himself he must make a Thievery test. The Difficulty of the test depends on the extent of the changes to his appearance and on how familiar the onlookers are with the character.

Situation	Difficulty
Base Difficulty	Difficulty 9
Onlooker is somewhat familiar with character	Difficulty +1
Onlooker is very familiar with character	Difficulty +3
Attempting to look like different humanoid race	Difficulty +1
Attempting to disguise age or gender	Difficulty +1
Attempting to disguise height	Difficulty +2
Low-light conditions	Difficulty -1

Eating

Like everyone else, characters need to eat to survive. Every character must eat at least one meal every day or suffer the effects of hunger; they suffer a temporary -1 penalty to all of their ability values until they eat again, and also lose 1-6 Stamina points.

Characters that are not carrying any meals with them can forage for food in the wild. To do this they must make a Scouting test at Difficulty 9. If they succeed they find enough food for a meal. For every 2 points they succeed by, they find enough food for an additional meal. For instance, if they roll a total of 11 or more on the Scouting test they find enough food for 2 meals, 13 or more means they find enough food for 3 meals, and so on.

Evaluating Items

It is inevitable that the players will come across treasures that they will try to sell. But how much should they be sold for? No doubt your players will ask you if their characters know how much an item is worth. If they do they may make an Intelligence test. If they pass then you may give them a rough idea (for example, you might tell them the item is worth 'around 100 Shards' or it is worth '80-100 Shards'). Be fair with this and

don't lead them to believe something that isn't right. If the players happen to beat the Difficulty by 5 or more then they must be told the exact value of the item.

If the test is failed the players cannot determine the value of the item. Each player can only try to determine the value of a particular item once.

Situation	Difficulty
Common Item	Difficulty 8
Rare or Exotic Item	Difficulty 11
Magical Item	Difficulty +2

Falling

Characters that fall from great heights are unlikely to survive. At the very least they will take some damage to their Stamina. A character loses 1-6 Stamina for every 10 feet that he falls. For instance, if the character falls 30 feet, roll 3 dice and deduct the result from the character's Stamina.

If the character is lucky enough to fall onto something soft (such as fresh snow, or mud) then you may halve the damage. In other words, roll 1 die for every 20 feet fallen instead of every 10 feet, or roll 1d6 and divided by 2 for every 10 feet fallen and half the results. In this case a 1-2 is a 1, a 3-4 is a 2 and a 5-6 is a 3.

Healing

Characters will lose Stamina throughout the game at quite regular intervals. Injury, disease, starvation and poison can all contribute to this. Luckily, the body can also heal itself naturally over time.

When a character gets a full night's rest (at least 6 hours uninterrupted sleep) he will regain 1 Stamina point. This is best done in a safe location because sleeping in the wild can have dangerous consequences.

Characters can also perform first aid on others and themselves for minor wounds of less than half their total Stamina. This requires an Intelligence test at Difficulty 9 (Difficulty 12 if using on oneself); if successful, the character instead regains 2 Stamina points with a full night's rest. Characters may only have first aid performed on them once each day; if the attempt fails then they will only regain the 1 Stamina point.

Hiding

Although not very heroic, the characters will sometimes find it within their best interests to get out of sight and hide themselves away. There could be numerous reasons why they would; trying to avoid being seen by an enemy patrol perhaps, or attempting to hide from the town guard after finding themselves in trouble with the law. Regardless of the reason, a Thievery test (in cities, buildings and underground) or a Scouting test (in the wilderness) must be passed to avoid the searching gaze of those who might see them. Obviously, a failed test means the characters have been spotted.

Situation	Difficulty
Plenty of places to hide	Difficulty 7
Some places to hide	Difficulty 9
Few places to hide	Difficulty 12
No places to hide	Difficulty 15
Searchers are NOT actively looking for characters	Difficulty -2
3-5 searchers	Difficulty +1
More than 5 searchers	Difficulty +2
Searchers using animals	Difficulty +2
Low-light	Difficulty -1
No light	Difficulty -3
Characters invisible	Difficulty -6

Jumping

The act of jumping across chasms, rivers, lava flows and pits is governed by the jumping rules. In order to successfully jump across something a character must make a Muscle test. If he passes, he makes the jump successfully. If he fails, he misses the jump and will suffer any consequences (usually falling).

Situation	Difficulty
Jump	Difficulty = number of feet needing to jump
Run up start	Difficulty -2



Knowledge

What characters know and what players know are two different things. Although a player may know a particular fact about the world doesn't mean his character does. When there is some question over whether or not a character knows something they must make an Intelligence test. If they pass, they know something about the object in question. If they fail, they don't know anything about it and may not try again.

Situation	Difficulty
Common knowledge	Difficulty 7
Average knowledge	Difficulty 9
Uncommon knowledge	Difficulty 11
Rare knowledge	Difficulty 13
Lost knowledge	Difficulty 17

Languages

As most people on Harkuna are human and it is assumed that most characters can speak with anyone else they come across (a common tongue if you like). There will, however, be occasions when a character comes across a language he is unfamiliar with. In these cases an Intelligence test must be made to see if the character can understand it. This applies to both unfamiliar spoken and written languages.

Success on the test means the characters has a basic understanding of what is being communicated. Success by 4 or more means the character has understood exactly what was being communicated.

A failure on the test means the character hasn't understood at all. However, a failure by 4 or more means the character has not only misunderstood, but interperated it in the wrong way!

If a character wishes to communicate with someone speaking an unfamiliar language, another Intelligence test must also be made. Again, success means the recipient understands the basics of your communication, while success by 4 or more means they know exactly what you communicated.

Failure means they do not understand your communication, while failure by 4 or more means that they have misinterpreted and think you mean something you don't.

Situation	Difficulty
Simple message	Difficulty 12
Normal message	Difficulty 14
Complex message	Difficulty 16
Ancient or lost language	Difficulty +2
Magical language	Difficulty +2
Attempting to communicate in unknown language	Difficulty +2

Listening

Smart characters will, before moving forward, listen for any danger. This will most often occur while they are standing before a closed door; should they open it or not? What can they hear behind the door?

Characters may make a Scouting test to see whether or not they can hear anything around them. Success means they hear something if, indeed, there is anything to be heard. Failure means they hear nothing.

Situation	Difficulty
Shouting or other loud noise	Difficulty 3
Talking or equivalent noise	Difficulty 6
Quiet talking or equivalent noise	Difficulty 9
Whispering or equivalent noise	Difficulty 12
Barely audible noise	Difficulty 16
10 or more feet away	Difficulty +1 for every 10 feet
Door or wall blocking noise	Difficulty +3

Making Items

Sometimes a character will want to try and make an item rather than simply buying it. This is perfectly fine, though could end up more expensive in the long run!

To create an item, the character must first have access to the raw equipment needed. These materials cost half the value of the item if it had been bought from the market; for instance, you would need to spend 100 Shards on materials in order to try and make chain mail armour (average cost 200 Shards).

Next, the character must have the time. Most items take 24 hours to make. This means there is no adventuring possible during the creation of an item.

Finally, the character must pass an Intelligence test. Success means the item is made properly; failure means the item is ruined beyond use and the materials wasted.

Situation	Difficulty
Armour	Difficulty 9, +2 per point of Defence bonus
Weapon	Difficulty 11, +1 per point of Combat bonus
Magical equipment*	Difficulty 10, +3 per point of Magic bonus.
Other items	Difficulty 10, +1 per point of ability bonus
Potion*	Difficulty 9

*A Magic test is also required at the listed Difficulty.

Movement

In general, how far or fast a character can move is left deliberately abstract. The reason for this is so you don't get caught up in the minutiae of bookkeeping that comes with trying to figure out exactly how long it has taken for a character to move from point A to point B while walking through the wilderness.

Having said that, it can sometimes be important how far a group of characters can travel in a day when travelling overland, or how long it takes to get from town to town. This can be useful to know to figure out how much food the characters need for the journey.

Across open terrain, such as a road or plains, characters can walk 20 miles in a day (30 miles if they are on horseback). If they are moving through dense terrain (such as forests or jungles) or rough terrain (such as rocky wastelands, hills and mountains) then this movement is halved (10 miles if walking, 15 miles on horseback).

A group of characters can also choose to 'force march'. By this we mean they deliberately push themselves to move faster than normal. Force marching adds 50% to the total distance a character can move in a day but it comes at a cost, as force marching is exhausting; at the end of the day each character must lose 1 die worth of Stamina.

Combat movement is covered in Chapter 5 - Combat.

Getting Lost

Unfortunately for our characters there is a very real chance they can get lost while travelling the Fabled Lands. Every morning, if the characters are at sea or if they are travelling over land and not following a road one character must make a Scouting test at Difficulty 10. This will usually be the character with the highest Scouting value. If the test is passed all is well and good. If the test is failed, the characters will get lost.

Ask the characters which way they are travelling (north, south, north-east, etc). If the test was failed by 1-2 points, they will instead head in a direction equal to one compass point away from their intended direction (i.e. if they said they were heading north, they will instead head north-east or north-west). If the test is failed by 3-4 points, they will head in a direction equal to two compass points away from their intended direction. Failure by 5 points means the direction they travel is 3 compass points different, while failure by 6 or more points means they head in the exact opposite direction.

Moving Heavy Items

There may come a time when a character tries to lift, push or pull a heavy object such as a boulder, fallen tree, statue, etc. Doing this will require a Muscle test, with the Difficulty based on the weight and size of the object, as listed below.

Situation	Difficulty
Half man-sized	Difficulty 9
Man-sized object	Difficulty 12
Bigger than man-sized object	Difficulty 15
Twice man-sized object	Difficulty 18

Opening Doors & Locks

For some reason, characters often find themselves trying to get into somewhere that others want to keep them out of. These places are often behind closed and locked doors and the characters will have to find a way through them. To do this, they have two options.

The first is to pick the lock. This requires using a small knife or some wire to manipulate the tumblers within the lock so that they click open. This requires a Thievery test.

Situation	Difficulty
Crude lock	Difficulty 11
Normal lock	Difficulty 14
High-quality lock	Difficulty 17

The second option is to break the door down. This requires a Muscle test. Success will break the door off its hinges. Failure will mean the door holds fast. If the character fails by 4 or more he will injure himself in the attempt to break the door and lose 1 Stamina point.

Situation	Difficulty
Wooden door	Difficulty 10
Stone door	Difficulty 16
Iron door	Difficulty 16
Portcullis	Difficulty 15
Door barred from behind	Difficulty +1

Persuasion

Getting what you want, when you want it, can be a useful skill to have. Some will use their natural charms to do this, some will use sweet talking and others will use intimidation. Regardless, trying to get someone to do something they don't want to requires an ability test.

Exactly which ability you use depends on how you are trying to persuade someone. If you are trying to use your charm, good looks and nice words then you make a Charisma test. If you are trying to bully or intimidate someone, you make a Muscle test.

Situation	Difficulty
Target is friendly	Difficulty 7
Target is neutral	Difficulty 9
Target is unfriendly	Difficulty 12
Target is hostile	Difficulty 15
Adequate bribe offered*	Difficulty -2
Request is risky for target	Difficulty +2

*The definition of an adequate bribe differs from circumstance to circumstance. 100 Shards is an enormous bribe to a peasant, but to a king it is mere change. In general, you should decide how much is an adequate bribe for the person the characters are trying to bribe.

Poison

Occurring throughout the natural world poisons and venoms can range from mild to deadly. Often used by assassins as an instrument of murder, characters are more likely to encounter venomous beasts and poisonous plants. Poisons have different effects depending upon the type of poison.

Blue Fire: Named due to its blue hue, this liquid causes fiery, burning sensations in the throat and stomach. Anyone swallowing it must make a Muscle (Difficulty 12) roll or lose 6 points from their starting Stamina until they are cured.

Foul Miasma: Found in the jungles and swamps of Harkuna, this foul gas is absolutely lethal. One breath of it is enough to kill a man where he stands. If a character breathes it in, they must make a Muscle (Difficulty 15) roll or they are instantly reduced to 0 Stamina.

Grey Water: This liquid, which is noted for its chalky taste, causes the skin to break out in grey patches and blotches. Anyone who drinks it must make a Muscle (Difficulty 10) roll or lose 1-6 points from their Charisma until cured.

Gril's Oil: This greasy poison is usually applied to bladed weapons. Anyone wounded by one has the poison enter the bloodstream. Anyone wounded by this poison must make a Muscle (Difficulty 14) roll. Failure will result in the victim falling into a deep sleep until cured.

Plague Spores: Plague spores are a type of fungus rarely found in the wild. However, those lucky (or unlucky) enough to have some often use them to trap treasure chests. Anyone inhaling plague spores must make a Muscle (Difficulty 10) roll or lose 1-6 Stamina.

Red Berry Toxin: The berries of the dajam plant look enticing, but will in fact cause nasty stomach cramps, vomiting and, in some cases, death. Anyone who eats these berries must make a Muscle (Difficulty 10) roll or lose 1-6 Stamina.

Scorpion Venom: Scorpion venom, which is found not only in common scorpions but also in scorpion men – is a reaction-slowng poison. Anyone that suffers damage with this venom must make a Muscle (Difficulty 12) roll or suffer a -1 penalty to their Combat, Scouting and Thievery scores for 2d6 hours.

Spider Venom*: The bite of most spiders is poisonous. All damage inflicted by a poisonous spider is doubled.

*note that some spiders have different poison effects such as the one in the Lair of the Ratmen quest at the end of this book.

Riding Animals

Generally speaking, riding a horse or other mount does not require an ability test. However, should the animal be urged into a gallop or the character enters battle while mounted, a Scouting test must be made at Difficulty 9. Success means the character manages to stay mounted, while failure means the character falls off.

Searching

When a character wants to look for something that is hidden, such as a trap, secret door or concealed treasure, a Scouting test must be made to see if they can find it. If the test succeeds, the characters find the hidden item or object. If the test fails, the characters find nothing.

Situation	Difficulty
Concealed door	Difficulty 12
Secret door	Difficulty 15
Trap	Difficulty 12
Low-light	Difficulty +1
No light	Difficulty +3
Object invisible	Difficulty +6

Sleeping

It's a fact of life that everyone needs sleep. Although not sleeping cannot physically harm a character, it certainly can have a detrimental effect on him.

If a character does not get at least 4 hours sleep a night, then he suffers a -1 penalty on all dice rolls the next day. This penalty is cumulative, so if a character goes two days without getting the required amount of sleep he suffers a -2 penalty on dice rolls, for example. This penalty disappears as soon as the character gets the required amount of sleep.

On the positive side, if a character can get at least 6 hours of uninterrupted sleep during a night then he may restore 1 point to his Stamina to represent the natural healing process.

Sneaking

Much like hiding, characters will sometimes find it necessary to move silently so as not to be heard. They may be sneaking past a guard or tiptoeing through a merchant's house in the middle of the night; whatever the case, a Thievery test must be made. Failure means the characters have made a sound and been heard; success means they manage to move quietly enough to not be heard.

Situation	Difficulty
Sneaking across quiet surface (carpet etc)	Difficulty 7
Sneaking across normal surface	Difficulty 9
Sneaking across noisy surface (pebbles etc)	Difficulty 12
Listener asleep	Difficulty -3
3-5 listeners	Difficulty +1
6 or more listeners	Difficulty +2

Swimming

It's not often that characters find themselves having to swim, but when they do it is usually to save their lives. The act of Swimming is governed by a Muscle test. A success means the character stays afloat. A failure means the character sinks and begins to drown. This test must be taken once for every 25 feet the character needs to swim, or every 15 minutes in the case of a character just trying to stay afloat.

A drowning character loses 1-6 Stamina and must make another Muscle test to try and get back to the surface. If he fails again, he again loses 1-6 and must make yet another Muscle test. This cycle continues until the character manages to get out of the water or until he drowns, whichever comes first.

Situation	Difficulty
Calm water	Difficulty 6
Rough water	Difficulty 9
Very rough water	Difficulty 12
Wearing armour	Difficulty +1 to +5 (Defence bonus of armour)
Rescuing another character	Difficulty +2

Traps

Traps are used all throughout the Fabled Lands. Hunters use them to catch game and wildlife, merchants use them to protect chests full of shards and evil-doers use them to maim or kill unfortunate adventurers.

Traps come in many shapes and sizes. From basic animal and pit traps to elaborate poison needle or gas traps, characters will no doubt experience a great range of them during games of the Fabled Lands RPG. Listed below are a variety of traps and the effects they have. The 'set Difficulty' that accompanies these descriptions refers to attempts to create such a trap; if a character wishes to do this, they must pass a Scouting test at the listed Difficulty.

Animal Trap: These traps usually consist of a set of metal teeth that snap together once an unwary animal (or person) steps into it. They cause the loss of 1-6 Stamina and reduce movement by half for a week after. Set Difficulty: 9

Arrow Trap: This trap consists of a hidden tripwire that sets off a concealed crossbow, which shoots an arrow towards the victim. The arrow causes the loss of 1-6 Stamina. Set Difficulty: 12

Fire Trap: A fire trap causes an explosive blast of flame to burst upon the character and anyone standing nearby (usually within 5 feet). Everyone affected loses 1-6 Stamina. Set Difficulty: 15 (A Magic test is also required at Difficulty: 15)

Gas Trap: Gas traps emit a cloud of choking gas, usually enough to fill a small room. The gas causes characters to cough and choke for 2 minutes and lose 1-6 Stamina. Characters cannot take any actions while choking. Set Difficulty: 14

Lightning Trap: Like the fire trap, this causes the victim to be struck with a powerful electrical charge that causes the loss of 2-12 Stamina. Set Difficulty: 16 (A Magic test is also required at Difficulty: 16)

Pit Trap: A pit trap is basically a concealed hole in the ground. When someone steps onto the camouflaged covering over the top of the trap, they fall into a pit. The amount of damage they take depends on the depth of the pit (see the rules for falling earlier). Set Difficulty: 12, +1 per 10 feet.

Poison Needle Trap: These types of traps are often used within locks. When tempered with a small needle darts out and pricks the character, causing the loss of 1 Stamina. They are also poisoned (see poison, earlier). Set Difficulty: 11

WEATHER

The weather can play a large part of a campaign. Each province on Harkuna is home to its own climate and weather. The table below denotes an average day in that province. The Gamesmaster must roll 2d6 and consult the province that the characters are in. This dice roll is modified by the time of year.

Weekly weather

During each month of the year the Gamesmaster must roll on the table below. This will indicate the kind of weather conditions that the characters can expect for the following week (5 days).

Weekly Weather Table

Province	2	3-4	5-7	8-9	10-11	12
Sokara	A	B	C	D	E	F
Golnir	B	C	D	E	F	G
Old Harkuna	B	C	D	E	F	G
Uttaku	B	C	D	E	F	G
Great Steppes	C	D	E	F	G	H
Atticala	B	C	D	E	F	G
Chrysoprais	A	B	C	D	E	F
Ankon-Konu (west)	D	E	F	G	H	I
Ankon-Konu (central)	B	C	D	E	F	G
Ankon-Konu (east)	C	D	E	F	G	H
The Forbidden Realm	D	E	F	G	H	I

Time of year weather modifiers.

Province	Time of Snow	Time of Rain	Time of leaves	Time of flow-ers
Sokara	-3	-1	+0	+1
Golnir	-2	0	+1	+2
Old Harkuna	-2	0	+1	+2
Uttaku	-2	0	+1	+2
Great Steppes	-1	0	+1	+2
Atticala	0	+1	+2	+3
Chrysoprais	-1	0	+1	+2
Ankon-Konu (west)	+0	+1	+2	+3
Ankon-Konu (central)	-1	0	+1	+2
Ankon-Konu (east)	+0	+1	+2	+3
The Forbidden Realm	+0	+1	+2	+3

Wether Conditions Explained

A – Extreme cold temperatures with heavy snow

Extreme cold, such as that found in arctic areas or high in the mountains, can prove fatal if adequate protective measures are not taken.

- ❖ Characters exposed to such conditions lose 1-6 Stamina each hour unless they have thick fur clothing, blankets and other such cold weather gear.
- ❖ Heavy snow will cause serious harassment to fighting conditions. Ranged combat will be impossible and melee combat will suffer a -4 to fighting.
- ❖ Overland movement during heavy snow will half character movement in a day.

B – Very cold temperatures with snow (foggy mornings)

Very cold temperatures can still be fatal if adequate clothing is not worn.

- ❖ Characters exposed to these conditions will lose 1-6 Stamina every 10 hours unless precautions are made.
- ❖ Snow is very hard to fight in. Ranged combat will be impossible and melee combat will suffer a -3 to fighting and ranged combat will suffer a -4 penalty.
- ❖ The only effect fog has is to limit visibility. Depending on the thickness of the fog, visibility may be limited to 10-50 feet. It counts as low-light for the purposes of some rules.
- ❖ Overland movement during snow will quarter character movement in a day.
- ❖ The only effect fog has is to limit visibility. Depending on the thickness of the fog, visibility may be limited to 10-50 feet. It counts as low-light for the purposes of some rules.

C – Cold temperatures with light snow or rain/hail/strong winds

Cold temperatures can still cause fatalities over a period of time.

- ❖ Every full day that a character is exposed to cold conditions they will lose 1-6 Stamina.

- ❖ Rain, hail or snow will cause a -3 penalty to ranged combat and -1 penalty melee combat.
- ❖ Ranged fire is impossible during strong winds.
- ❖ Wind can also affect the movement of a ship. If a ship is caught in string wind, roll 1 die. On a 1-3, the ship's movement is halved for the day. On a 4-6, the ship's movement is doubled for the day.
- ❖ Overland movement during rain will quarter character movement in a day.

D – Moderate temperatures with heavy rain

Moderate temperatures are the perfect adventuring conditions; not too hot or cold.

- ❖ Heavy rain will cause a -4 penalty to ranged combat and -3 penalty to melee combat.
- ❖ Overland movement during heavy rain will half character movement in a day.

E – Moderate temperatures with light rain

Moderate temperatures are the perfect adventuring conditions; not too hot or cold.

- ❖ Light rain will cause a -1 penalty to ranged combat.

F – Hot temperatures with possible light rain

Hot temperatures can be uncomfortable to be in over a prolonged period of time but will not affect a character's health.

- ❖ Light rain (see above).
- ❖ Ranged combat will suffer a -1 penalty due to sun glare.

G – Very hot temperature

Very hot temperatures will cause exhaustion and heat stroke over a prolonged period of time.

- ❖ Anyone who spends more than 6 hours in the sun without shade or adequate water will suffer 1d6 Stamina damage.
- ❖ All combat will suffer a -1 penalty
- ❖ Overland movement during very hot temperatures will half character movement in a day.

H – Heat wave

Heat wave temperatures are deadly.

- ❖ Anyone exposed to these conditions without adequate shade and water supply will suffer 1d6 Stamina damage every hour.
- ❖ Heat is fatiguing to characters and should they not have adequate protection such as shade and plenty of water, they will suffer a -1 penalty to all ability values for a 24 hour period.
- ❖ All combat will suffer a -2 penalty
- ❖ Overland movement during a heat wave will quarter character movement in a day.

SEA TRAVEL

Travel over the sea is only possible if a ship or boat is available, either by purchasing passage on one or by buying your own. A ship (Barque, Brigantine or Galleon) will travel 10-60 miles per day, randomly determined each day by rolling 1 dice x 10 miles. A boat (Small and large Fishing Boat) will travel 10-30 miles per day, randomly determined each day by rolling 1 dice x 10 miles divided by 2. This random movement accounts for tides and wind.

Weather Effects on Sea-going Vessels

Bad weather is the bane of all captains. Severe weather will often result in a serious course

change in order to avoid it. Weather conditions will have a direct effect on the ocean; during the calmer summer months the chance of a full-blown storm will be fairly slim, but still possible. During the colder months and the time of rain, the chances of storms are much greater.

Every time a player captain or a player passenger makes a voyage across a stretch of sea they must make a roll on the table below to determine the sailing conditions (plus or minus any modifiers for the sea or ocean they are in and the time of year).

Sailing Conditions

Dice Roll	Storm Type
2-3	Perfect Weather
4-6	Calm Seas
7-8	Mild Storm
9-10	Heavy Storm
11	Severe Storm
12+	Hurricane

Sailing Conditions Explained:

It is assumed that a ship's captain will attempt to circumnavigate (go around) a storm. A failure to a piloting roll will result in the ship or boat remaining in the storm for 1 hour and another roll will need to be successfully made in order to sail out of the storm. Any rolls for piloting during storms are subject to the following modifications to the Difficulty roll for the boat or ship being piloted and its crew:

Sea or Ocean Modifier

Ocean or Sea	Time of Snow	Time of Rain	Time of leaves	Time of flowers
Sea of Stilts	+2	+2	+1	+0
Straights of Almir	+1	+1	+0	-1
The Violet Ocean	+3	+3	+2	+1
Sea of Whispers	+1	+1	+0	-1
Sea of Hydras	+1	+1	+0	-1
The Unbounded Ocean	+1	+1	+0	-1
Gashmuru Gulf	+4	+3	+2	-1
Other Seas or Oceans	+2	+1	+0	-1

Boat or Ship Type

Small Fishing Boat	+6
Large fishing boat	+4
Barque	+2
Brigantine	+1
Galleon	+0

Crew

Poor	+2
Moderate to Good	+0
Excellent	-2

Perfect Weather: The conditions for your voyage are absolutely perfect. You may add +1 to the dice roll for the distance your vessel has travelled today.

Calm Seas: Normal sailing conditions.

Mild Storm: To sail through a mild storm the captain must make a Piloting (Difficulty 8) roll. Success will result in the ship maintaining the correct course and taking no damage. A failure will result in the following:

- ❖ 1d3 (1 dice divided by 2) damage to the hull per hour.
- ❖ Navigate (Difficulty 8) roll or -1 to the dice roll for distance travelled today (minimum of 10 miles).

Heavy Storm: To sail through a heavy storm the captain must make a Piloting (Difficulty 10) roll. Success will result in the ship maintaining the correct course and taking no damage. A failure will result in the following:

- ❖ 1d6 damage to the hull per hour.
- ❖ Navigate (Difficulty 10) roll or -2 to the dice roll for distance travelled today (minimum of 10 miles).

Severe Storm: To sail through a heavy storm the captain must make a Piloting (Difficulty 12) roll. Success will result in the ship maintaining the correct course but still taking 1d3 hull damage. A failure will result in the following:

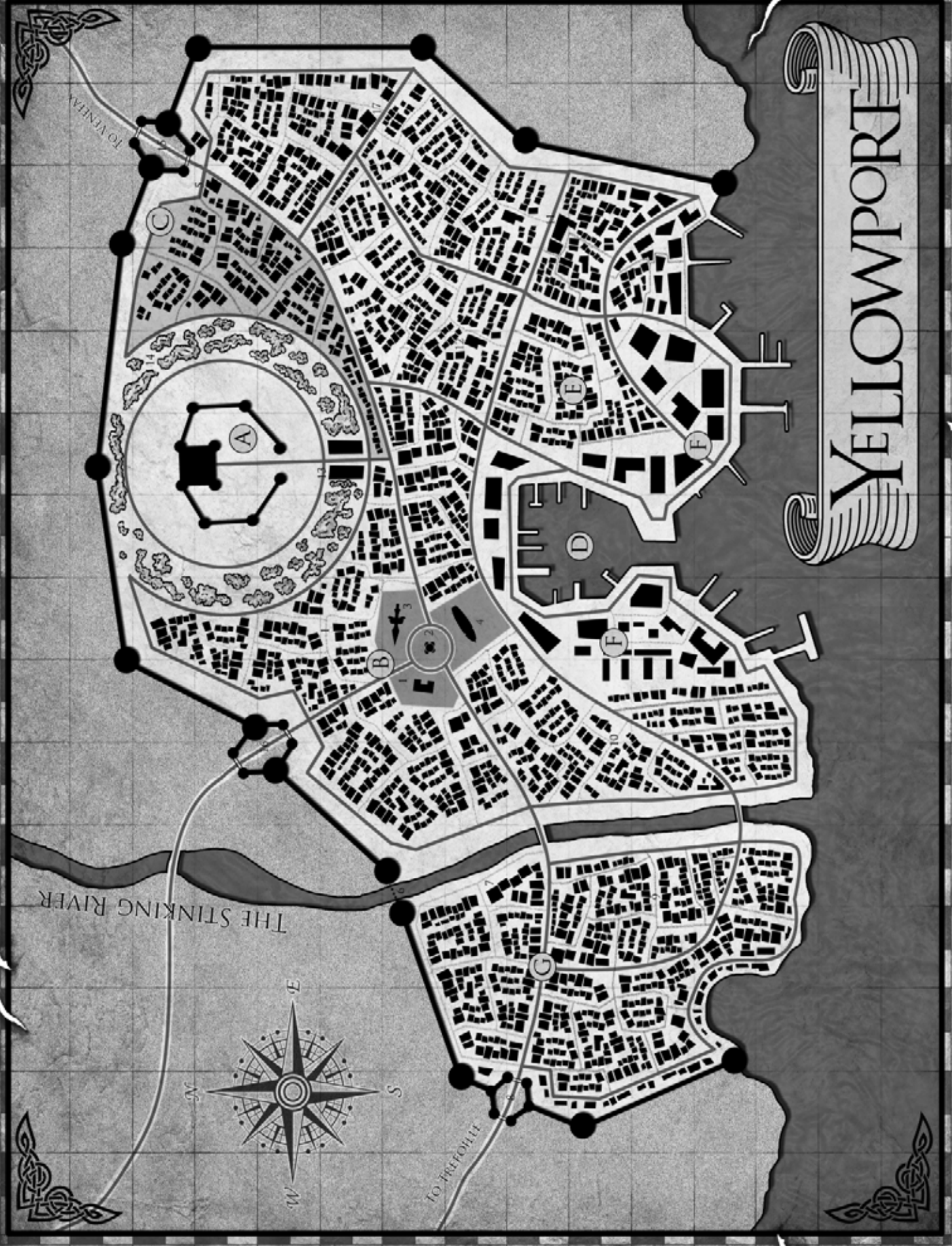
- ❖ 2d6 damage to the hull per hour.
- ❖ Navigate (Difficulty 12) roll or -3 to the dice roll for distance travelled today (minimum of 10 miles).

Hurricane: To sail through a hurricane the captain must make a Piloting (Difficulty 15) roll. Success will result in the ship maintaining the correct course but still taking 1d6 hull damage. A failure will result in the following:

- ❖ 4d6 damage to the hull per hour.

Navigate (Difficulty 15) roll or -4 to the dice roll for distance travelled today (minimum of 10 miles).





YELLOWPORT

YELLOWPORT

City Type:	Port
Population:	40,000
Main Trades:	Minerals (mainly sulphur), Fur, Spices, Grain, Metals, Textiles and Timber.
City Ruler:	Provost Marshal Marloes Marlock
House Prices:	150 Shards in the Poor Quarter, 400 shards in the Rich Quarter and 200 Shards in other areas.

City Map Key:

- A. Marshal Citadel and Courthouse
- B. Plaza of the Gods
- C. Castle View (Rich Quarter)
- D. Main harbour
- E. Brimstone Plaza Market
- F. Merchant Building and Storehouses
- G. Slums (Poor Quarter)

Places of Interest:

- 1. Temple of Elnir
- 2. Temple of Maka
- 3. Temple of Tynai
- 4. Temple of Alvir and Valmir
- 5. Gold Dust Tavern
- 6. River Gates
- 7. Sulphur Inn
- 8. West Gate
- 9. Riverside Street
- 10. Tinker Street
- 11. Sea Horse Tavern
- 12. Szordrin's Wondrous Emporium
- 13. Militia Barracks and Prison
- 14. Citadel Grove
- 15. East Gate
- 16. North Gate
- 17. Artificer's Inn

Yellowport is the second largest city in Sokara and one of the most prosperous cities in all of Harkuna. The metropolis is built on the Stinking River; a body of flowing waters rich in sulphur that runs from its source at the Lake of the Sea Dragon down to its estuary near the Yellowport docks. The Stinking River provides the city's main export of sulphur, which is extracted from the river banks and stored in large warehouses next to the harbour. From here the sulphur is loaded onto merchant and individual trading galleons for export; the main buyers being the wizards and sorcerers of the world for use in their incantations, potions and spell components. The city's prosperity from the sulphur has its major drawbacks for the residents though; the smell of the sulphur, a very pungent rotten egg-like smell, is almost unbearable, and the closer to the river you get, the worse the smell is. As if the smell wasn't enough to deal with, the settling sulphur fumes have given much of the city a yellowish hue, hence the city's name. Lastly, the high levels of sulphur have rendered the water undrinkable and the only known aquatic life, apart from the Sea Dragon, able to survive in the waters are the smoulder fish, but they do not swim this far south very often due to both the sea water mix at the estuary, and the red-fin sharks that patrol the coastal waters.

The city is surrounded by a defensive 30 foot high stone wall with archer towers positioned at irregular intervals along it. The walls are policed day and night by the city militia, who reside within the towers and work to a rotor that fairly repositions the troops to the furthest points of the city, away from the stench of the river.

First and foremost, Yellowport is a merchant city famed for its mineral exports (mainly sulphur), large traders market and expert fishermen. The city is home to several large merchant guilds with The Iron Horn, and its subsidiary branches called Yumbar, Kalesk, and Trom, being the largest and best organised. Most of these guilds offer all manner of banking services, including depositing and withdrawal, and investing in stocks and bonds.

A - Marshal Citadel and Courthouse

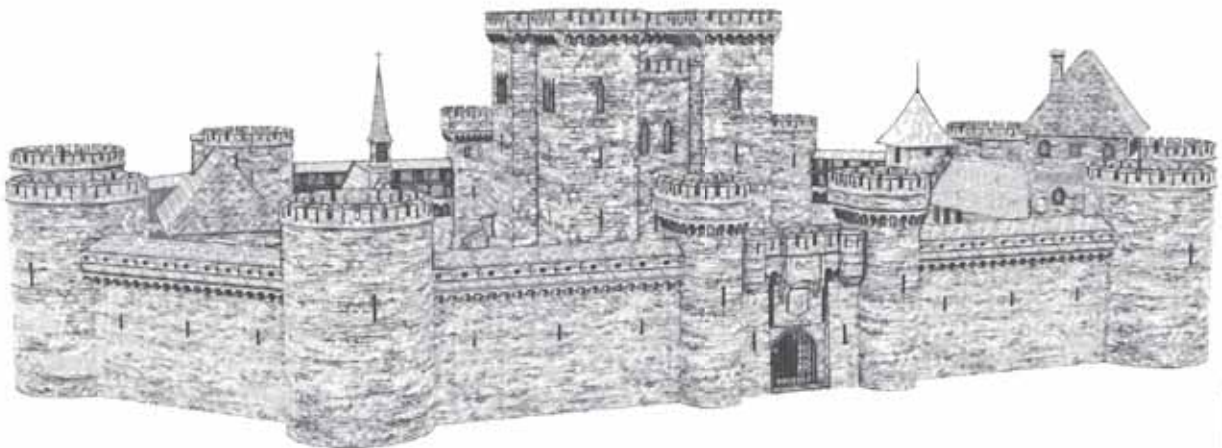
This large and impressive building stands at the top of a small hillock toward the northern end of the city. The small citadel was originally the home to the city mayor as well as the meeting rooms for the city council. Since the King of Sokara was overthrown by Grieve Marlock and his provincial army, the council of Yellowport has been dissolved and the mayor executed. General Marlock's younger brother, Marloes, now acts as the city's governor and judge. Marloes ordered a fortified wall to be built around the citadel to make it more defensible should the city come under attack from a royalist army, or if there is another rebellion.

The inside of the citadel is even more impressive than the outside: marble floors adorn the main reception area and continue through to the main hall and stairs. Lavish drapes and curtains made from silk imported from Akatsurai, hang from the high internal walls in between golden shields, antique vases and marble statues (it isn't difficult to see where the old mayor and council spent the hard earned taxes of the city residents). The second tier of the citadel housed the original meeting rooms for the council, but is now used as war offices for Marloes and his military advisors. Four of the rooms on this level have been converted to living quarters for the Marshal's aides and next in command: Captain Royzer is Marloes' right hand man, military advisor, and second in command of the city; Lieutenant Jenas, a ruthless female officer, is in charge of the policing of the city walls and gates; Lieutenant Tarrack is in charge of training both the army and city militia, and Lieutenant

Crom has been charged with the policing of the streets. Crom has recently replaced the previous lieutenant, Pintos, after an uprising of royalists in the city attacked the army with devastating consequences; several rows of shops and houses opposite the citadel burned to the ground, while the streets ran red with the blood of many civilian men, women and children. Pintos will live out his life rotting in the city prison for his incompetence regarding lack of knowledge of the rebellion, and failing to contain it before it got so out of hand.

After the recent rebellion and the bloody battle being in such close proximity to the citadel, Marloes now lives in fear of another uprising, and has not set foot outside the citadel since. In fact, even his duties as High Judge at the new courthouse on the lower level of the citadel have been delegated to one of his advisors just in case there is an assassination attempt on his life. The harsh sentence given to Pintos is a reflection of the fear Marloes lives in. The people of Yellowport live in fear of his unforgiving judgements, and live in disgust of his high taxes to fund his lavish lifestyle.

The upper level to the citadel is Marloes' living quarters. As you would imagine, the decoration here is as fabulous, if not more so, than the other levels which Marloes deems fitting for his position as the ruler of Yellowport. His bed is fashioned from golden oak imported from the distant Forest of Remorse in Atticala, his bed sheets are rumoured to be woven from the silky underbelly fur of a Gryphon, and his clothes and shoes are handmade, free of charge of course, by the most skilled tailors and cobblers in the city.



B - Plaza of the Gods

This decorative and diverse feature of the city is one of the most popular tourist attractions and pilgrimages alike. The Plaza of the Gods plays host to four temples; a temple to Maka, Elnir, Alvir and Valmir, and Tyrnai. Each of these temples has their own unique features and is described in more detail in the places of interest section below.

There has always been speculation as to why four very different religions decided to build lavish temples in the same location within the city. Normally, and Marlock City is a prime example of this, the high priests and priestesses of their religion like to build their temples as far away from existing religions as possible. Many stories have been told as to the origins of the close proximity of the four temples. One of the more interesting stories about the Plaza of Gods goes like this: Eighty years ago, Yellow Grass, as Yellowport was known then, was nothing more than a fledgling trading/fishing outpost on the south coast of Sokara with a population of less than one hundred people. The outpost survived on a different industry in those days; the abundance of smoulder fish swimming down the Stinking River from the Lake of the Sea Dragon attracted shoals of red-fin sharks and brought them close enough to the bay for the fishing boats to catch them. The meat of these large sea dwelling predators was, and still is, a delicacy in many parts of Sokara and Golnir, and the fishermen would make a tidy profit from their catch. One cold winter's day during the month of Bron (November), four religious pilgrims from lands afar converged at exactly the same time on a spot of land just northwest of the fishing com-

munity. Each of the pilgrims told the same story as to why they were there; they had been sent a message from their god in the form of a dream. The vision was of a golden walled city, prosperous and with a large population. A light shone down from the heavens onto the spot where the pilgrims now stood and each of them saw it as a sign to travel to the fishing community, where the city would rise up, and teach the word of their god. The pilgrims got to work on their teachings straight away by talking to the town's folk of Yellow Grass, aptly named due the sulphur stained yellow grass that grew along the banks of the Stinking River. From the recruiting of the four religions came another strange coincidence; each one had recruited exactly one quarter of the fishing community into his or her flock. The four pilgrims (Francis of Skios - Priest of Elnir, Vorn of Ringhorn - Priest of Tyrnai, Jilia of Marmorek - Priestess of Maka and Hirn of Sokar - Priestess of Alvir and Valmir) all decided that the dream and the recruiting was more than a simple coincidence and that the four gods sent them for a reason. The land where the pilgrims converged was deemed holy ground and was split into four equal segments with Maka's land being beneath the surface. Strangely enough, although each of the temples that stand today depicts a religious pilgrim of their faith standing under a bright light from the sky, none of the other pilgrims are present.

C - Castle View (Rich Quarter)

Castle View is a small segment of the city that is positioned near to the east gate and is the furthest residential area away from the Stinking River. Only a very small percentage of the hous-



es in Castle View have been subjected to the yellow sulphur deposits of the Stinking River, a very desirable quality in such a prosperous city. Even the smell of the river rarely reaches this far east. The cross breeze that whistles up the narrow streets from the sea seems to funnel the fumes away from most of the north east portion of the city. During the Time of Flowers (summer), when the sea is calm and the winds are almost silent, Castle View is as much a victim to the stench of the river as any other place in the city. No one escapes the Stinking River all year round.

The Rich Quarter, as it has come to be known, is home to some of the wealthiest residents and shop owners of Yellowport. The King's Way is the longest street in the city running from the East Gate, through the Plaza of the Gods, over the Smoulder Bridge to the West Gate. The southern end of Castle View hugs this main road from the East Gate right up to Citadel Road and it is here that some of the finest shops and taverns can be found:

Mrs Amandar Holgar owns and runs a fabric shop (The Silk Dress) along that very way. Amandar can trace her family tree right back to the times when the settlement was known as Yellow Grass and is very proud of it. Her fine silks, woven blankets and lavish curtains, are exported all along the south coast and are the pride and joy of many a nobleman's wife. Amandar is such a well-known and liked lady of Yellowport that she no longer has to wait at the docks for her shipments of fabrics and cloths. The harbourmaster has it specially de-

livered to her shop as soon as it arrives for the minimal fee of one shard (it is rumoured that old Jenkins the Harbourmaster is smitten by the aging seamstress).

Shops and Taverns in Castle View (see expanded map below):

- 1 - The Gold Dust Tavern (see Places of Interest)
- 2 - Fey Guard Inn
- 3 - Silver Phial - Medicines, salves and balms
- 4 - Torric's Shop - General store
- 5 - Wanderer's Rest - Boarding house
- 6 - House for sale (400 silver shards)
- 7 - Fine Meats - Butchers and live poultry
- 8 - The Copper Bell - General store
- 9 - The Silk Dress - Fine fabrics
- 10 - Prancing Horse - Iron Horn Merchant Guild House and Bank
- 11 - Gold and Silver - Jewellery and trinkets

D - Main Harbour

Yellowport's harbour is a teeming hive of activity with as many as thirty cargo vessels coming and going from the port every week. The dockland area of the harbour is immense, and spreads from just east of the Stinking River estuary, all the way across to the southern-most defence tower. At any given time there can be as many as fifty vessels docked in the Yel-



lowport harbour, many of them of exotic design from far away countries.

The harbour is not only used as a port for imports and exports of goods, it is also home to many fishing vessels whose trade helped to lay the foundations of this thriving city. The fishing boats range from the smaller, independent fishermen who only travel one or two miles out to sea and make an honest living from their hard work, all the way up to the huge trawlers and whaling ships. It isn't unknown for the larger fishing ships to be away from port for weeks at a time, mainly circumnavigating the Violet Ocean, and reaping a plentiful bounty of silver fish and the larger tundler fish. The far east of the port is home to the ship yards. It is here that boats are made, bought, sold, and repaired for a modest price (see below for prices). The ship yards rely heavily on imports of timber from Ankon-Konu. The Tinderbark trees found in the Weeping Jungle are both pliable and extremely durable, making them the preferred choice for the hulls of the ships.

The immediate land inside the harbour is reserved for merchant and fulfilment warehouses. These large wooden buildings are used to store the precious cargos; either imported goods awaiting internal distribution, or for goods waiting to be exported. Several harbour sergeants are employed to book in and out cargo ships, check the ships manifest, and assign the imported goods to storage areas. They all work under the watchful eye of old Jacob the Harbourmaster.

There are several services available to the player characters in the Yellowport harbour: Buying a ship; hiring a crew; buying cargo for your ship; obtaining work, and buying passage to a local port or foreign land. The only one of these services described here are the prices to seek passage to foreign lands or nearby ports and the Yellowport cargo prices. The remaining facilities can be found in the City Services chapter.

The ship yard is situated to the far east of the docks. Here some 150 workers endure long hours to fulfil the demand for fishing boats, ocean-going vessels, and undertaking a plethora of repairs. Many vessels sail in from the treacherous Violet Ocean, having endured a violent storm at the expense of their mast, sail, hull, and even the crew. The ship builders here are adept

at repairs, and can patch up any type of ship in no time at all.

Note: All of the ship classes are built in the Yellowport ship yard but are subject to availability (see Chapter 7 – City Services)

Cargo Prices

The following lists of prices apply to Yellowport only. The prices given are the average price per unit in a given month, but these are subject to fluctuation.

Cargo Prices in Yellowport

Cargo	To Buy	To sell
Furs	190 Shards	170 Shards
Grain	200 Shards	180 Shards
Metals	600 Shards	500 Shards
Minerals (sulphur)	350 Shards	250 Shards
Spices	900 Shards	810 Shards
Textiles	350 Shards	300 Shards
Timber	180 Shards	160 Shards

Passage Abroad

There are captains and traders throughout the Yellowport docks that are willing to take single adventurers or parties across the seas, for a modest price of course. As you would imagine, most of the captains will charge different amounts for doing the same trip, so, the following travel costs are an average price per person to travel to a specific destination.

Marlock City	10 Shards per person
Isle of Druids	15 Shards per person
Sorcerers' Isle	20 Shards per person
Copper Island	25 Shards per person



E - Brimstone Plaza Market

The market is positioned on the corner of Brimstone Plaza, just off Wellguard Street, and is the busiest place in the whole city. Hundreds of city folk and traders can be found here selling their goods from daybreak to sunset five days a week.

The foundations of Yellowport were also built around the Brimstone Market. Fishermen from Yellow Grass, as the city was known back then, would sell their fish to travellers and locals. The fish market gained quite a reputation and people would travel from miles away to buy the red-fin shark meat. Of course, it wasn't long before other traders wanted to set up here and piggy back off of the success of the fish market. At one point the market guild, a group of the original fish marketers who oversaw the growing market, had been asked to move the stalls well away from the overpowering stench of the river. The guild refused this request point blank, but they did sympathise with the new traders who were not used to the sulphur fumes of the Stinking River. As a compromise the guild positioned torches burning incense on the corners of the market area. The incense helped to mask the rotten egg smell of the river, and the new traders were happy with the result. This practice is still used in the Brimstone Plaza market today, although there are a lot more torches burning and a man is employed to walk around the market perimeter reigniting and replacing spent torches.

You can find just about anything you want or need at the Yellowport Market. The prices for these items can be found in the equipment list in Chapter 4 - Equipment.

F - Merchant Guild Buildings

There are several large merchant guilds operating within Yellowport. Yumbar, Kalesk and Trom, three of the largest guilds, are subsidiary guilds working under a parent house called The Iron Horn. Each of these guild houses offers the same services to their customers but they operate in different parts of the city: The Iron Horn is based in Castle View (the Rich Quarter), Yumbar is based in the Poor Quarter, Kalesk operates within the docklands supervising the cargo

storage, while Trom watches over the market traders. Each of these guilds wear different coloured hats and tunics to distinguish themselves from one another, but each bare the same insignia of TIH.

A large majority of the store and warehouses situated around the docklands belong to and are overseen by, the Iron Horn Merchant's Guild. The guild rents out the warehouses to all manner of clients, including individual traders, for a varying degree of fees, depending on how much space is required and how long it is needed for. For an additional fee the guild will also police the rented warehouse and even offer an insurance policy against stolen goods. These services can be brought from TIH HQ, known as The Prancing Horse, in Castle View, and the price list and descriptions are listed below:

Warehouse Size	Capacity	Rent*
Small	1 cargo unit	3 Shards per week
Medium	3 cargo units	5 Shards per week
Large	5 cargo units	7 Shards per week
Gigantic	10 cargo units	10 Shards per week

*please note that the minimum length of time that a warehouse can be rented is for 1 week, so even if the cargo is only going to be stored for a couple of days, a week's rent must be paid (see rent below).

Warehouse Size: All of the warehouses are built on a sturdy wooden frame with slatted wooden walls and a reinforced inner wooden lining to prevent break-ins. The smaller warehouses resemble large sheds while the large and gigantic ones look like ship yard hangers.

Capacity: The maximum amount of cargo units that can be stored in the warehouse.

Rent: The cost in Shards to rent the warehouse for a single week. A contract is signed at TIH HQ and a week's rent must be paid in advance, as well as 1 weeks rent as a deposit (returnable at the end of the renting period).

Insurance and policing will cost the tenant an additional 50% (rounded up to the nearest Shard) per week. This policy will cover the cost of stolen cargo up to the value of 5000 Shards while under the guard of the Guild Harbour Police. A small and medium sized warehouse will be policed by a 2 man team, the large warehouse by a 4 man team and the gigantic warehouse by an eight man team of guild police. The exact cargo stored in the warehouses, its registered owner, and its value at the time of the shipment being stored, is logged at the guild HQ.

The merchant's guild in Yellowport offers every merchant service available (see City Services for more information on merchant services).

G - West Port (Poor Quarter)

West Port covers the entire area of the city west of the Stinking River and can only be accessed across the King's Bridge, Port Bridge or via the West Gate. The Yellowport slums, or Poor Quarter, as West Port has come to be known, is home to many of the poorer populace, the less desirable inns and taverns, and the seedy underbelly of the city's criminal organisations. This isn't to say that everyone living in this portion of the city is bad or an evil doer, far from it in fact. There are some very notable shops in West Port and many of the houses overlooking the bay fetch a good price, but, as with all down-trodden areas, there are still quite a few that would stab you in the back for a couple of Shards!

It is strange how West Port came to be such a poor area to live in considering it is the newest part of the city. The original Yellowport ended on the east banks of the Stinking River and the original crumbling towers and wall foundations have survived to this very day. Forty years ago, the town council extended Yellowport across the river in an effort to alleviate the over-crowding of the city. A small grant was offered to those

that moved to help build their own house, and the council extended the King's Road and built two bridges across the river to access the new West Gate.

The poor quarter streets and alleys are mainly mud tracks, very different from the cobbled streets of the original city. During the Time of Rain, horses, carts and people are often stuck knee-deep in the orange coloured mire, and have to be hauled out via rope by the town militia. It has been promised for many years that the streets in West Port will be paved and cobbled, but so far only the King's Road and Harbour Walk, the two main routes through the city, have undergone this improvement.

It's sadly apparent in most downtrodden areas that crime is rife, and West Port is no exception to this ambiguous rule. The Black Hood Thieves Guild operates a lucrative business here that comprises of house breaking, pick pocketing, racketeering and gambling. More recently a new underworld business has sprung up calling themselves the Poisoned Talon Assassin's Guild. The guild was formed by an ex-soldier who survived the royalist's failed defence of Trefoille. Wounded and bleeding, he staggered from the burning crossways town, receiving no help from passers-by. The soldier, Arillion Degarth, bore disfiguring burns across his head, face, chest and right arm. He vowed revenge for his wounds on both the royalist and Marlock armies of Sokara, hunting down and killing soldiers and officers throughout the land. Arillion finally arrived at the city of Yellowport with the intension of getting a job and settling down, but he was shunned by the locals and referred to as a freak. He tried his hand at many different jobs, attempting and failing at running his own businesses due to the jeering population of West Port. Arillion soon realised that the only trade known to him was killing... and he was bloody good at it!



West Port Map

1. Sulphur Inn (see Yellowport Places of Interest below)
2. Assassin's Guild HQ – Below the King's Bridge
3. The Brothers – Timber yard and cabinet maker
4. The Busty Wench Tavern – Thieves Guild HQ.
5. Cross Blades – Bladed weapons and Blacksmiths
6. Soldier's Rest – Boarding house
7. Sewer entrances – either via well, drain or sewage outlet.
8. Silver Spoon – Rest house and feast hall
9. Tabard and Gauntlet – Armour smith

Yellowport Places of Interest

1 - Temple of Elnir

The most impressive of the temples at the Plaza of the Gods is the Temple of Elnir. This magnificent building is the tallest in Yellowport and is crafted from engraved grey stone inset with yellow marble found only in lands north of the Spine of Harkun. It is thought by the priests of Elnir that as their deity is the God of the Sky and the ruler of the Gods, he deserves a remarkable place of worship.

The inside of the temple is equally as remarkable with the high ceiling being held up by huge pillars carved from the same yellow marble found on the outside. The alter stands high above the congregation, depicting the illusion of the priest giving prayers from the skies as Elnir would. Many of the windows show stained glass murals of Elnir sitting on a golden throne, with many other gods bowing at his feet, a mural that other priests of the plaza find insulting.

The Yellowport Temple of Elnir has been without a High Priest for some years now, and operates under the watchful eye of Cardinal Tobias Whent. The status of High Priest can only be given to an individual who has displayed both a lifetime of dedication to Elnir, and has undertaken a great quest given to him or her by Elnir in the form of a dream. Many have been



known to undertake such quests but none have returned to claim their position. The cardinal himself is not allowed to undertake such a quest as only he is empowered with the coronation of the new high priest (see Chapter 6 – Deities and Religion for more information).

2 - Temple of Maka

Maka is the Goddess of Disease, Famine and of the Harvest. The original priestess who founded this temple, Jillia of Aku (again, Aku is a city dedicated to Ebron), wanted it to be close to the roots of the land, for Maka demands a plentiful harvest or he will smite the land with disease and famine; killing livestock, slaying farmers and their families with unnatural ailments, and reducing the land to an unfertile state for evermore.

In the very centre of the Plaza of the Gods stands an ornate statue depicting large healthy wraps of corn and wheat on one side, and withered, fly-infested crops, on the other. The entrance to the temple is via some wood-lined steps that lead down between the healthy and withered crops, to a pair of double doors that continue the mural from above. Inside, the walls are just bare, natural earth, with wooden struts and beams for support along both the centre and side walls. These supports were added just a decade ago to keep the roof from collapsing under the weight of the plaza.

All priests and acolytes of Maka wear the same brown robe made from cloth, held together at the waist by a finely woven piece of hemp. The way that the hierarchy can be identified is by counting the number of knots hanging once the hemp is tied around the waist. An initiate of the order will have no knots, an acolyte will have one knot, a priest will have two knots, and the high priest will have four knots.

The High Priestess of the Yellowport Temple today is Harrun Swiftscythe. Harrun joined the order of Maka many years ago, working her way from initiate through acolyte and priest, and is now the longest serving High Priestess of this temple to date.

The Temple of Maka in Yellowport offers all of the services available (see Chapter 6 – Deities and Religion for more information).

3 - Temple of Tyrnai

Tyrnai is the God of War, so it is fitting that his temple is shaped in the form of a spear head. The Temple of Tyrnai has a very long nave, decorated with many, many stone pillars running in parallel down the centre of this place of worship, right up to the altar at the far end. The main doors to the temple are adorned on either side, by two very imposing stone statues of Tyrnai himself. Both statues stand over twenty feet tall and portray the god in his well-known form, that of a blood-drenched warrior wearing ornate armour, carrying a huge two-handed axe, and bearing the head of a maddened jaguar.

Acolytes of the God of War undergo a unique initiation test that involves knowledge of the teachings of Tyrnai, skill with a weapon, and the use of a shield while wearing heavy armour. A priest of Tyrnai is not allowed to wear their full attire while within the temple walls, but when outside the walls it is mandatory. The attire var-

ies from priest to priest, but must consist of the following garments: a suit of metal armour covered with a white tabard displaying the emblem of Tyrnai, a two-handed weapon, and a helm or coif. Due to the appearance of these 'holy crusaders' they are often given the nickname The Battle-Priests of Tyrnai. The senior priest of a Tyrnai Temple is known as the Holy General-at-Arms (see Chapter 6 – Deities and Religion for more information).

4 - Temple of Alvir and Valmir

This temple, dedicated to the King and Queen of the Ocean, has been created in the form of a galleon positioned upside-down in the ground. The hull of the boat is crafted from fine woods built on a frame in exactly the same way that an ocean-going vessel would be. The hull stands much higher than a regular galleon, and is supported on the inside by large mast-like wooden poles. The wide front of the temple has been shaped outward in the middle so that a porch and large double doors can be set there. The inside of the temple is decorated with a beautiful coral altar, seaweed drapes, and sea shells that reflect the light entering through the portholes. Old sea-dogs from the Yellowport harbour tell tales of the galleon temple once being a sea-going ship. It was thrown from the ocean by a huge wave and ended up buried where it stands today. No doubt those visitors new to the city will believe such a tale, but it is untrue nonetheless.

Damian of Yellowport is currently the High Priest of this temple. He was only given the position a few weeks ago after the temple's most prized artefact, the Golden Net, was stolen by the 'repulsive ones' of the sea. Curren Malk, the previous High Priest, took it upon himself to retrieve the golden net from the repulsed ones city beneath the sea by himself. Unfortunately



his body was found washed up on the beach a couple of miles from Yellowport. The net still remains lost to this day (see Chapter 6 – Deities and Religion for more information).

5 - Gold Dust Tavern

The Gold Dust Tavern is a plush establishment close to the East Gate. Its owner, Rygar Helmsworthy, is a retired adventurer who bought the tavern from riches that he 'acquired' from Vayss, the infamous Sea Dragon, several years ago. Any new patrons to the tavern will be regaled with the story of how he hitched a ride to the cave of the Sea Dragon by hanging onto its tail after the monster had capsized his fishing boat for not giving it any silver. Rygar hid in the shallow waters of the cave then stole the treasure while the huge monster slept. Regulars to the Gold Dust Tavern always laugh when he tells his tale of bravery and cunning because it seems to get more exaggerated each time. Rygar's impressive sword hangs behind the bar on a specially built plaque, alongside his dragon scale shield. None can doubt the brave adventures of Rygar because of the physical scars he bears, and the wondrous items he accumulated during that time in his life. Rygar is known to favour young fledging adventures that pass through his tavern, often giving them free board in one of the six bedrooms, or helping to kit them out with packed food, the odd weapon, and even a bag of Shards.

The Gold Dust Tavern price guide:

Board and lodgings

Straw bed in communal room	1 Shard
Comfy bed in separate bedroom & hot bath	3 Shards
Horse stabled for one night and fed	1 Shard

Food and Drinks

Flagon of ale	3 Pares
Flagon of honey mead	2 Pares
Cup of spiced wine	3 Pares
Salted meat and potatoes	4 Pares
Hot broth/stew	3 Pares
Bread	1 Pare per loaf
Adventurer's pack (2 day supply of dry food and water)	1 Shard

Any player that spends a night in the communal room will gain 1 Stamina point for a night's rest. Any player that spends a night in a bedroom will gain 2 Stamina points for a good night's rest. This represents the total Stamina gain and is not in addition to that gained normally for a night's rest. If a player pays for food as well as lodgings, they will gain an additional 1 Stamina point for a night's rest.



6 - River Gates

The river gates in the northwest wall of Yellowport are a very new addition to the city. They were erected under the orders of Marloes Marlock after a recent uprising. Marloes wanted to ensure the city is not attacked via this route should royalists rise up against them.

The word gate is actually inappropriate here, as the thick, wrought iron bars that span from one side of the river to the other do not actually open. The bars stretch from the roof of the arched wall, all the way down past the bottom of the river and several feet into the sulphur soaked mud. They were designed by the artificer Shander T'sarion, a reputed inventor and designer based in Marlock City, but assigned to Yellowport by the Protector General to help reinforce the metropolis. T'sarion has suggested many ways to protect the city, including barring the city sewers, positioning huge crossbow-style ballista on the towers, and extending the citadel with new walls for protection. The latter was built as a matter of urgency by Marloes, however the rest of the defensive improvements will eat into Marlock's treasury ... and that will never do.

7 - Sulphur Inn

If ever an inn or tavern deserved the title of seedy drinking pit, the Sulphur Inn would be that place. The inn itself is quite a large building on the north end of Bagthorp Road, overlooking the Stinking River. The outer walls are coloured in hues of dark mustard thanks to the relentless sulphur fumes after which the inn is aptly named. The patronage of the Inn is not what would be considered a desirable bunch; wanted thieves, assassins, thugs, bullies and corrupt soldiers, all meet here to buy and sell stolen goods, or receive payment for services rendered. Fights and bar room brawls are commonplace too, normally resulting from a refusal to pay debts, gambling cheats, or general drunken rowdiness.

The owner of the inn is Brun Thargoes, otherwise known as Brun Lightfingers. This thin, pasty looking middle-aged man is the unknown leader of the most profitable guild in all of Yellowport – the Thieves' Guild. Meetings take place at irregular intervals in the secret cham-



bers attached to the inn's beer cellar. It is from here that most of the city's major crimes are planned in painstaking detail; there is even a plan being drawn up to raid the Citadel and alleviate Marloes Marlock of some of his riches. The 5 guild elders and 12 brothers' elite take in any orphans and stays found wandering the streets or begging for shards. The children are then trained up as pick pockets, for the younger children, progressing onto the more difficult thieves skills such as burglary. The guild's payment for feeding, clothing and training the guild members is to take a percentage of the loot from any robbery, fraud, or racketeering committed, either organised or independent, within the city walls. Make no mistake that not a single crime gets past the guild unnoticed. Anyone who fails to pay their dues to the guild, or is an outsider working on the guild's ground is dealt with swiftly and severely.

The Sulphur Inn does not have any rooms to rent, nor does it sell any food; the reason being that Brun is always suspicious of new faces at his inn, and doesn't want Marlock's spies or undercover soldiers poking around in his affairs after dark. He only wants people to come in and drink, gamble, or do their under-the-table dealings, of which he takes a profit, and then leave.

Drink Prices

Flagon of Ale	2 Pares
Flagon of honey mead	3 Pares

8, 15 & 16 - The City Gates

Situated in the west, north, and east walls of Yellowport are the city gates. Each of these gates consists of a double-layered wall, reinforced in the event of an attack, and two sets of huge 20 foot tall iron gates. The gates were designed to let would-be traders and travellers in through the outer gates, and then be questioned by the gate master in the large courtyard area in-between. A garrison of crossbowmen are always positioned on the walls surrounding the gate's courtyard, but are normally only deployed in full for large caravan parties. Once the visitors to the city have been cleared to enter, the inner gates are opened to allow passage into Yellowport.



Caravan parties consisting of at least one cart are required to pay a toll to enter via the west gate due to wear and tear on the city streets and bridges. The driver of each cart or wagon is responsible for the toll, which at present, is set at 2 Shards per cart. Similar tolls have been known to be charged at the other two gates when repairs are being made to the cobble stone roads of the old city, but this is very rare.

9 - Riverside Street

Riverside Street is located in the new city region of Westport. Unlike most of the streets and alleys on this side of the river, Riverside Street has been paved. The shop owners of this street have gained quite a reputation for their fine goods, and see quite a lot of traffic here. It is because of this popularity that they took it upon themselves to undertake the work, and make the street more welcoming to patrons. Of course, a

profitable street in the Poor Quarter of the city, such as this one, has attracted more than its fair share of attention from the Thieves Guild. All of the shops here have to pay an insurance fee to the guild to keep them safe from robbery or vandalism. The Guild could make more Shards from raiding the shops and selling the goods, but inevitably this would cause the shops to close, and besides, the steady flow of patrons creates the perfect pick-pocketing opportunities and training ground for the fledgling guild members.

Shops on Riverside Street:

- ❖ Tabitha's Knot – Fine chains, rope, cords and hemp
- ❖ Open Chest – Pawnshop, and general equipment. No weapons or armour (see equipment prices)
- ❖ Rusgard – Carpenter, cabinet and bed maker
- ❖ The Silver Trinket – Silver jewellery shop
- ❖ Black Horse – Tack shop
- ❖ Gryphon Skull Tavern – Good quality food and board
- ❖ Mimie Grimes – Clothes shop
- ❖ Roonie's – Fine tailor
- ❖ Grubs Feast Hall – Average food and prices
- ❖ Jessab's Shack – Wainwrights and wheelwrights
- ❖ Alysia's Emporium – Perfumes and soaps
- ❖ Night Lights – Lantern and candle shop

10 - Tinker Street

Tinker Street is a very small, but famous street, in the south west corner of the old city. The street consists of only six shops, three either side of the road, and only deals in the buying and selling of jewellery. The six shops all work independently of one another, and specialise in different types of jewellery so as not to tread on the toes of the other retailers on the street. This set up has worked for the traders here for many years, with generations of family all obeying this unwritten rule. As you would imagine, the Thieves' Guild insurance on these premises is much higher than a normal shop due to the in-

creased volume of Shards that exchange hands here. A few years back, some of the shops would reluctantly sell stolen jewellery for the Guild but this ended almost as quickly as it started, as it was an obvious place for the victims to look for their missing heirlooms and treasures.

The shops on Tinker Street:

- ❖ Obrey's Treasures – Proprietor: Gorrin Obery. His family have run this shop for 6 generations. The shop specialises in gold jewellery only.
- ❖ Challis– Proprietor: Marry Smith. The shop is run by Marry and her 3, not so comely, daughters. The shop specialises in silver adorned plates, ornaments and cutlery.
- ❖ The Shining Star – Proprietor: Sagram of Sokar (he realises that the city has changed names but it was his family name). Sagram's is the 4th generation of Sokars to run this shop. The shop specialises in gem encrusted jewellery.
- ❖ Rocks – Proprietor: Hanrey En'var. Hanry recently lost his wife to illness, and so his two sons run the business. The shop specialises in cut gem stones.
- ❖ Iron Horn House – This shop is actually run by the Merchants' Guild, and as such is not affected by the harassment of the Thieves' Guild. The merchant house buys and sells raw gold and silver with its main trade coming from miners in the Bronze Hills to the north.
- ❖ Garetta's Fine Jewellery – Proprietor: Marloe D'anver. This shop has recently changed hands due to the demise of the jeweller Barrock Garetta. Barrock was the last of his kin and so the shop's history ended at the seventh generation of his family. Out of respect, the new owner has vowed to keep the shop's name. The shop specialises in custom made silver jewellery made from ingots brought from Iron Horn House.

11 - Sea Horse Tavern

The Sea Horse Tavern is very popular with sailors young and old. The insides of the tavern are decorated with all sorts of nautical ornaments,

including a ship's wheel, port hole-style windows, and rigging hanging from the ceiling. The tavern's proprietor is Argon the Sea-Dog who is of course, an aging sailor who spent more time at sea than he has on dry land. The decorations are mainly things that he has collected on his adventures and merchant trips across the oceans. The wheel was presented to him by the captain of the Terouse merchant ship on which he served for almost 2 decades. On it is a bronze engraved plaque screwed to the centre, telling of Argon's devotion to the ship and its safety.

If you were ever in need of hearing stories of mountain high waves, sea monsters with teeth the size of a horse, or lands drenched in riches and wondrous animals, the Sea Horse Tavern is the place to be. Argon's wife, Lilly, often sits at the bar rolling her eyes at the tales told by her husband. She has heard them so many times that she could tell them herself in such a convincing manner that you would think she experienced them as well. That said, she is glad that her old sea dog has finally hung up his sea boots and resided to a life on dry land.

The tavern would normally have rooms to rent, but at this time the rooms are taken by Argon and Lilly's four grandchildren that have recently moved in. There is room in the stables with the horses however. Lilly is a superb cook who hates charging the drinkers in her tavern for the food she cooks. She says that seeing their happy faces when they taste her sea urchin stew is payment enough, but these wonderful cuisines cost money to buy the ingredients, so she charges enough to cover those costs at the very least.

The Sea Horse Tavern price guide:

Board and lodgings

No rooms at present, but the normal charge is 2 Shards for a bed in one of the three bedrooms. The cost is 5 Pares to sleep with the horses in the attached shed.

Horse stabled for one night and fed is 1 Shard.

Any player that spends a night in the attached shed with the horses will gain 1 Stamina point for a night's rest. This represents the total Stamina gain and is not in addition to that gained normally for a night's rest. If a player pays for food as well as lodgings, they will gain an additional 1 Stamina point.

Food and Drinks

Flagon of ale	3 Pares
Flagon of honey mead	2 Pares
Cup of spiced wine	2 Pares
Sea urchin stew	3 Pares
Seaweed bread	2 Pares
Clams and oysters	4 Pares

12 - Szordrin's Wondrous Emporium

Once upon a time there was a young apprentice wizard called Szordrin. The young wizard surpassed all expectations of magic for a boy of his age, and even seemed to possess some latent magic abilities not taught by the academy. Szordrin's power grew at such a rate that by the age of 20 he out-matched even the masters of the academy. This fact worried the elders greatly; what if Szordrin's decided to use his great powers for personal gain or acts of evil? Every wizard and sorcerer who trains at the academy on Sorcerers' Isle must undergo a quest to graduate. The academy elders decided to send Szordrin on a, seemingly, impossible quest with the intension of him never returning, and thus eliminating the problem of his great powers.

Szordrin's quest was to recover the fabled Wand of Avacus. The wand originally belonged to Y'tar the Wise, a former principle of the academy, but he was killed while battling the Hygron (3 headed dragon) on Dragon Island. The Hygron is the last known 3-headed dragon to have survived on Harkuna; its lair is located deep within a cave beneath the largest mountain on the island. Almost four months after leaving the academy, Szordrin returned with the wand. When asked how he defeated the biggest and fiercest of dragons known to man or beast his reply was simple:

"You didn't ask me to kill the Hygron, you asked me to recover the wand, and this I have done. It was not my place to destroy the last of the three-headed dragons on Harkuna, and nor would I have. Besides, she had an egg that has been waiting to hatch for a hundred years, and has now graced the lands with new life". Szordrin smiled.

"So how did you retrieve the Wand?" asked one of the elders.

"I approached the dragon in her lair and introduced myself. She was angry to see me at first, demanding that I leave her lair or she would incinerate me with her fiery breath. I told the dragon that I was here to recover the Wand of Avacus, and asked what I could do for her in exchange for the artefact. She told me that she was lonely having not seen another Hygron since her husband was killed many moons hence. I thought on this for a while, then changed my body into that of a Hygron and conversed with Gravaak, as is her name. We spoke for several weeks until her son, Jarraak, hatched from the egg. Gravaak was no longer lonely, and as payment for the companionship and friendship that I had showed her, she gave me the wand of Avacus."

The academy elders looked on in both amazement and admiration for the compassion and resourcefulness shown by the young wizard. Having realised that Szordrin and his magic ability was not a threat to the world, in fact he was an asset, he graduated with honours. All of that happened almost two hundred years ago. Szordrin's longevity remains a mystery to him; maybe he has not fulfilled the tasks that the gods sent him here to do? His body is beginning to age at last, and he has the appearance of a 50 year old man. He stands tall for a human, and has pale, almost white, skin. His head is bald and bears a mystic tattoo that runs down his nose and across his right cheek. When he casts

a spell, the tattoos glow a soft red giving him a look to match his powerful abilities.

As you would imagine, a mage of Szordrin's age and power will have collected many different magic items in his life time. Szordrin settled in Yellowport 10 years ago, and bought a large shop in which to sell some of his magical potions, weapons, armour, cloaks, medallions, gauntlets, rings, and all manner of other items. Three members of the Thieves' Guild showed up at the shop shortly after Szordrin's arrival to acquire the first of many insurance payments expected by the Guild. The three men have not been seen nor heard of since and the Guild decided not bother the wizard again.

The shop is fairly unimpressive from the outside, with darkened windows that you cannot see in through, and a single hanging sign with the words 'Szordrin's Wondrous Emporium' swinging above the door. Inside is even less impressive; a counter stands at the back of a completely empty room next to a curtained off doorway. A sign on the desk reads 'Browse at your leisure and please ring the bell for assistance'. If the bell is rung, Szordrin will enter via the curtained door, introduce himself and ask what is wished to be purchased. When people say to the wizard that his shop appears to have nothing to sell, he asks them to look again. When they do, the walls are covered with a plethora of shelves bearing labelled potions, shields, swords, jewellery, staffs, wands, and many, many other items.

Magic Weapons*:

A magical weapon (COMBAT +1)	300 Shards
A magical weapon (COMBAT +2)	700 Shards
A magical weapon (COMBAT +3)	1200 Shards

Magical Armour*:

Magical Armour (DEFENCE +1)	250 Shards
Magical Armour (DEFENCE +2)	600 Shards
Magical Armour (DEFENCE +3)	1200 Shards

Miscellaneous Items:

All potions as listed in Chapter 4 - Equipment

Ruby Wand (MAGIC +1)	500 Shards
Sapphire Wand (MAGIC +2)	1000 Shards
Crystal Staff (MAGIC +3)	3000 Shards

Szordrin's Wondrous Emporium Price List

Every potion listed in the equipment chapter (see Chapter 4 - Equipment) is available here at the same price.

***Note:** Magic bonuses and prices for weapons and armour are in addition to those listed in Chapter 4 - Equipment.

13 - Militia Barracks and Prison

The two large barracks on either side of the path leading to the citadel are the newest buildings in the city. Now that Grieve Marlock demands a garrison of loyal troops in each of the cities of the province, these buildings were necessary to house them. The soldiers positioned here work in shifts to police the inner walls, the roads and streets, the outer perimeter of the city walls, and the harbour area. Their main purpose is to listen for rumours of royalist gatherings or activity within the city. Any leads or rumours are always followed up no matter how unlikely they sound.

Each of the barracks has three floors:

Ground Floor - The large ground floor is open planned and designed for training the soldiers of Sokara. Wooden dummies line the back walls and are used to improve sword play. There are also areas for archery and shield practice. At the far end of the training halls are a set of wooden spiral stairs leading to the upper and lower floors.

Lower Floor - The lower level of the barracks is designated as the city gaol. The dungeon-style design is smaller than the upper levels with a single pathway leading down the centre of two rows of prison

cells. The cells have stone floor and partition walls with wrought iron bars on the front with an inset door. Each cell is a meagre ten feet square, and is furnished with a straw bed at the far end. Prisoners are held here for all manner of crimes including theft, robbery, and murder. Murderers and royalist traitors are only held here for a short time before their public execution. As with Marlock City, most executed offenders are hung from the walls inside the city gate courtyards. The corpses stand as a warning to anyone intent on breaking any city laws or inciting a royalist uprising.

Upper Level - This level is solely used as sleeping quarters for the soldiers. Sleeping mats are provided along with a small wooden chest in which to keep their belongings. This level can cater for 40 soldiers at a time. The soldiers work in a rotation, so that some patrol at night while others do the day shift. The work load also varies with soldiers spending a week on a particular task, such as inner wall patrol, then the next week on something else.

Typical Yellowport Soldier (Warrior 1)

Charisma	2
Combat	3
Intelligence	2
Magic	1
Muscle	2
Sanctity	1
Scouting	2
Thievery	2
Stamina	9

Armour and Weapons: sword and chain mail

Powers: weapon skill (sword)

Additional Notes: none



14 - Citadel Grove

Citadel Grove is the greenbelt of Yellowport. It was deemed that the Council House, the original use for the building, was of the upmost importance to the city and should have a large perimeter where no other houses or shops could be built. Hundreds of different types of trees and bushes were planted within the boundary path to ensure that the will of the council was adhered to. Since Marloes Marlock has assumed control of the city, he has ordered even more foliage planted, mainly thick brambles in an attempt to create a natural wall around the citadel. An attempt to burn down the forest, and the citadel, was attempted by a local shop owner who had been both taxed and insured into closure. The arsonist was burned at a pyre outside the city walls for his crime, but it did alert Marloes to the danger of the grove. He ordered his men to dig a 6ft wide trench just inside the inner path to defend against another such attack. Marloes also paid a high priest to curse the grove so that anyone attempting to set it alight will actually burst into flames themselves. No one outside of the citadel walls knows of this curse.

17 - Artificer's Inn

This moderate sized inn is located on the east side of the old town and has almost managed to avoid the sulphur discolouring that has befallen most of the city. The inn is owned and run Captain Hugo Cartwright, an ex-army captain who served Yellowport militia from the days of the king through to the present ruling of the Protector-General. Hugo was forced to leave the militia after falling from the city walls during a training exercise. Both of his legs were so badly broken, that he can only move around very slowly, on wooden crutches. Hugo's daughter, Ima, also lives at the inn, and takes care of all the fetching, carrying, and food preparation for her father.

The inn boasts quite a few rooms to rent due to it being a three story building. The second story has six fine bedrooms for rent while the upper floor is designated as a communal sleeping area. Hugo and his daughter both sleep downstairs in rooms next to the kitchens. It is much easier for Hugo to get about without having to negotiate a flight of stairs every day. There are no stables belonging to the inn, however just across the street is Doogan the Blacksmith's yard, and

he often rents both stable and caravan space to patrons of the Artificer's Inn.

Board and lodgings

Straw bed in communal room 3 Pares

Comfy bed in separate bedroom 1 Shard per night

Food and Drinks

Flagon of ale 1 Pare

Flagon of honey mead 2 Pares

Cup of spiced wine 3 Pares

Salted meat and potatoes 4 Pares

Hot broth/stew 3 Pares

Bread 1 Pare

Adventurer's pack (2 day supply of dry food and water) 1 Shard and 5 Pares

Any player that spends a night in the communal room will gain 1 Stamina point for a night's rest. Any player that spends a night in a bedroom will gain 2 Stamina points for a good night's rest. This represents the total Stamina gain and is not in addition to that gained normally for a night's rest. If a player pays for food as well as lodgings, they will gain an additional 1 Stamina point for a night's rest.

City Sewers

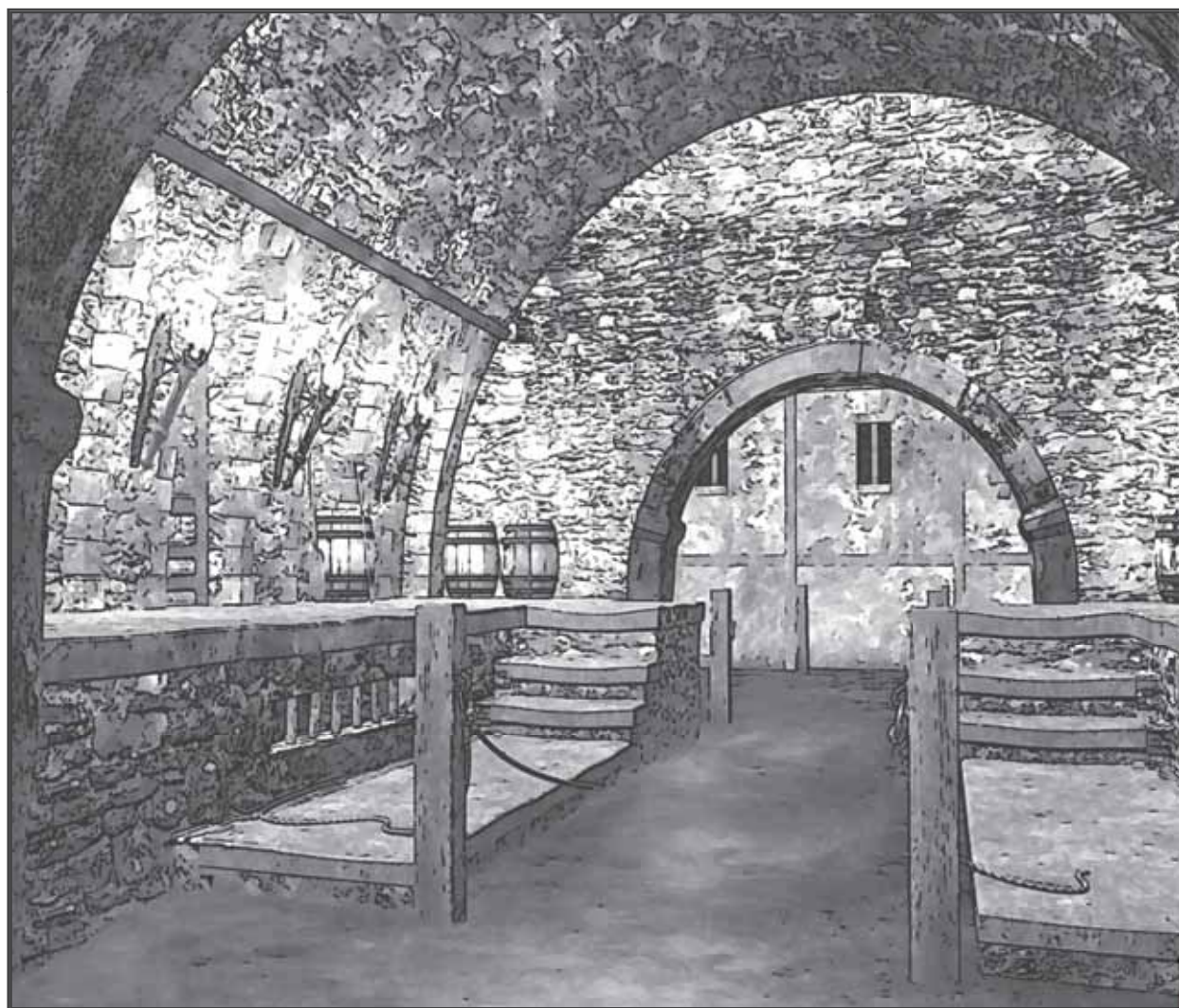
Much of the functioning Yellowport sewers only exist in the old town area of the city (east of the Stinking River). The newer part of the city to the west of the river was unknowingly built on the sunken remains of a forgotten city called Uthwa. This ancient metropolis was built during the reign of the Masked Lord of Uttaku (see Uttaku later in this chapter) but collapsed during an earthquake that sent much of the city and the south coast to the bottom of the sea. The remains of the fallen city of Uthwa began to subside; within 40 years what remained of the city has disappeared beneath the surface but in turn making solid foundations for future buildings.

It was quite some years later that Yellowport was built on Uthwa, and not a single person of Yellow Grass (as the city was once known) or the great metropolis that stands today, knew of the existence of the Uttakin city. It was quite by

chance that old remains of Uthwa were discovered. During the building of the West Port portion of the city, well holes were dug as a source of clean, natural water. The wells that were dug deep enough, burrowed into some of the Uttakin buildings that now lie twisted and turned in the underdark-like ancient catacombs. Ratmen who had burrowed into the old remains from outlet pipes located under the Stinking River, lived in relative peace from the city above for many years. It is only recently, since a new ratman King has been crowned, that the city has started to have problems. Ratmen crawl along the rough caverns beneath the city, and climb up through wells or sewage holes during the night hours. They raid homes, merchant store houses, and shops, stealing anything shiny or edible. Recently the Merchants' Guild has started offering rewards for ratmen heads, in particular King Skaab's head.

There are many creatures to be found in the Yellowport sewers; giant snakes and spiders are commonplace, feeding on the small rodents, ratmen of course, as well as the occasional deep faery folk who come up to cause mischief and reek havoc. Foolhardy adventurers could spend quite some time in the old sewers; the riches of Uthwa are there for the takings, but beware, there are some very unstable sections to the sewers and the deeper you go, the more dangerous it gets!

There is an adventure included in the appendix of this book titled Lair of the Ratmen. It details a portion of the old sewers of West Port and includes plots for further adventures.



City Personalities

Arillion Degarth (Assassin's Guild - Warrior 4/Rogue 7)

Charisma	1
Combat	6
Intelligence	4
Magic	2
Muscle	4
Sanctity	3
Scouting	6
Thievery	9
Stamina	29

Armour and Weapons: Black leather armour, blackened magical scimitar +2 COMBAT

Powers: Weapon Skill (scimitar) II, Backstab I, Master Thief and Lucky Escape

Additional Notes: The leader of the twelve-strong assassins' guild is a merciless killer. His disfigured face and body match his disfigured personality; Arillion is unforgiving to say the least. Once a contract has been signed, the assassins' guild makes sure that the contract is carried out. Money for a hit is paid upfront and varies greatly, depending on the target.

Arillion is never seen in the city during daylight, and although he likes to prowl the city after dark he is never seen then either. The master assassin wears black from head to toe, with oiled leather being his preferred armour, although heavier armour is occasionally used for harder targets. The assassin's weapons are always blackened with soot and mud, so that they do not reflect the city torches after dark.



Marloes Marlock (city ruler - Warrior 2)

Charisma	1
Combat	3
Intelligence	5
Magic	3
Muscle	3
Sanctity	3
Scouting	3
Thievery	3
Stamina	12

Armour and Weapons: magic plate mail (DEFENCE +1) and a magic sword (COMBAT +2)

Powers: Defender II

Additional Notes: Marloes Marlock stands 6 feet tall with a pale complexion and a thin, muscle-less torso. He craves wealth and power, and uses his position to intimidate everyone around him. (period) However Marloes, like most bullies, is nothing more than a coward. He has no discernable military skill, hence his large team of advisors, and gained the title and position of Provost Marshal purely because his brother, Grieve Marlock, is the Protector-General of all Sokara.



Lieutenant Crom (Warrior 2)

Charisma	1
Combat	5
Intelligence	1
Magic	2
Muscle	5
Sanctity	2
Scouting	3
Thievery	1
Stamina	15

Armour and Weapons: chain mail and sword

Powers: Defender

Additional Notes: Crom is a newly appointed officer in Marloes military council. He was promoted from Master Sergeant to cover the position of Lieutenant of Town Policing, after Pintos was relieved of duty. Crom has become quite a figure in the city's underworld, exchanging prison sentences for information on royalist uprisings or peasant unrest. If another royalist attack is going to happen, Crom will make sure he knows about it, and quash it quickly.

Lieutenant Jenas (warrior 2)

Charisma	4
Combat	5
Intelligence	3
Magic	3
Muscle	2
Sanctity	4
Scouting	4
Thievery	3
Stamina	9

Armour and Weapons: Chainmail and short sword

Powers: Weapon skill (short sword) and Swift Strike

Additional Notes: To look at her, you would not associate Jenas with her position within the military. She stands little over 5 feet tall, with a pretty face and shapely body to match. But underneath her comely exterior resides the personality of a cold, hard, slavedriver, possessing skill with a blade almost outmatched in the whole city. Jenas is in charge of the wall guards, and expects every single person to pull their weight and perform to the best of their ability. Those that do not are lashed as an example to others.



Lieutenant Tarrack (Warrior 2)

Charisma	5
Combat	5
Intelligence	3
Magic	3
Muscle	3
Sanctity	1
Scouting	2
Thievery	2
Stamina	12

Armour and Weapons: Chainmail, shield and sword

Powers: Defender I

Additional Notes: Tarrack is a tall man with a heavy frame and muscles to match. He has been in charge of training the soldiers and militia in the city for a very long time, and does the job well.

Guild Master Vernon of Yellowport (commoner/Rogue 1)

Charisma	1
Combat	2
Intelligence	4
Magic	4
Muscle	2
Sanctity	2
Scouting	2
Thievery	4
Stamina	8

Armour and Weapons: dagger

Powers: Treasure Hunter

Additional Notes: Vernon comes from a long line of guild masters; his father was guildmaster, as was his father before him, so it was only natural that Vernon continue his family tradition. Vernon is now in his late 50's, short, extremely overweight, and completely bald. He likes to dress in fine clothes and wear lots of lavish jewellery to pronounce his position to those who wish to do business with him. One of Vernon's worst personality traits, is that he likes to use people to perform needed tasks, but has little use for them afterwards, sometimes ignoring them altogether once the task is complete.



Captain Royzer (Warrior 3)

Charisma	4
Combat	4
Intelligence	3
Magic	3
Muscle	4
Sanctity	2
Scouting	2
Thievery	3
Stamina	25

Armour and Weapons: Chainmail and war hammer

Powers: Defender and Weapon Skill (war hammer) II

Additional Notes: Royzer is an experienced soldier and military commander. He was assigned to Yellowport by Grieve Marlock to aid his rather inexperienced brother in military matters. If the truth be known, Royzer has little respect for Marloes lack of rulership and detests both his lust for money and lavish lifestyle. He does however, have the greatest loyalty for the Protector General of all Sokara, and respecting his assignment, obeys all orders given to him by Marloes without question.



Brun Lightfingers (Thieves' Guild leader - Rogue 8)

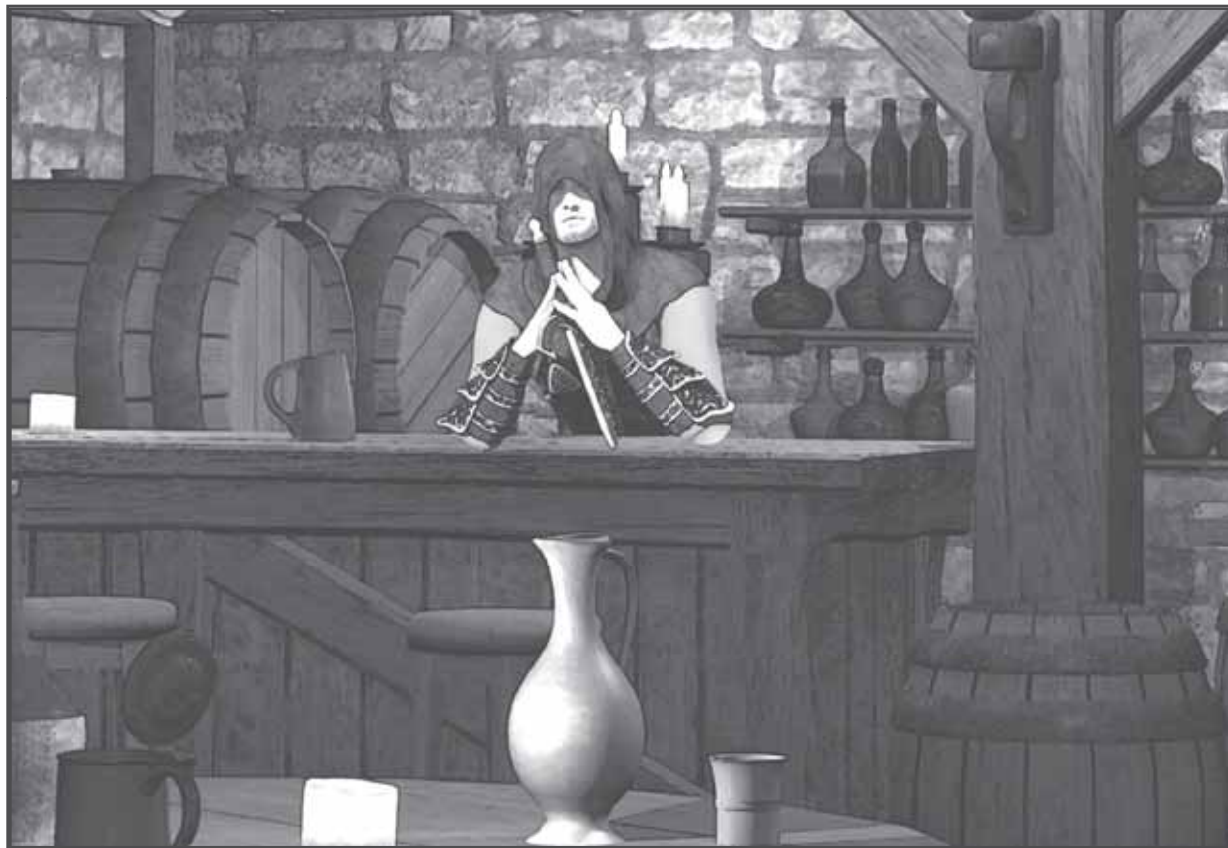
Charisma	2
Combat	5
Intelligence	5
Magic	4
Muscle	2
Sanctity	2
Scouting	2
Thievery	9
Stamina	21

Armour and Weapons: dagger and leather armour

Powers: Treasure Hunter III

Additional Notes: Brun is the owner of the Sulphur Inn in West Port. He is a rough looking man with several visible facial scars and unkempt hair. His clothes are old and dirty, and his general appearance says that he is a poor inn keeper. Nothing could be further from the truth! Brun is a very rich man who has most of his ill-gotten gains hidden behind secret walls in the basement.

The elders of the Thieves' Guild have their main hideout in the secret rooms in the basement of the Sulphur Inn. The inn provides the perfect front for the Guild that Brun set up over twenty years ago. Of course, they were not as organised then and the guild numbered less than 20 members, but over the years they have grown to become one of the richest, apparently non-existent, organisations in the city.



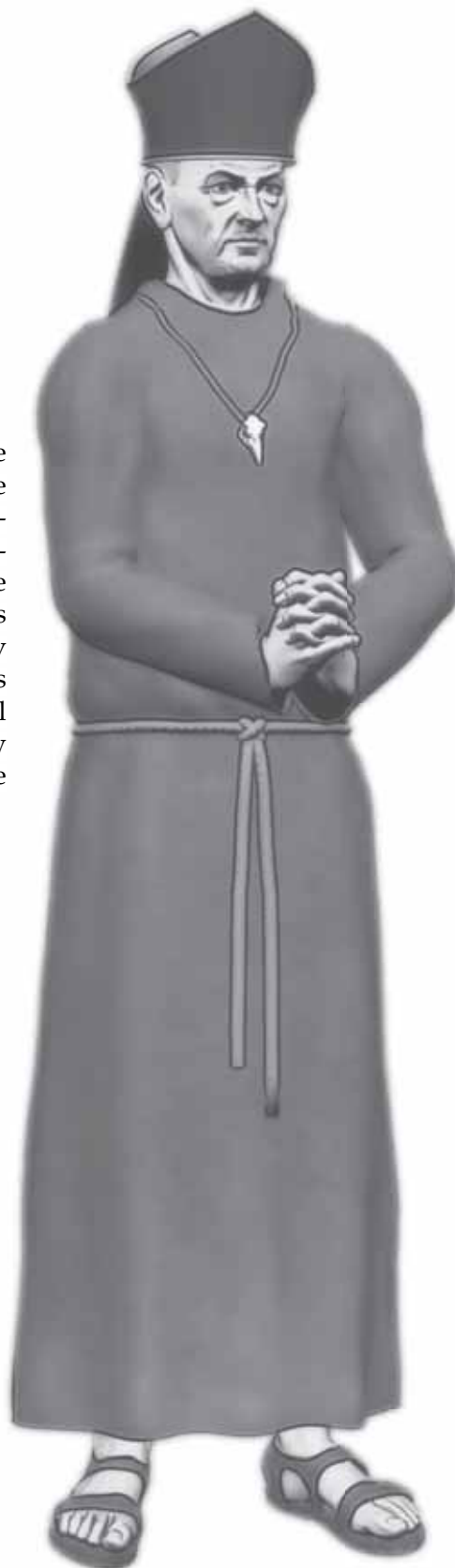
Cardinal Tobias Whent (Priest 5)

Charisma	5
Combat	1
Intelligence	5
Magic	5
Muscle	2
Sanctity	7
Scouting	2
Thievery	1
Stamina	18

Armour and Weapons: none

Powers: Bless, Curse and Deliverance

Additional Notes: Tobias is entrusted with the ceremonial blessing and announcement of the new high priest of Elnir in Yellowport. The aging cardinal has spent his entire life in the service of the temple, having been found on the steps when he was a newborn child. Tobias walks with a crooked back that would surly topple him over were he not supported by his walking stick. He wears bright red cardinal robes with intricate embroidery and a yellow sash wrapped around the waist, on his feet are a normal pair of sandals.



High Priestess - Harrun Swiftscythe (Priest 7)

Charisma	6
Combat	2
Intelligence	7
Magic	4
Muscle	1
Sanctity	9
Scouting	2
Thievery	1
Stamina	26

Armour and Weapons: scythe

Powers: Bless II

Additional Notes: Harrun is the longest serving High Priestess of Maka that the Yellowport temple has ever had. She is about to start her thirtieth year in the position, having become in initiate some forty years ago. Despite her silver hair, the High Priestess is looking good for her age, putting her younger looks and complexion down to eating uncooked vegetables, roots, and fruit fallen from the trees.

High Priest - Damian of Yellowport (Priest 7)

Charisma	4
Combat	2
Intelligence	5
Magic	5
Muscle	3
Sanctity	7
Scouting	3
Thievery	2
Stamina	22

Armour and Weapons: trident and shell armour (count as chainmail)

Powers: Deliverance II and Bless

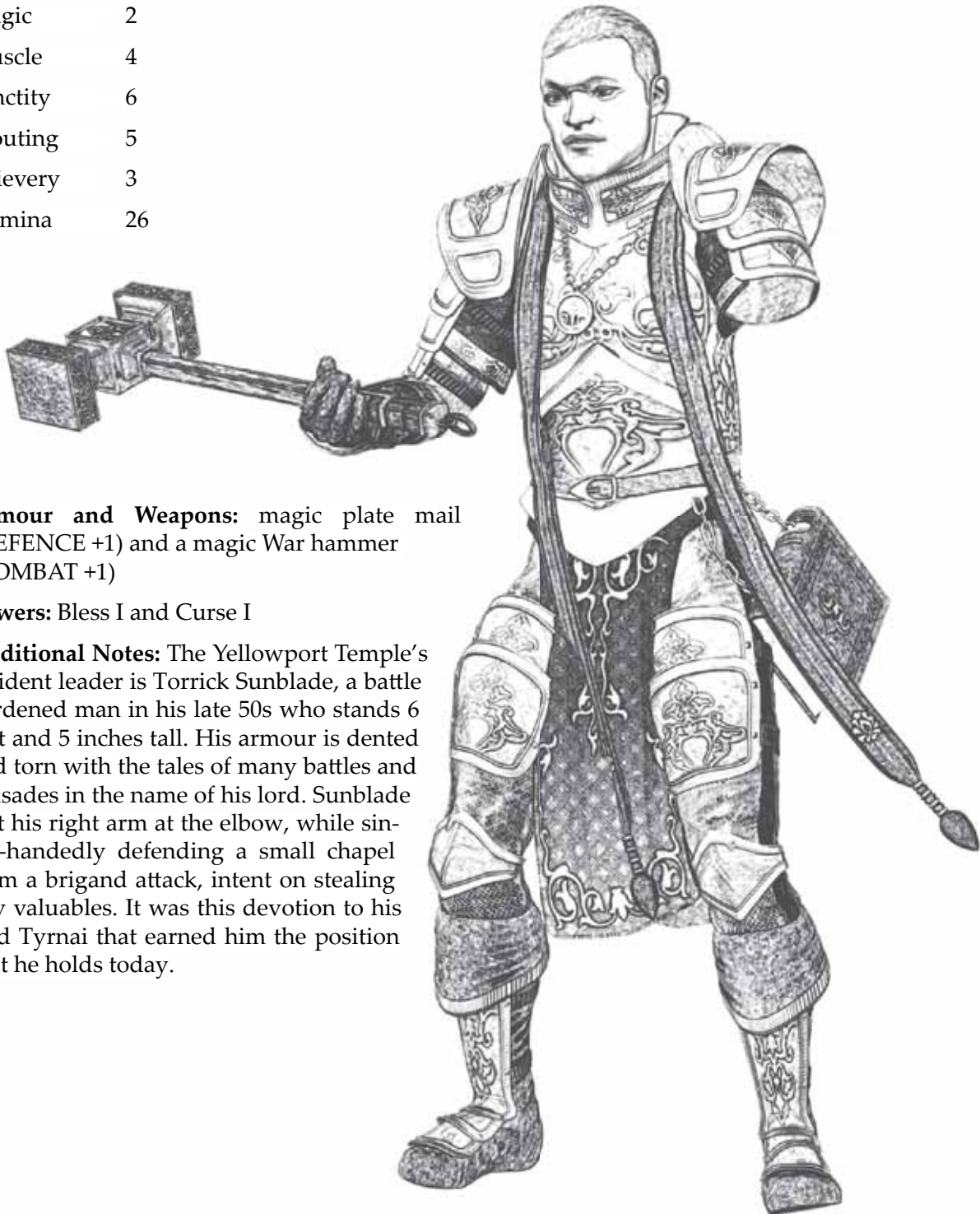
Additional Notes: Damian has dedicated his life to Alvir and Valmir after surviving one of the worst storms at sea that Harkuna has ever seen. During his ordeal, which included drifting for 5 days on a piece of broken hull from

his wrecked ship, Damian prayed to the gods of the sea for mercy. When he was close to death from heatstroke and dehydration, he saw a vision of the twin gods standing on the sea before him. They told him to drink the sea water. When he did, he didn't taste salty sea water, instead the water was fresh and clean. Damian survived a further three days in the water before being picked up by Yellowport fishermen. He immediately travelled to the temple and never looked back since.



Holy General at Arms – Torrick Sunblade (Priest 6)

Charisma	4
Combat	3 (was 5 but lowered due to disability)
Intelligence	5
Magic	2
Muscle	4
Sanctity	6
Scouting	5
Thievery	3
Stamina	26



Armour and Weapons: magic plate mail (DEFENCE +1) and a magic War hammer (COMBAT +1)

Powers: Bless I and Curse I

Additional Notes: The Yellowport Temple's resident leader is Torrick Sunblade, a battle hardened man in his late 50s who stands 6 feet and 5 inches tall. His armour is dented and torn with the tales of many battles and crusades in the name of his lord. Sunblade lost his right arm at the elbow, while single-handedly defending a small chapel from a brigand attack, intent on stealing any valuables. It was this devotion to his lord Tynai that earned him the position that he holds today.

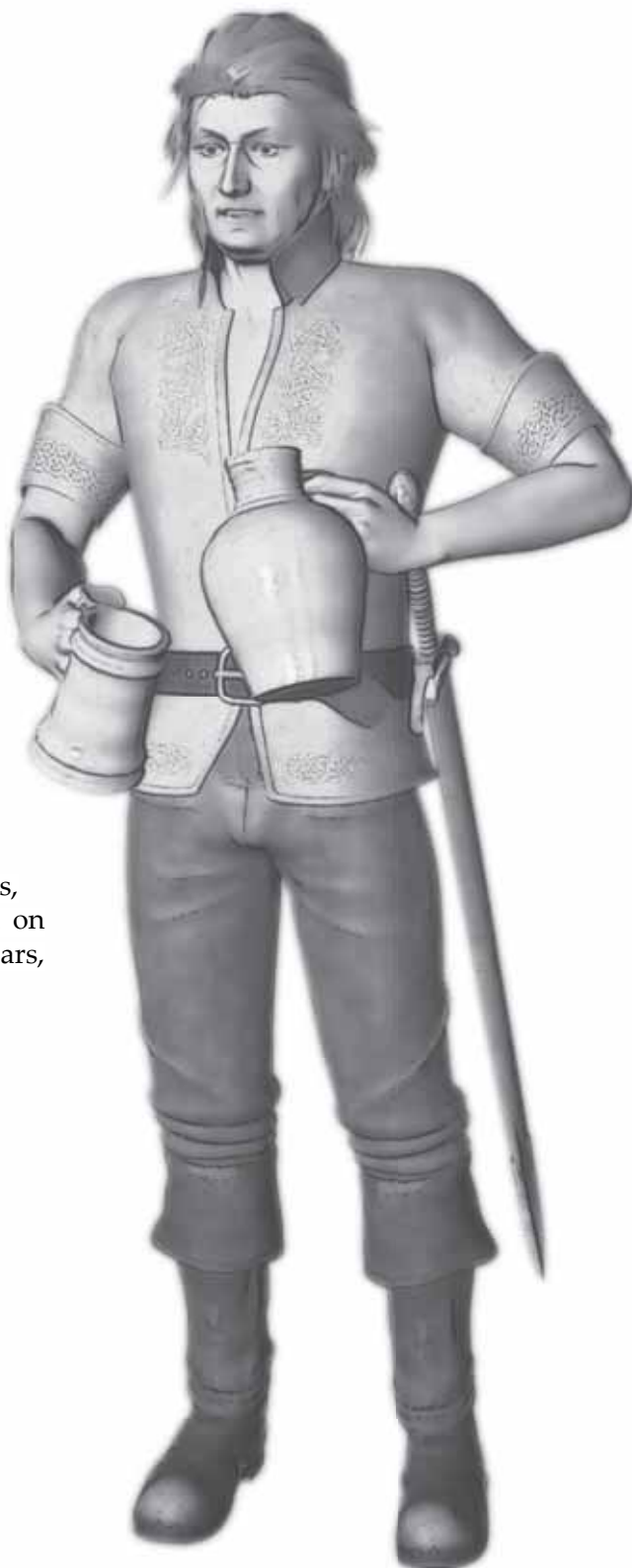
Rygar Helmsworthy (Warrior 5 retired)

Charisma	4
Combat	7
Intelligence	3
Magic	3
Muscle	5
Sanctity	3
Scouting	4
Thievery	4
Stamina	18

Armour and Weapons: magic sword (COMBAT +2) hanging behind bar

Powers: Blademaster II

Additional Notes: Rygar's battered and scared physique is the result of many years adventuring in the Fabled Lands of Harkuna. The old man likes to sit in his tavern, bought from riches stolen from the Sea Dragon, and regale the patrons with his old stories. Rygar has a wondrous collection of artefacts from all over the world, including the tusk of a white mammoth bear from beyond the Spine of Harkun, the sword and dragon scale armour from the Lich Lord of the Thanatos Caverns, and numerous other magical items, trinkets, coins, jewellery, clothing, and weapons acquired on his quests. Rygar is now in his waning years, but his mind is as young as it always was.



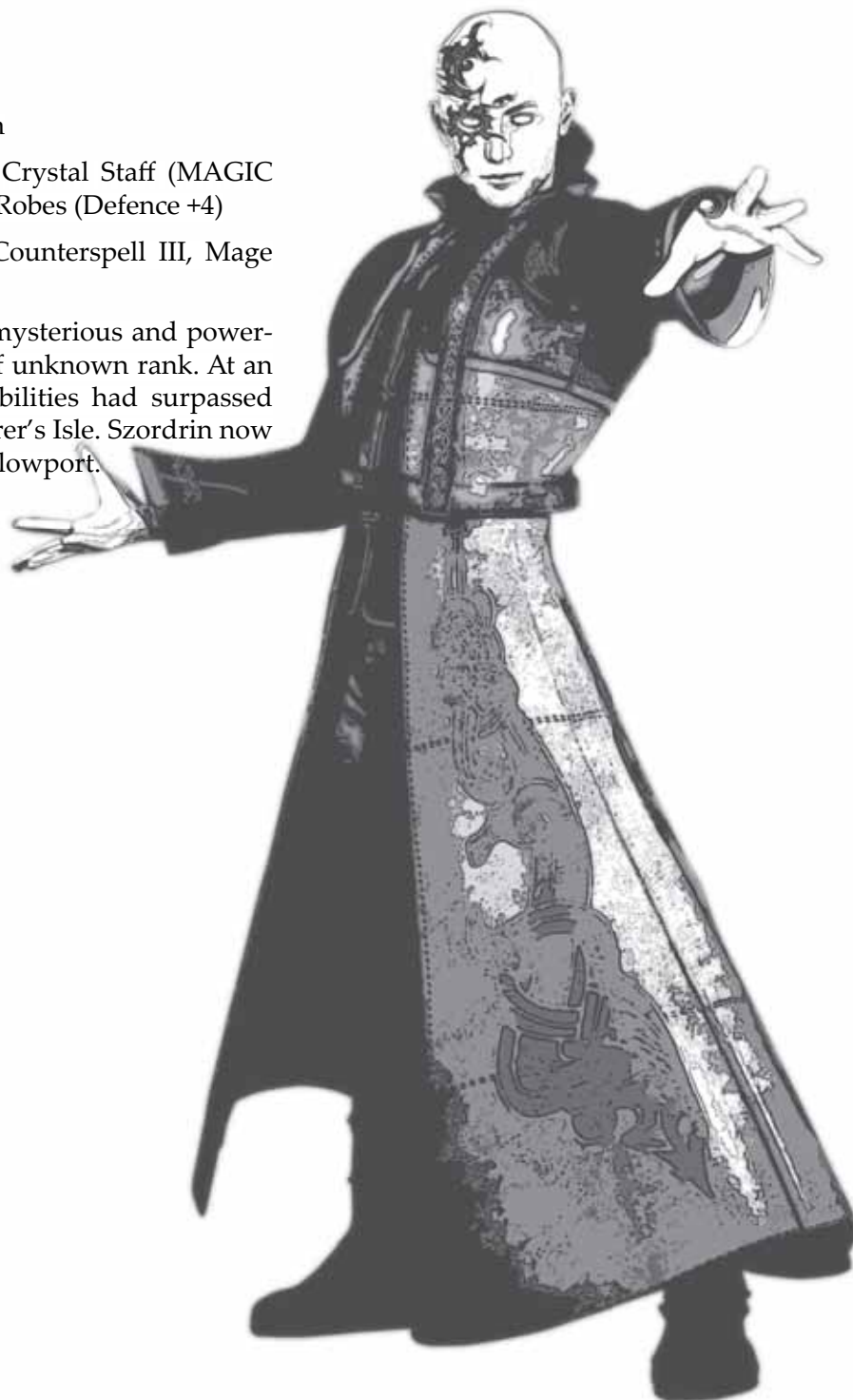
Szordrin (Mage Rank unknown)

Charisma	4
Combat	5
Intelligence	11
Magic	12
Muscle	4
Sanctity	9
Scouting	8
Thievery	8
Stamina	Unknown

Armour and Weapons: Crystal Staff (MAGIC +3) and magical Wizard Robes (Defence +4)

Powers: Sorcery - All, Counterspell III, Mage sight I and Spellbinder I

Additional Notes: The mysterious and powerful Szordrin is a mage of unknown rank. At an early age his magical abilities had surpassed the masters on the Sorcerer's Isle. Szordrin now runs his own shop in Yellowport.



CHAPTER 10 - MONSTERS AND ENEMIES

This chapter is solely for the Gamesmaster. In this section are the most common monsters and enemies that the characters will encounter on their journey through the Fabled Lands of Harkuna.

Accompanying each entry is a short description, as well as the adversaries ability values, Defence and Stamina values, and any special rules they may have. A typical entry for an enemy will look like this:

ENEMY NAME

Description: A brief description of the monster or enemy will be given here.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Enemy Name	3	3	3	3	3	3	3	3

The ability values listed above will be average values. The Gamesmaster should feel free to modify them to suit his needs, though you shouldn't deviate too far from the average. Many of the ability values will never be used (except for Combat), but are listed for completeness.

Defence: 5

Stamina: 6

Special Rules:

- Any special rules the enemy has will be listed here.

Threat Level: A numerical value representing how dangerous the enemy is. The higher the value, the deadlier the encounter. This rating is best used to compare one monster against another when determining what to throw against a party of adventurers, as each group of players is different when it comes to individual tactics.

The Gamemaster should also take into account that not all monsters of a given Threat Level are necessarily equal when compared to a given party. For example, a party with magic items and spells to protect against spiritual attacks will find an attack by a chimerical beast less of a challenge than one without, making it very difficult to devise a system to truly gauge the threat to all player characters equally.

A Note About Undead: Several of the following creatures are actually members of the undead, monsters that while no longer living, have not truly passed on. These beings are susceptible to a number of special rules that are detailed below.

- They are unaffected by darkness.
- They do not breath, eat, or sleep, nor can they be forced to.
- They are immune to spells and powers that affect the mind, such as illusions, mind control, fear, etc.
- They are immune to disease as well as effects that drain or alter their ability values.
- They are unable to heal naturally unless they possess an Intelligence score.
- They are subject to resurrection if a physical body is present, returning to life as per the normal rules.

The rest of this chapter is dedicated to the monsters and enemies found throughout Harkuna. These are listed in alphabetical order for ease of reference.

ASSASSIN

Description: An assassin is a hired and professional killer. They are trained murderers, with the ability to dispatch of an enemy in many different ways, from straight out bloody murder, to more subtle methods, such as poison.

Assassins are found all throughout the Fabled Lands. Many nobles use them to eliminate rivals, while evil-doers hire them to take out their enemies. In some cases, they may be part of a brotherhood of assassins, each one them a deadly foe. In other cases they may be lone warriors, working without the support of a larger network; this does not make them any less deadly, however.

When encountered by a group of characters, it is usually because they annoyed someone who is now seeking revenge. Assassins usually use daggers or knives, sometimes coated in venom, and wear little armour so that their movements are not impeded.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Assassin	2	6	3	2	3	1	5	5

Defence: 8

Stamina: 8

Special Rules:

- Assassins are likely to coat their blade with poison, but this is at the Gamesmaster's discretion (see Chapter 9 - For the Gamesmaster for more information on poison)

Threat Level: 6

BANDIT

Description: Bandits are a true plague on society. Also known as outlaws, highwaymen, or a variety of other names, these men and women prey on hapless travellers, robbing them of their money and other valuables. Merchants in particular are common targets, and for this reason many travelling traders employ bodyguards to help protect them from the frequent attacks.

Bandits can be found anywhere within the Fabled Lands. They are usually poorly dressed and dirty, though their weapons are usually kept in good condition. Most bandits will be found using basic weapons and armour, though some fortunate ones may have picked up better weapons during their attacks.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Bandit	2	3*	2	1	4	2	4	4
Bandit Leader	3	4*	3	1	4	2	4	5

Defence: 5 (bandit) or 6 (leader), plus any armour.

Stamina: 6 (bandit) or 13 (leader)

Special Rules:

- A bandit's Combat value will increase depending on the weapon he is using.

Threat Level: 1 (bandit) or 3 (leader)

BARROW WIGHT

Description: Barrow wights are fearsome creatures found in the burial mounds of the dead. They are the animated remains of the person buried within, bought back to a state of unlife by dark magic. Although not necessarily evil, a barrow wight will attack anyone foolish enough to come near its burial mound, for within it there is likely to be rich treasures.

A barrow wight looks like a decaying human, with grey, pallid skin, rotting robes, and the stench of death. They will use whatever weapons are available to them to defend their mounds, even their long nails and teeth if they have to.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Barrow Wight	0	5	0	1	4	0	1	1

Defence: 9

Stamina: 18

Special Rules:

- Barrow wights are undead and thus are susceptible to any special rules affecting them.

Threat Level: 6

CHIMERICAL BEAST

Description: Very little is known of this creature. Some believe it is a creature summoned by powerful magic, others think it is a monster sent by the gods to punish the wicked. Still others believe it is a beast born from nightmares, made real by the power of the mind.

Whatever the case may be, these creatures only appear rarely. Their true form is obscured by a roiling black cloud, though some people have reported seeing a massive, black tentacled thing within it. It makes those who see it feel small, frightened and insignificant, and the baleful feeling it gives people often leaves them badly shaken.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Chimerical Beast	0	8	2	7	5	0	1	1

Defence: 10

Stamina: 20

Special Rules:

- The very presence of a chimerical beast causes one to question their faith. The attacks of a chimerical beast are not physical, but rather mental. It's opponents do not use their normal Defence values when fighting a chimerical beast; instead, use their Sanctity value.

Threat Level: 10

DRAGON

Description: The dragons of the Fabled Lands are truly magnificent beasts, spoken of in legends and sung about in songs of bards and minstrels. They are rarely seen, but when they are, trouble is not far away.

Dragons vary in shape and size, but all share similar characteristics. They are long and serpentine in nature, with lizard-like heads filled with sharp fangs. Most of them have wings that allow them to fly great distances, and sometimes people see them high in the sky, gliding across the world.

There are many different species of dragon throughout the Fabled Lands. Some of the more common include the ice dragon that can breathe a frozen gust of air over its enemies; subterranean cave dragons that live beneath the earth and belch forth scorching flames from their mouths; and sea dragons who, despite the name, also inhabit lakes and deep rivers, and breathe clouds of acidic gas.

Then there are the tatsu dragons, who live in Akatsurai. These dragons are huge and majestic, and both respected and feared. They are slightly more common than the other dragon species, but still rare enough that seeing one is a once in a lifetime event.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Small Dragon	5	7	9	8	9	5	6	2
Dragon	5	9	9	8	10	5	6	2
Huge Dragon	5	13	9	8	12	5	6	2

Defence: 15 (small), 19 (normal), 25 (huge)

Stamina: 20 (small), 30 (normal), 45 (huge)

Special Rules:

- All dragons can use a breath weapon as a ranged attack. This attack causes the loss of 3-18 Stamina if it hits.
- Tatsu dragons have additional special rules. A dying tatsu can instil its draconic essence in a chosen person (the 'vessel'), providing it with a +2 bonus to its Combat and Magic values, but imposing a -2 Charisma penalty and a -1 Sanctity penalty.

Threat Level: 13 (small), 20 (normal), 36 (huge)



EKUSHKA

Description: The ekushka are a type of horse that lives in the waters along the coasts of the Fabled Lands. They are shaggy beasts the size of a normal horse, and have coats made of kelp and eyes that glow with a phosphorous light. They are carnivorous and often attack beach-goers in an attempt to find their next meal.

The ekushka are normally solitary creatures but are sometimes found in small herds. Legend has it that should someone be skilled enough to train an ekushka to be ridden, then the beast will take them into the depths of the oceans where they will find many riches and treasures.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Ekushka	0	6	1	0	5	0	3	1

Defence: 7

Stamina: 10

Special Rules:

- Ekushka are extremely fast. Characters cannot use the defensive withdrawal combat action when fighting this monster.

Threat Level: 5

ELF

Description: Elves are part of the race of faerie, a magical, almost mythical race of beings that most normal folk think of as make-believe; stories told to frighten or entertain children on a rainy night. The truth is they are real, but rarely seen in the mortal world.

An elf is a slender figure, their bodies tall and thin, their faces long and vulpine. They live in very out-of-the-way places, hidden by magic and almost impossible to find without arcane aid, for their homes are surrounded by illusion and enchantment.

For the most part, elves leave the mortal world alone, only venturing into it when the situation requires. If a mortal somehow manages to stumble into their realm, they are quick to defend it, first with magic and then combat if need be.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Elf	4	7	7	10	3	1	5	10

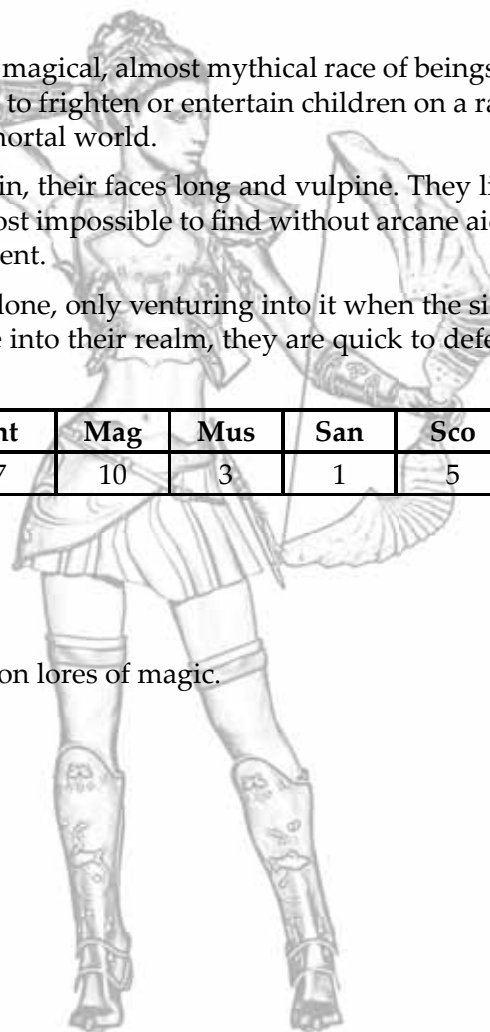
Defence: 10

Stamina: 7

Special Rules:

- Elves can use the Enchantment and Illusion lores of magic.

Threat Level: 8



FAERY HOUND

Description: As black as night, with glowing, ruby-red eyes, faery hounds are a type of guard dog used by the Trau race. Their forms are shadowy and hard to make out, making them hard to fight, which can be a real problem due to the row of razor-sharp teeth they possess.

Luckily, faery hounds are said to have a weakness. It is said that beautiful music or singing can soothe them so much that they will fall into a deep sleep.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Faery Hound	1	7	1	6	5	1	7	3

Defence: 10

Stamina: 12

Special Rules:

- Characters encountering a faery hound may try to sing it to sleep. This requires a Charisma test at Difficulty 13 to succeed.

Threat Level: 7

FLYING HEAD

Description: The race of faerie is a strange one, and the flying heads are one of the strangest. They come from a sub-race of goblin-folk, who are able to detach their heads from their bodies, which then float and bob through the air, scaring the innocent, and attacking people.

Flying head goblins are even rarer than normal faery folk, and for this reason are often thought to be nothing more than a myth. The only place where they seem to be slightly more common is Akatsurai.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Flying Head	1	4	1	6	2	1	2	2

Defence: 14

Stamina: 5

Special Rules:

- The bodies that flying heads come from are vulnerable and defenceless when the heads are detached. If the bodies are killed, the heads will die immediately.

Threat Level: 5

FLYING SHARK

Description: Sharks are a menace to fishermen and sailors at the best of times, but the flying sharks of the Violet Ocean are very dangerous indeed. They look much the same as normal sharks, but their fins are different, allowing them to leap out of the water and glide through the air over short distances.

Some fishermen will deliberately hunt flying sharks, for it is said that their meat is even better tasting than that of normal sharks.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Flying Shark	1	8	1	1	9	1	3	1

Defence: 10

Stamina: 20

Special Rules: None

Threat Level: 10

FURY

Description: The furies are minions of the gods of Atticala, semi-divine beings who are used to seek revenge on those who have wronged the Atticalan pantheon. There are only three of them and they appear as hideous, winged crones or hags, wearing tattered clothing and with hair bedraggled. They carry brass-studded whips which they use to lash their victims, normally stopping only when they have killed him (unless their masters have instructed them otherwise).

The Furies are extremely cruel, and left to their own devices, will torture a victim mercilessly. However they are eager to please their divine masters and will always try to obey their orders, even if it is with great reluctance.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Fury	1	12	7	8	4	8	3	2

Defence: 19

Stamina: 25

Special Rules: None

Threat Level: 25

GHOST

Description: A ghost is a spectral image of a dead person, summoned back to the realm of the living by powerful necromantic magic. They appear as they did in life, with the same features and clothing. However they are insubstantial and can be seen through; they can also move through solid objects as though they weren't even there.

Ghosts are normally found haunting ancient ruins and keeps, wandering the halls of their former homes. Most ghosts will attack mortal creatures on sight with loathing and a touch of jealousy, for they wish they could still live and experience the wonders of life.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Ghost	2	7	3	4	0	0	2	4

Defence: 16

Stamina: 7

Special Rules:

- Ghosts are undead and thus are susceptible to any special rules affecting them.
- A ghost can only be harmed by magic or a magical weapon

Threat Level: 11

GHOUL

Description: A ghoul is the rotting remains of a corpse, reanimated by dark magic so that it can walk the earth once more. They look much like a zombie: decaying flesh, stench of rotting meat, fevered yellow eyes and jagged, black teeth.

Ghouls hate sunlight and will therefore usually only be encountered at night. They love to eat warm human flesh and will attack with a frenzy and vicious blood-lust. If they cannot find warm flesh (or it is too dangerous to attempt it) they will seek the flesh of the dead; for this reason, they are often encountered in graveyards, tombs, and crypts, where there is a veritable feast waiting for them.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Ghoul	0	3	0	3	4	0	1	1

Defence: 7

Stamina: 15

Special Rules:

- Ghouls are undead and thus are susceptible to any special rules affecting them.
- Anyone wounded by a ghoul has the chance of contracting the Ghoulbite disease (see Chapter 9 - For the Gamesmaster for more information on diseases)
- Ghouls cannot cross a line of salt and iron shards.

Threat Level: 4

GIANT

Description: Standing at least 20 feet tall (and some much bigger), a giant resembles his smaller human cousins in outward appearance. They are quick to anger, and will often eat humans and other creatures for snacks. They are strong and aggressive, but luckily they are not too bright and can be easily tricked.

Giants are not normally seen much throughout Harkuna and when encountered it is often in remote out-of-the-way places. Much like their smaller cousins, mankind, a giant may be kind and caring, or a harmless soul who just wants to be left alone. Others though may be cruel and heartless, black-souled individuals, who terrorize villages and towns for fun.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Giant	1	11	1	1	15	1	3	1

Defence: 18

Stamina: 30

Special Rules:

- Stomp (2AP) - A giant can attempt to stomp on a single character during combat. The victim must make a successful Thievery (Difficulty 10) roll to avoid the stomp. If they fail the roll they will lose 2-12 points of Stamina.

Threat Level: 22

GIANT CHAMELEON

Description: Chameleons are lizard-like creatures who have the almost magical ability to change the colour of their skin so that they can better blend in with their surroundings. If they are lying in the grass their scales would be green, for instance, while when sunning themselves on the rocks their scales might be brown or grey.

Giant chameleons grow up to eight feet in length and are found in tropical and desert areas.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Giant Chameleon	1	8	1	1	5	0	3	8

Defence: 9

Stamina: 19

Special Rules:

- Camouflage - A chameleon gains a +4 bonus when using the camouflage skill.

Threat Level: 9

GIANT SPIDER

Description: Found in the depths of the most tangled forests all over the Fabled Lands, giant spiders are a dangerous and often deadly menace to animals and travellers alike. Many of them grow to the size of a large bear, and instead of flies and other insects, eat any animals, or even humans, who might wander into their sticky webs.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Giant Spider	1	4	1	1	4	0	3	2

Defence: 7

Stamina: 5

Special Rules:

- **Poison** - Any character that is bitten by a Giant Spider must make a Muscle (Difficulty 12) test or suffer the loss of an additional 1d6 points of Stamina.

Threat Level: 4

GOLEM

Description: A golem is a magically animated statue that is often used to guard an important building or room. They can take many forms but are usually larger than a man, standing over eight feet tall. Their height and form is only limited by the imagination of their sculptor, however. Typically they are man-shaped but often have an animal head, such as that of a bull or a lion.

A golem will usually be made out of stone or clay, but other materials such as wood and iron are also used. Sometimes more exotic elements are used to sculpt a golem, such as gold or silver, while other times macabre materials are used, such as bone or flesh.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Golem	0	5	0	4	7	0	0	0

Defence: 11

Stamina: 10

Special Rules: None

Threat Level: 6

GORGON

Description: Gorgons are hideous and dangerous beasts who prey on villagers and farmers. They look human, but are far from it: although their bodies and limbs are undoubtedly those of a woman, they are old, bent and twisted, very hag-like in their appearance (although some gorgons mask their body through magic to make themselves appear young and beautiful). It is their hair that marks their monstrous ancestry though, for instead of human hair they have a nest of twisting, writhing snakes.

In combat, the snakes bite and snap at the gorgon's opponents, but that is not the worst part, that comes if you happen to look into a gorgon's eyes, for they have the power to turn a person to stone.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Gorgon	2	4	5	7	3	2	2	3

Defence: 5

Stamina: 8

Special Rules:

- If a character happens to look into the eyes of a gorgon, there is a chance they will be turned to stone unless they succeed at a Magic (Difficulty 15) test. Otherwise, they prove immune to the effects of this particular gorgon's magic.
- Any character that is turned to stone is considered dead for the purpose of the game.

Threat Level: 10

GORLOCK

Description: Gorlocks look like the by-product of the dreams of a mad and obviously insane wizard. This beast has the legs of a bird (that point backwards), the body of a reptile, two short forelimbs, and a beaked, lizard-like head. When it or its lair is threatened, it lets out a shrieking cry and rushes forward, attacking whatever or whoever it perceives as a threat.

A Gorlock makes its lair in caves hidden in the hills. These caves are often littered with the bones - and treasures - of its victims.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Gorlock	1	4	2	2	4	1	6	2

Defence: 6

Stamina: 7

Special Rules: None

Threat Level: 3

GREY WORM

Description: The grey worm is a legendary beast native to the Great Steppes. It is huge, growing to up to three times the size of a man. It lives underground, digging great tunnels and emerging only to eat.

It is said the grey worm is practically invulnerable. A popular story tells that the grey worms once rolled in the magic dust of the gods, which protect it from harm. Only their snouts were free of the dust, and thus this is said to be their vulnerable spot.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Grey Worm	0	8	0	0	9	0	2	1

Defence: 23

Stamina: 8

Special Rules:

- The snout of a grey worm is more vulnerable than the rest of its body. If a character specifies that he is striking the snout, its Defence is reduced to 13. Characters can make an Intelligence test (Difficulty 16) to know about this weakness.

Threat Level: 18

GRYPHON

Description: Making their nests on the peaks of the highest mountains in the Fabled Lands, a gryphon is a fabulous beast that is half-lion and half-eagle. Its body, legs, and tail, are those of a lion, while its wings and head are that of the eagle.

While they are generally passive, they become aggressive when their nests are threatened, as these creatures are fiercely protective of their young.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Gryphon	1	4	2	2	6	1	6	2

Defence: 6

Stamina: 14

Special Rules: None

Threat Level: 3

HYDRA

Description: Travelling across the Fabled Lands is filled with danger, and one of the deadliest encounters is the hydra. This is a gigantic serpentine creature, three times the size of a man, with not one head but many. The exact number varies, but is usually between five and twelve. They can be found anywhere, but are usually in swampy areas or other regions with water nearby.

The danger posed by a hydra is threefold. Firstly, their mouths drip deadly venom that will stop a man's heart within moments. Secondly, they are able to spit burning acid at their foes that can burn through even the toughest armour and strip the flesh off of a creature. Lastly, their many heads have the ability to regrow themselves if they are decapitated. This happens within seconds, which can be extremely disheartening for a hydra's foes.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Hydra	0	6	2	1	6	0	2	3

Defence: 11

Stamina: 16

Special Rules:

- The first time that a character is wounded by a hydra, he must make a successful Muscle (Difficulty 12) test or suffer double damage from the contraction of Swamp Rot disease. Anyone that is immune to disease is not affected by this special rule.
- A hydra can spit acid as a ranged attack. This causes the loss of 3-18 Stamina if it hits and has a 5 in 6 chance to destroy any armour the character is wearing. This chance is reduced by 1 for each +1 Magic bonus possessed by the armour.
- A hydra will heal 1-6 Stamina to itself at the end of each combat round that it is still alive.

Threat Level: 10

JEWELLED SERPENT

Description: Found in the forests of Golnir, jewelled serpents are large, anaconda-like snakes that attack by constricting their victims before swallowing them. Their emerald-coloured scales makes them hard to spot in the tree canopies where they live, meaning that they are very dangerous to those travelling through the woods.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Jewelled Serpent	0	7	1	0	8	0	4	4

Defence: 8

Stamina: 9

Special Rules:

- Jewelled serpents have a green gem-like protrusion in their heads. This gem is worth 100 Shards.

Threat Level: 6

KELPIE

Description: The kelpie is a supernatural water horse. In its natural form it appears as a large, powerful and muscular horse with pure black, leathery skin like that of a seal, and a mane of hair that drips with water. However, the kelpie is a shapeshifter and is able to alter its form in a couple of different ways.

When it is away from water it will appear as a normal pony, galloping across the land. It will approach travellers, hoping to lure them back to its watery home in order to attack them. The only thing that gives a kelpie away in this form is its unique footprints, which are not like those of a regular horse. When it attacks, the Kelpie grows horns on its head and uses them to butt its enemies.

The second form a kelpie can take is that of a small furry fellow with webbed hands and feet and a thick heavy tail. They use this form when they are in the water in order to lure in their prey .

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Kelpie	7	6	4	6	6	1	3	3

Defence: 8

Stamina: 12

Special Rules: None

Threat Level: 6

KER'LIK

Description: The depths of the oceans are home to all manner of beasts, some benign, others hideous and terrifying. The Ker'lik belong to the latter group. They look like large lobsters, with many spines and thick, chitinous armour. Their large pincers are used as weapons in combat.

Ker'lik attack living creatures in order to use them as hosts for their young. When they kill their opponents they inject their eggs into the still warm bodies, which act as an incubator for the eggs. When the eggs hatch, the young ker'lik eat their host from the inside out, before emerging into fresh air.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Ker'lik	1	4	2	1	4	0	3	3

Defence: 9

Stamina: 8

Special Rules: None

Threat Level: 4

MANBEAST

Description: The land of Nerech, north east of Sokara, is a forbidden land where no one dares to travel. The Sokarans have even built a wall along their common border, with three great fortresses, in order to protect the kingdom from the dangers of Nerech, and these dangers come in the form of the manbeasts.

The manbeasts are vicious beings, as tall as a human but covered in shaggy hair of varied colours, but usually grey or brown. They have long claws instead of nails on the end of their hands, and sharp, pointed teeth much like fangs. On their heads they wear great iron helmets sculpted to resemble the faces of ferocious beasts, such as lions, bears, and birds of prey. They are aggressive and often form large raiding packs, where they will attack travellers or attempt to breach the wall into Sokara.

The origin of the manbeasts is shrouded in mystery, but the truth is that they are magically altered to their animalistic form. For what purpose and by whom this was done is unclear.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Manbeast	1	8	2	1	5	2	5	2

Defence: 6

Stamina: 10

Special Rules: None

Threat Level: 5

OGRE

Description: Ogres are monstrous beasts that look like larger, much uglier versions of humans. These brutes stand around nine feet tall and live in the wild, usually making their homes in caves. They remain some distance from civilisation, but close enough that they can raid villages for livestock, and even the occasional human, which is their preference; ogres consider human flesh a delicacy and will take it whenever they can.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Ogre	1	5	1	1	7	1	5	2

Defence: 8

Stamina: 12

Special Rules: None

Threat Level: 5

RATMAN

Description: Beneath the cities of the Fabled Lands lie secret worlds normally unseen by the eyes of man. Sewer tunnels twist and turn, hiding all manner of secret societies, thieves, dark cults and monster lairs.

One of these hidden worlds belong to creatures known as the ratmen. These creatures - who look like rats that walk upright like a human and who stand around five feet tall - infest the sewers of many cities, including Yellowport in Sokara. Here they live, raiding the surface once in a while for food and trinkets (basically anything shiny). They live in secret, trying to remain unseen so that they can better slink through the streets at night, taking what they desire.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Ratman	1	3	2	2	3	2	5	7

Defence: 6

Stamina: 6

Special Rules: None

Threat Level: 2

REPULSIVE ONE

Description: The seas of the Fabled Lands are dangerous, not least because of the creatures known as the repulsive ones. These creatures look like giant squids, but their black eyes shine with intelligence and malevolence. They often use rudimentary weapons such as spears and tridents, and wear simple armour made of coral and shells.

The repulsive ones live in temples deep beneath the waves. These temples are dedicated to their horrible deity, the fish god Oannes. These religious buildings often contain many treasures, stolen from sunken ships (many of which the repulsive ones had a hand in sinking).

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Repulsive One	0	4	5	2	4	4	3	2

Defence: 6

Stamina: 10

Special Rules:

- Repulsive ones find bright light harmful. If they should find themselves in an area of light as intense as daylight, they lose 1 Stamina each turn.

Threat Level: 3

SCORPION MAN

Description: The scorpion men of southern Sokara are, as the name suggests, a hybrid of man and scorpion. They have the bodies, legs, and tail of a giant scorpion, but their upper bodies and head are that of a human. They have glowing yellow eyes, and human arms, which often carry weapon and shield.

The scorpion men build large mounds in the ground, in which they then live. These mounds contain many tunnels and chambers, which are used for living, storage, and breeding. Scorpion men will often raid nearby towns and villages in search of food and loot.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Scorpion Man	1	3	3	2	3	1	4	3

Defence: 6

Stamina: 8

Special Rules:

- When a scorpion man wounds an opponent, he injects them with a venom that causes them to slow and become sluggish. Anyone wounded by a scorpion man must make a Muscle (Difficulty 10) roll or suffers a -1 penalty to their Combat, Scouting and Thievery scores until cured. This effect is not cumulative.

Threat Level: 3

STORM DEMON

Description: These malevolent beings are aggressive and spiteful. They can take on many forms, but their favourites are gigantic cloud-shaped beings, or man-sized whirlwinds. When they speak, their voices sound like rolling thunder, and when they shout, like a massive thunder crack. They use the winds and lightning that rage around them to harm their enemies.

The storm demons have an intense hatred of Sul Veneris, Lord of Thunder, and one of the sons of Elnir. They will stop at nothing to cause harm to this minor god or his followers.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Storm Demon	1	4	5	6	6	3	2	1
Greater Storm Demon	1	8	6	8	7	4	2	1

Defence: 7 (normal) 10 (greater)

Stamina: 8 (normal) 15 (greater)

Special Rules: None

Threat Level: 4 (normal) 9 (greater)

TROLL

Description: Trolls are large, hairy humanoid creatures that live in forests and other wild areas. They are the same size as an ogre, but look more bestial. Trolls are carnivorous monsters with a particular liking to cows, pigs and humans.

As a result, trolls are very aggressive towards humans if hungry, and unfriendly if not. Trolls will often lurk around crossroads or bridges, where they will prey upon travellers wishing to pass along that particular path. They will usually attempt to extort some sort of toll out of the traveller, usually money or some other trinket. If the traveller pays, the troll will allow him to continue, otherwise it will attempt to take the payment by force.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Troll	1	6	3	2	6	2	3	4

Defence: 11

Stamina: 15

Special Rules:

- 2 out of every 6 trolls are able to use the Illusion lore of magic.

Threat Level: 8

VAMPIRE

Description: Princes of the night, lords of darkness, drinkers of blood: all are names associated with the wicked creatures known as vampires. These nightmarish creatures look much like a human, but with pale skin, and long, fang-like teeth. They are found all over the Fabled Lands and pose a danger to all.

Vampires live by hunting animals and humans and drinking their blood. They prefer the blood of a sentient being, for it is sweeter than that of base animals. Still, they take whatever they can get. They hunt only at night, for the warmth of the sun burns their skin. Sometimes alone, sometimes in packs, vampires are ruthless and relentless.

Perhaps the scariest thing about vampires though, is that they are immortal. There are very few things that can kill a vampire, such as a wooden stake through the heart. Getting close enough to accomplish this is another matter entirely.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Vampire	5	6	6	6	5	0	3	4
Vampire Knight	5	9	5	5	7	0	4	4
Vampire Witch	5	5	9	9	5	0	3	4

Defence: 10 (vampire or witch); 14 (knight)

Stamina: 14 (vampire or witch); 20 (knight)

Special Rules:

- Vampires are undead and thus are susceptible to any special rules affecting them. If forced to fight in sunlight, they lose 1 Stamina every turn.
- Vampires typically sleep in a coffin during the day, however have a 2 in 6 chance to awaken if it is opened.
- Vampires are immortal and suffer no Stamina loss from non-magical weapons or attacks. However attacks made by magic weapons, spells, or other supernatural creatures cause normal damage.
- Vampires are most susceptible to a wooden stake driven through their unbeating heart. This requires a Combat (Difficulty 12 for a vampire or witch, Difficulty 16 for a knight) test, unless done while it sleeps, which is automatic. However, there is a 2 in 6 chance that it will awaken at the last instant, in addition to that when opening it's coffin.
- Vampires may be kept at bay by a firmly displayed holy symbol or item. This requires a Sanctity (Difficulty 10) test. If successful, the vampire cannot come within 10 feet of the character in question.
- Vampire witches are able to use magical powers. They can use the Beastology, Enchantment, Necromancy and Transmutation lores of magic.

Threat Level: 7 (vampire or witch); 14 (knight)

COMMON ANIMALS

APE

Description: Apes are large and powerful primates that are native to jungles across Harkuna. A typical ape resembles a gorilla in many ways, but they are much stronger and far more aggressive. Apes kill and eat anything that they can catch, growing to over 5ft in height and weighing in at over 300 pounds!

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Ape	0	5	1	0	8	0	3	4

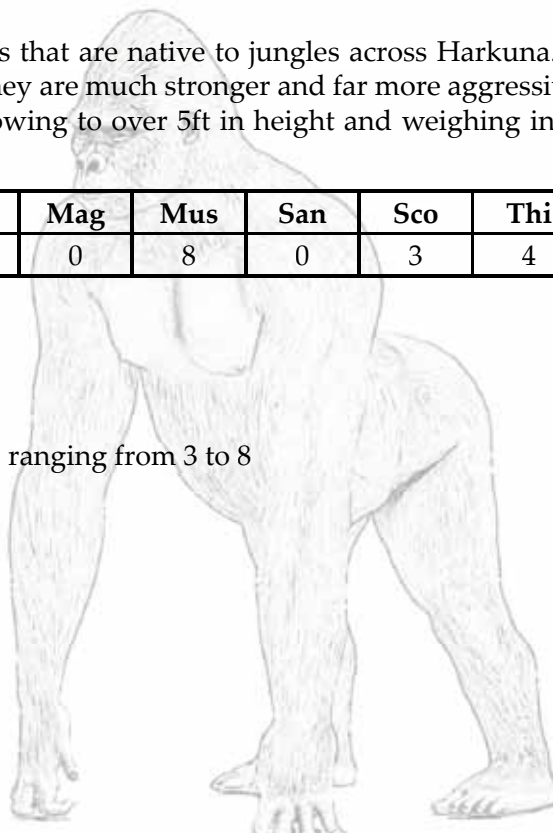
Defence: 8

Stamina: 10

Special Rules:

- Apes are commonly found in family groups ranging from 3 to 8

Threat Level: 6



BADGER

Description: The badger is the largest member of the weasel family. Although these creatures are relatively small in size, they can pack a vicious bite when threatened or cornered. Badgers are common in forests all over Harkuna.

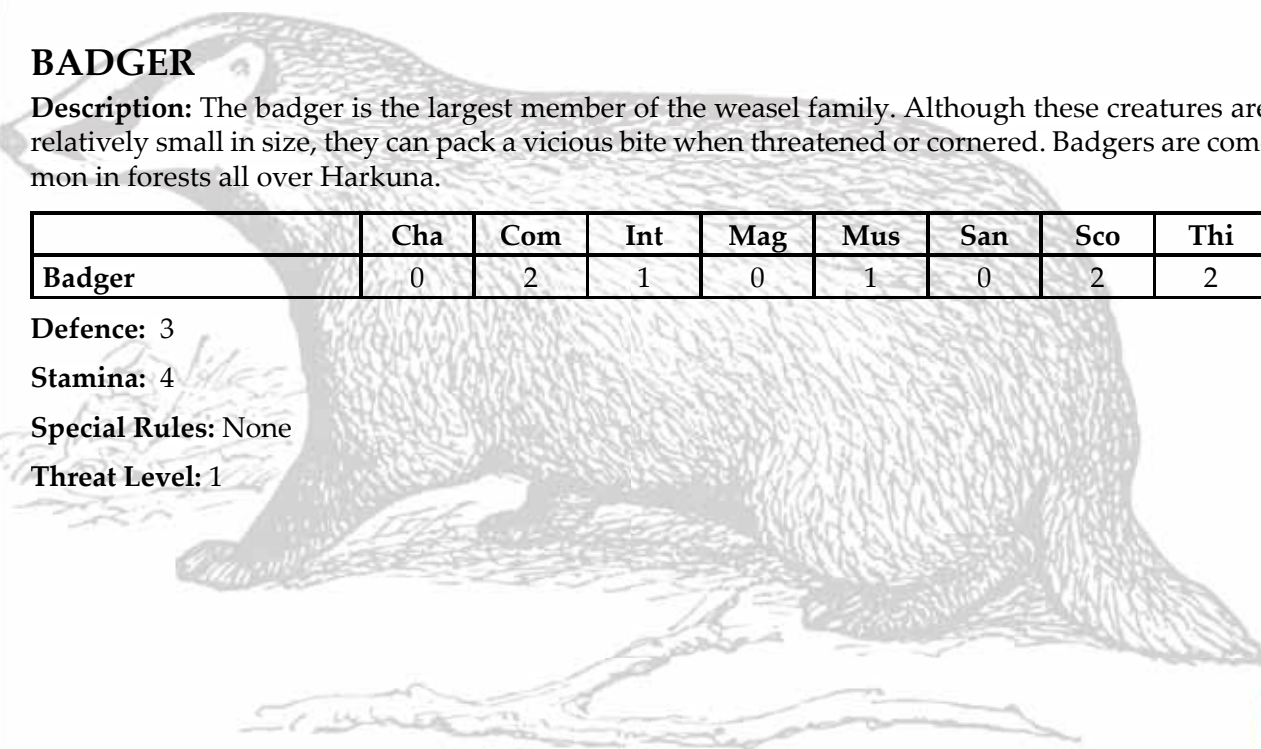
	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Badger	0	2	1	0	1	0	2	2

Defence: 3

Stamina: 4

Special Rules: None

Threat Level: 1



BAT (VAMPIRE)

Description: Vampire bats come in many shapes and sizes. Their strength lies in their numbers; vampire bats swarm about their prey biting them into submission before latching on and sucking their victim of every drop of blood. Vampire bats are particularly fond of human blood.

These creatures live in caves in warm climate countries all over Harkuna. They only hunt at night.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Vampire bats (swarm)	0	4	1	0	1	0	5	5

Defence: 3

Stamina: 14 (this represents the sheer number of vampire bats)

Special Rules:

- Swarm - due to the large number of bats they can attack their victim from every angle. The victim of a vampire bat attack will suffer a -3 Defence penalty for the duration of combat.

Threat Level: 2

BEAR

Description: A bear is a common animal found throughout much of the Fabled Lands, making their homes mostly in woodland regions. There are a variety of different species of bear, but they all share common characteristics: a large body with stocky legs, a long snout, and shaggy hair. Most bears are omnivorous, found in both the wilderness and forests over all of Harkuna.

Hunters throughout the Fabled Lands hunt bears for their meat and fur, which can fetch high prices if sold to the right buyer.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Bear	0	5	1	0	6	1	5	2

Defence: 9

Stamina: 13

Special Rules: None

Threat Level: 5

BOAR

Description: Boars are not carnivores but they are very bad tempered creatures. If disturbed or surprised they are very likely to attack. Adult boars are big, standing over 3 feet tall at the shoulder, and measuring up to 4 feet long. Boars are native to countries with a hot climate and can be found in jungles.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Boar	0	4	1	0	4	1	3	3

Defence: 4

Stamina: 5

Special Rules:

- **Charge** - If a Boar has enough room it will always charge into combat using its large tusks to rend its opponent. If a Boar has multiple opponents, then the target is chosen randomly.

Threat Level: 2

CAMEL

Description: Camels are capable of carrying huge loads over very long distances without eating and drinking. Camels are common to hot places such as deserts and stand well over 7 feet tall (their humps give them extra height and sitting in between them makes a usable saddle).

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Camel	0	1	1	0	3	1	1	1

Defence: 4

Stamina: 8

Special Rules:

- A camel is capable of carrying 50 EV with little problem.

Threat Level: 1

CROCODILE

Description: Crocodiles are vicious and deadly predators that reside in swamps and rivers close to jungles, or warm temperature forests. These huge reptiles have been known to grow over 20 feet in length, with powerful jaws that grip their prey then drag it into the water.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Crocodile	0	6	1	0	5	1	4	4

Defence: 7

Stamina: 9

Special Rules:

- **Surprise attack** - Crocodiles hide in the shallow waters waiting to pounce on anything drinking from the lake or river. A crocodile will gain a +4 bonus to its strike order during the first combat round only.

Threat Level: 5

DOG (HUNTING)

Description: A hunting dog makes a loyal and fearless pet. These creatures are normally breeds such as Wolfhounds, Boarhounds, Mastiffs and Hunting Hounds. Dogs are common all over Harkuna.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Dog (hunting)	1	3	1	0	2	1	4	4

Defence: 3

Stamina: 5

Special Rules:

- Hunting dogs make excellent trackers. and will add a +3 bonus to their master's foraging tests.

Threat Level: 2

ELEPHANT

Description: Elephants are huge herbivores that, in many cases, can have a serious attitude problem making them very unpredictable. They are common to warm climate countries and can be trained as mounts or beasts of burden that are able to drag immense weights.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Elephant	0	8	1	0	11	1	2	1

Defence: 12

Stamina: 18

Special Rules:

- Charge** - If an elephant has enough room it will always charge into combat using its massive tusks and weight to its advantage. If an elephant has multiple opponents then the target is chosen randomly.
- An elephant is capable of carrying or pulling 500 EV.

Threat Level: 10

HAWK

Description: A hawk is a bird of prey that looks similar to an eagle only slightly smaller. An average hawk has a wing span of about 2 feet. Hawks are native to temperate climate countries but will not be seen where it is hot.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Hawk	0	2	1	0	1	1	6	7

Defence: 3

Stamina: 3

Special Rules:

- Hawks can be trained to hunt. If used in this manner then the owner will gain +2 to their forage roll.

Threat Level: 1

HORSE

Description: Horses are common throughout Harkuna. They can be used in a number of ways but the most common is as a riding animal. Bigger horses are trained as warhorses to carry knights fearlessly into battle.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Horse	0	3	1	0	4	1	1	3
Warhorse	0	4	1	0	5	1	1	2

Defence: horse 3, warhorse 6 (this score incorporates armour otherwise 4)

Stamina: horse 10, warhorse 14

Special Rules:

- Some weapons, such as a lance can only be used from horseback.
- A horse and rider can charge into combat, and both gain the benefit/penalty for this combat action.
- During combat a horse has the following movement values: walk 50 (10 squares), Canter 130 (26 squares) and Gallop 200 feet (40 squares)
- The Walk combat action is used to mount or dismount from a horse. If this is done in combat then it will provoke an opportunity attack from any monster or enemy in an adjacent square.
- Any close combat attacks made from horseback will grant a +2 Combat and Defence bonus.
- Ranged combat on a moving horse will suffer a -2 penalty.

Threat Level: 2 (horse), 3 (warhorse)

LION

Description: A lion is a dangerous beast indeed that weighs in at over 400 pounds, and has been known to reach 8 feet long! Lions are found in warm areas, mainly in the wilderness.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Lion	0	5	1	0	5	1	5	5

Defence: 10

Stamina: 12

Special Rules:

- Charge - If a lion has enough room it will always charge into combat, and if it has multiple opponents then the target is chosen randomly.
- Lions are typically found in packs consisting of 1d6+3 individuals.

Threat Level: 5

RAT (GIANT)

Description: A giant rat can grow as big as 4 feet long. They have razor sharp teeth that not only cause a nasty wound, but often carry fatal diseases like the Plague. Giant rats are commonly found in sewers and swamps.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Giant rat	0	4	1	0	3	1	5	5

Defence: 4

Stamina: 8

Special Rules:

- Disease - During certain situations the Gamesmaster may have Giant Rats be the carriers of the Plague disease (see Chapter 9 - For the Gamesmaster for more information on poisons)

Threat Level: 3 or 10 for those with the Plague disease

RED-FIN SHARK

Description: Red-fin sharks are extremely common in the Violet Ocean, in particular the coastal waters of Sokara. Although these huge aquatic predators can rip a man-sized victim to shreds in minutes, their meat is also considered a delicacy. Red-fin Sharks grow to 15 feet in length.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Red-fin Shark	0	10	1	0	10	1	8	1

Defence: 12

Stamina: 18

Special Rules:

- Any character fighting a red-fin shark while swimming in the sea will suffer -3 to their Combat value for the duration of the fight.
- Red-fin shark meat can be sold at markets for 50 Shards per shark.

Threat Level: 12

SNAKE

Description: Snakes come in sizes and are common all over Harkuna. Snakes have two categories: viper and constrictor. The viper grows to about 4 feet in length and is very poisonous. A constrictor attacks by wrapping itself around its victim and squeezes the life out of it. Once dead, the victim is devoured whole and digested over a number of days. Constrictors can grow up to 20 feet in length! All snakes are lightning fast.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Snake (Viper)	0	6	1	0	2	1	4	8
Snake (Constrictor)	0	4	0	0	8	0	4	3

Defence: Viper 5, Constrictor 4

Stamina: Viper 4, Constrictor 5

Special Rules (Viper):

- Poison - Vipers are very poisonous. Any character that takes damage from a viper must make a Muscle (Difficulty 10) test or suffer the loss of an additional 4-9 (1d6+3) Stamina.
- Lightning Fast - Vipers gain +3 to their Strike Order

Special Rules (Constrictor):

- Lightning Fast - Constrictors gain +2 to their Strike Order
- Constriction - if a character suffers damage from a constrictor snake they must make a Thievery (Difficulty 12) test or become coiled up by the constrictor. The victim can make a single Muscle (Difficulty 14) test to break free. If they fail they are totally unable to move, and will suffer a loss of 2-12 Stamina per combat round until they or the snake is killed.
- If a constrictor snake is constricting a victim it will suffer -3 to its Combat and -3 to its defence.

Threat Level: Viper 6, Constrictor 10

TIGER

Description: Tigers, like lions, are large predatory felines, but this is where the similarity ends. A tiger is a solitary creature that spends most of its life on its own. It grows bigger than a lion, measuring 10 feet long on average, and is also much heavier, at around 500 pounds. Tigers are mainly found in the warmer jungles of Harkuna.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Tiger	0	6	1	0	6	1	5	4

Defence: 10

Stamina: 14

Special Rules:

- **Charge** - If a tiger has enough room it will always charge into combat, and if it has multiple opponents, then the target is chosen randomly.

Threat Level: 7

WOLF

Description: A wolf is a predatory animal found in the forests, hills, and mountains of Harkuna. They hunt in packs and look similar to a large dog. They only rarely attack humans, and usually this is because of hunger.

The black wolf is a larger, more aggressive breed that will attack humans.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Wolf	0	3	1	0	3	1	7	1
Black Wolf	0	5	1	0	4	1	7	1

Defence: 5 (wolf) or 7 (black wolf)

Stamina: 7 (wolf) or 11 (black wolf)

Special Rules: Wolves are typically found in packs of 4-9 animals

Threat Level: 2 (wolf) or 4 (black wolf)

LIST OF MONSTERS BY THREAT LEVEL

Monster or Enemy	Threat Level
Badger	1
Bandit	1
Camel	1
Hawk	1
Bat, Vampire	2
Boar	2
Dog, Hunting	2
Horse	2
Ratman	2
Wolf	2
Bandit Leader	3
Gorlock	3
Gryphon	3
Horse, War	3
Rat, Giant	3
Repulsive One	3
Scorpion Man	3
Ghoul	4
Giant Spider	4
Gorgon	4
Ker'lik	4
Storm Demon	4
Wolf, Black	4
Bear	5
Crocodile	5
Ekushka	5
Flying Head	5
Lion	5
Manbeast	5
Ogre	5

Monster or Enemy	Threat Level
Ape	6
Assassin	6
Barrow Wight	6
Golem	6
Jewelled Serpent	6
Kelpie	6
Snake, Viper	6
Faery Hound	7
Tiger	7
Vampire	7
Vampire Witch	7
Elf	8
Troll	8
Giant Chameleon	9
Greater Storm Demon	9
Chimerical Beast	10
Elephant	10
Flying Shark	10
Hydra	10
Rat, Giant (infected with the Plague)	10
Snake, Constrictor	10
Ghost	11
Red-fin Shark	12
Dragon, small	13
Vampire Knight	14
Grey Worm	18
Dragon, normal	20
Giant	22
Fury	25
Dragon, huge	36



APPENDIX

QUEST - LAIR OF THE RATMEN

This quest originally appeared in the first of the Fabled Lands game books called The War-Torn Kingdom. Everything that happens within this adventure is based on the original, but some parts have been embellished upon, while others have been further developed.

If you are not the Gamesmaster, then **STOP READING NOW**. What follows is for the Gamesmaster only!

INTRODUCTION

This introduction is designed to be read the players if they are starting their adventuring life in Yellowport. If the players undertake this quest, but are either seasoned adventurers and/or not from Yellowport, then the Gamesmaster will have to adjust the text accordingly.

Any passages written in bold italics, *like this*, are to be read aloud to the players.

Yellowport has been your home for many years now. Having been born and raised here, the stench emanating from the Stinking River doesn't really affect you, in fact you hardly notice it at all. At last you have come of age; a time when you can leave your family homes and travel the world of Harkuna. Your first port-of-call will be the Merchant's Guild bank close to your home. Here you can extract what little savings you have earned from delivery jobs, and the washing down of the fish storage bins at the docks. Today life begins.

The Merchant's Guild bank is a very impressive building on the outskirts of the docks, and many ships and fishing boats come and go from the harbour on a daily basis. Only the other day, your last day working for Mr. Gillmore in those stinking fish bins, a magnificent war galleon bearing the flag of Ringhorn in Gelnir, sailed into the dock like a prince walking down a red carpet. Everyone watched in awe as the rich merchant trader, obviously the owner of the galleon, ordered his shipment of fine silks unloaded to the docks. The ship didn't stay long in Yellowport, but you did manage to race around to the furthest jetty and watch the leviathan sail back out into the Violet Ocean.

You push open the guild's door with your deposit contract grasped firmly in your hand. Standing in a group near the desk are three portly gentlemen dressed in banking attire and a fourth man, larger around the waist than the others, and dripping in lavish clothes and jewellery. You quickly recognise him as Guildmaster Vernon of Yellowport, one of the most powerful men in the city. The four men watch you approach one of the desks and hand over your contract. The clerk takes it and disappears downstairs, which you can only imagine is where the vault is located. The Guildmaster nods to his companions and approaches you. 'Well, well young adventurers about to take their first steps out into the wide world. It would seem that this is your lucky day indeed. We have a small problem that would be fitting for you brave young souls. Would you be interested in hearing a proposition?'

The players have the option of declining the Guildmaster for whatever reason; maybe they are just passing through the City or maybe they are not quite up to the challenge as yet, and would prefer to look around the parts of the city that they don't get to see very often. When the players are ready to listen to the Guildmaster, read them the following:

'We have a problem with some ratmen that have set up a base in our city sewers. They come out at night and raid the merchant warehouses and homes. As you can imagine, this is not good for business. The merchant from Ringhorn that came into port a couple of days ago, had heard of our problem and refused to come ashore and view our export cargos! This problem needs sorting very quickly. We have discovered that the ratmen are under the rule of their king. If he were to be destroyed, then the other ratmen wouldn't be able to function and would disappear back to where they came from. The guild is willing to pay you 450 Shards in total on your return with proof of the king's demise. We have been informed that he possesses a copper amulet as some sort of status symbol, bring us this amulet and the Shards are yours.'

If the players accept this quest they will be told that the entrance to the sewers can be found in the west of city in the poor quarter. He will then turn and rejoin his fellow merchants.

When the characters reach the old sewers, read them the following:

You cross the King's Bridge that leads from the Plaza of the Gods across the Stinking River and into West Port, or the poor quarter as it has come to be known. This side of the river does have a bad reputation due to the seedy drinking pits and undesirables, but these are just a few bad apples that spoil the crop. Most of the people in West Port are just normal, hard-working folk, trying to go about their daily lives.

After the new section of the city was complete, grants were offered to people in the crowded east side to move over the river and build new homes. Thousands of people jumped at the chance to live in the newest (and cleanest) part of the city; the cobblestoned King's Road was extended all the way to the West Gate, and it was promised that every street created would undergo this improvement as well. The promise was never upheld, not due to King Corin VII unfulfilling his word, but due to the civil war and usurping of the throne by his bodyguard, the now, Protector-General of all Sokara - Grieve Marlock. It is his brother, Marloes, who now runs the city from the converted council house in the Rich Quarter. His selfish ways and hoarding of taxes has stopped all city improvements, to concentrate on his own personal defences, should another uprising occur.

At last you reach the sewer entrance; a small stone construction similar to a well but without the bucket. As you approach you can see an old lady is emptying a bucket of rotten food and waste down the shaft. She nods at you and walks away in the direction of her home. The smell rising from the sewer is very different from the Stinking River, but just as bad. Looking over the edge of the entrance you can only see down into darkness. There is no ladder that descends into the depths, so you will have to climb down.

Any player that wishes his character to climb down the sewer must make a Thievery (Difficulty 9) roll (they can add +2 to the roll if they are using rope). Any character that fails will fall to the bottom, taking 1 dice damage to their Stamina.

1 - BOTTOM OF THE SEWER ENTERENCE

When the players descend to the bottom of the sewer, read them the following:

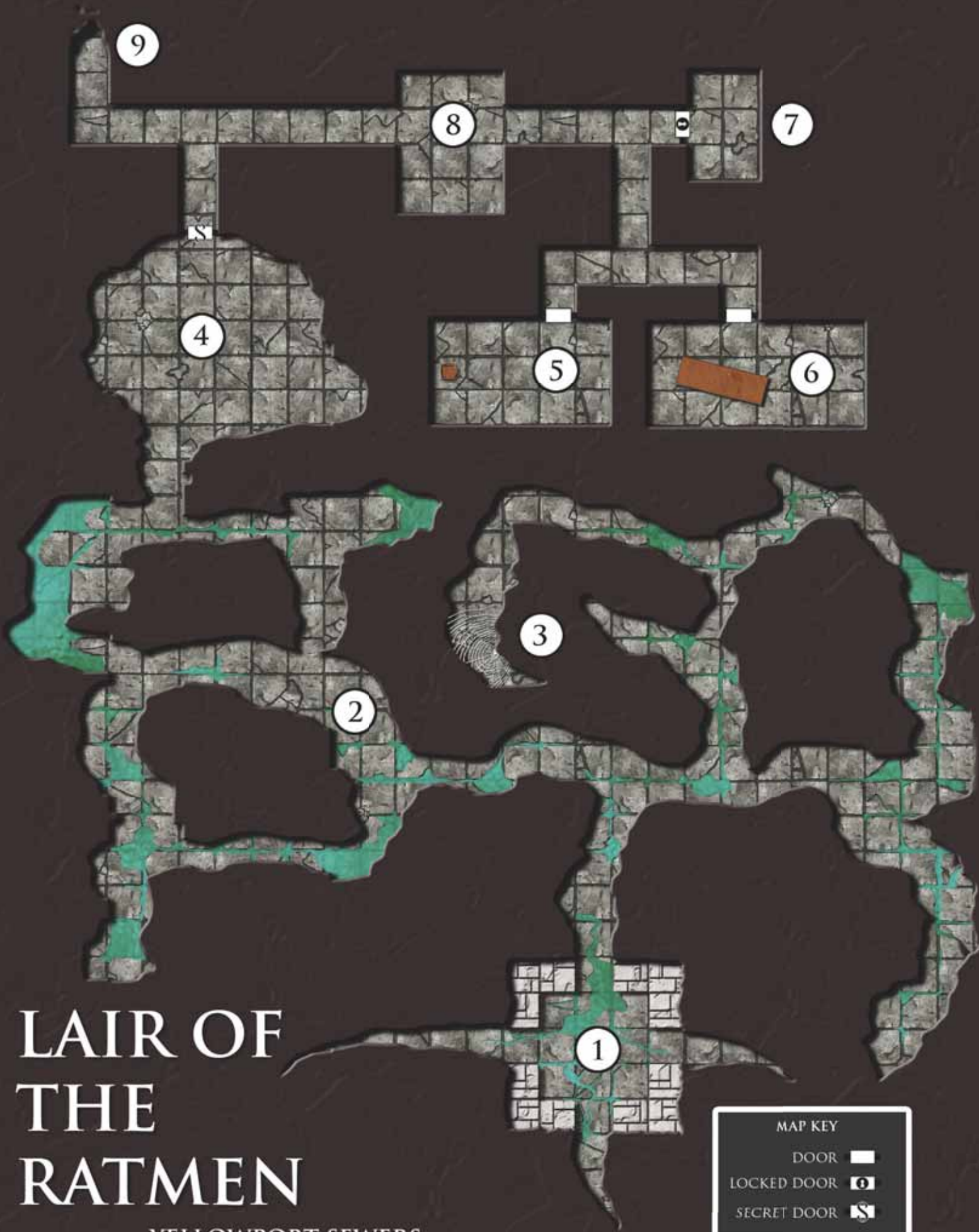
The bottom of the sewer pit is not a pleasant place at all. The stench is almost unbearable and you cannot help retching several times. There are four exits from the square-shaped room, but three of them (south, east and west) are only small outlets for the sewage to drain out. The raised edges are for the sewer caretaker to stand on and brush any clogged sewage down the outlets, but since the ratmen have taken residence down here, the caretaker has dared not come down and has removed his ladder. The sewage is beginning to build up quite a bit now. The only exit big enough for you to walk down, is the north exit.

The light streaming down the sewer shaft is enough for the characters to see in this room only. Once they venture from here they will need a light source to be able to see. If the characters do not have a light source such as a torch, candle, lantern or magical means, then it will become impossible for them to get more than twenty or thirty feet along the northern passage without bashing body parts on the rough and sharp walls. If they are persistent, and continue without a light source, then have them start to take damage from hitting the walls (1 or 2 points Stamina damage here and there). You can also have them hear strange scratching noises, but will have trouble pinpointing where it is coming from.



LAIR OF THE RATMEN

YELLOWPORT SEWERS



Random Encounters will occur in the tunnels from time to time. At random intervals, chosen by the Gamesmaster, a random encounter should be rolled.

Roll 2 dice and consult the following table:

2	Cave-in
3-10	No encounter
11-12	Ratmen patrol

Cave-in

Most of Yellowport on this side of the river was built on top of an ancient Uttakin city that sank into the ground as the result of an earthquake hundreds of years ago. Some of the tunnels are weak due to the stress and weight of the new city above, and cave-ins can happen.

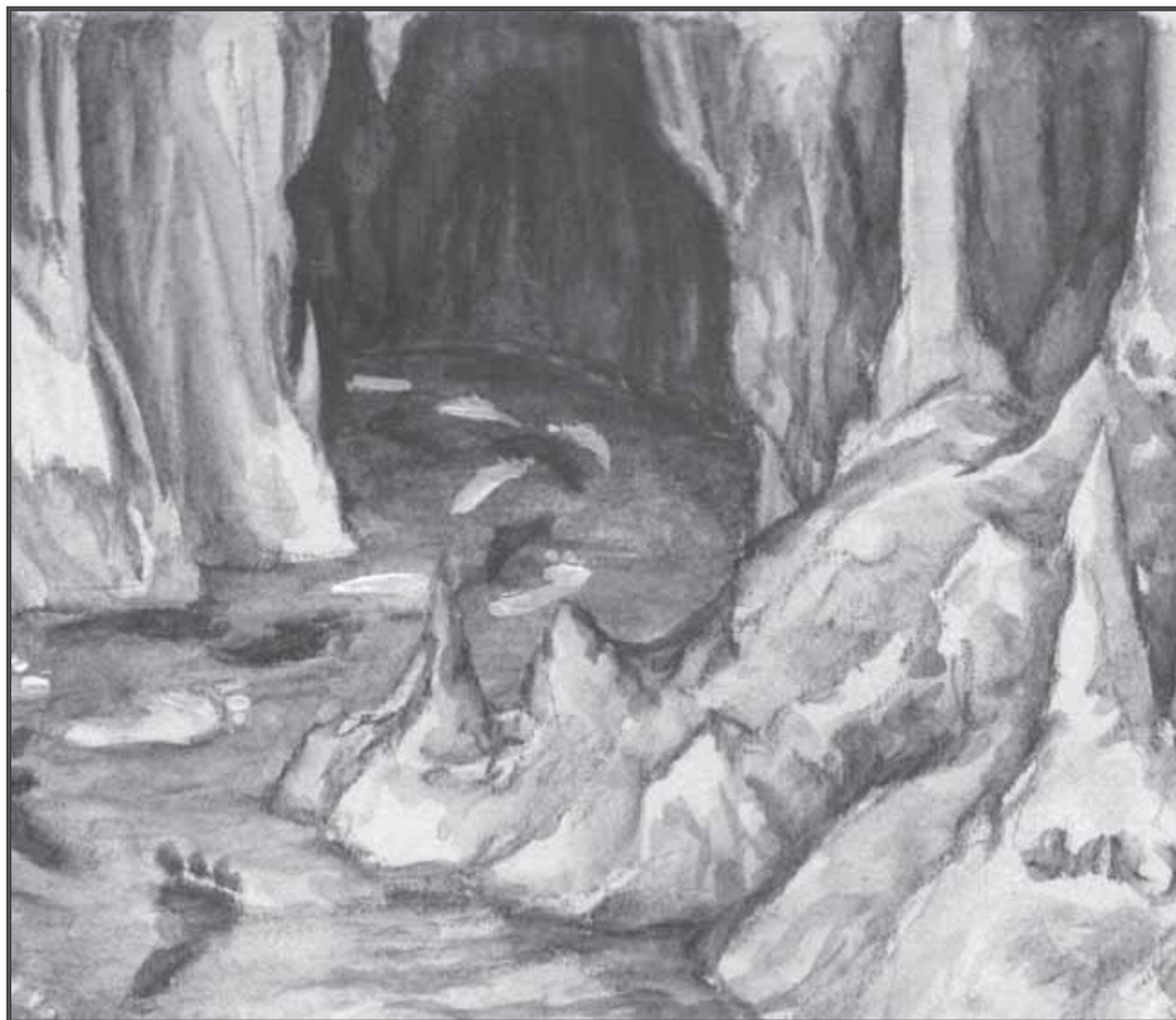
Any character caught under a the falling rocks must make a Thievery (Difficulty 12) roll to dive out of the way in time, or suffer 2 dice damage.

Ratmen Patrol

Ratmen regularly patrol the tunnels south of their secret lair. Any ratmen encountered will not engage the characters unless absolutely necessary. They will instead try to spy on them and report back to King Skabb.

Ratmen (x2): Both creatures carry Shortswords (+1 Combat) and no armour (for more information on ratmen, please refer to Chapter 10 - Monsters and Enemies).

For the characters to see the ratmen, they must make a successful scouting (Difficulty 12) roll. The ratmen will easily spot the party due to any light source they need to be able to see down in the tunnels. If discovered, the ratmen will run back to area 4, and through the secret door to warn their king.



2 - DEMISE

When the players reach this area, read them the following:

Something catches your eye along the tunnel. As you get nearer, you can see that it is a human skeleton!

These are the long-dead remains of an archaeologist who ventured into the sewers in search of Uttakin artefacts. The poor soul's light source ran out and he perished in the darkness from lack of food and water. The ratmen picked the carcass clean long ago, and there is nothing left to be found, except his old bones of course.



3 - MISTRESS SPIDER

As the players venture into this tunnel, read them the following:

There appears to quite a bit of moisture here, and the walls in this tunnel are becoming damp. Hanging from the walls and ceiling are wispy cobwebs that start to get much denser as the tunnel progresses. You stop when you find the husk of a ratman wrapped in web hanging from the roof of the tunnel.

The tunnel is home to Escra the Giant Spider. She wanders the tunnels looking for stray ratmen or patrols that are off their guard. The ratmen know of Escra and avoid that end of the tunnels at all costs.

If the characters proceed past the dead ratman, Escra will detect their movements through the web and move in to attack.

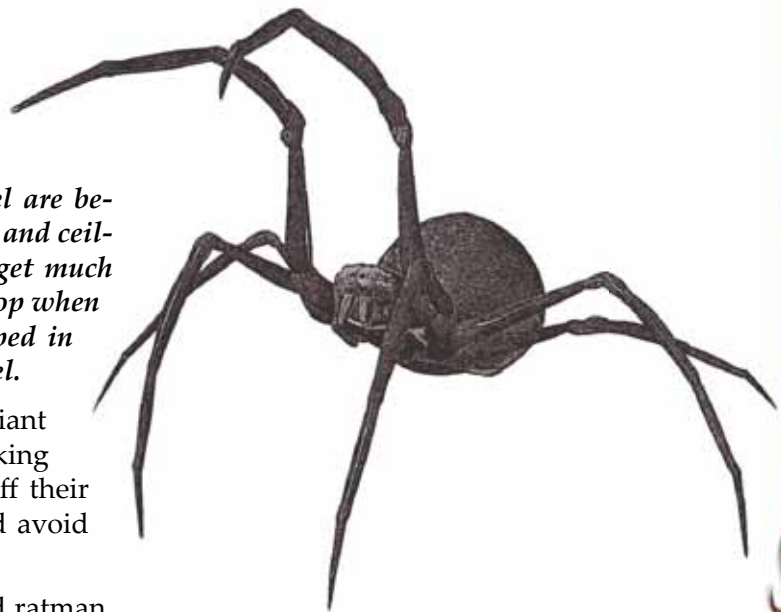
Escra - Giant Spider: Bite (+2 Combat) and natural armour (+1 Defence). For more information on giant spiders, please refer to Chapter 10 - Monsters and Enemies.

Special Rules

Poison: This spider is poisonous, but her poison differs from the one in Chapter 10. Any character that takes damage from Escra must make a Muscle (Difficulty 14) roll. If they fail the roll, the character will be paralysed and unable to move for 30 game minutes. Anyone that attacks a paralysed character will gain a +4 bonus to their Combat attribute. The paralysed character will have a Defence value of 0 but they may add any bonuses for armour.

Web: While fighting the Giant Spider, the characters will be surrounded by sticky webs. before each combat round every player involved in the fight must make a Thievery (Difficulty 10) roll. Anyone who fails the roll will suffer a -1 to their Combat attribute for that combat round.

If the characters defeat The Giant Spider they will find a magical short sword (COMBAT +1), a magical shield (DEFENCE +1) and 80 Shards.



4 - LARGE CAVERN

When the players enter this area, read them the following:

You have entered a large cavern. Your light source dances around the high ceiling casting eerie shadows all around.

If the characters have chased some ratmen to this area, they will find that they seem to have disappeared! In the far north wall, the ratmen have constructed a very clever secret door that looks like it is part of the surrounding rocks. A player actively searching for a secret door must make a successful Scouting (Difficulty 11) roll to find it. If it is opened, 2 ratmen on the other side will attack the characters in an attempt to stop them from entering their lair.

Ratmen (x2): Both creatures carry Shortswords (+1 Combat) and no armour. For more information on ratmen, please refer to Chapter 10 - Monsters and Enemies.

One of the ratmen on guard here has 15 Shards and a note that reads: 'Parti! Kitchuns. Tonite. Rank and file rats only – no offsirs and no king allowed!'

If the players enter the area beyond the secret door, read them the following:

The tunnels change dramatically beyond the secret door; they are no longer rough-cut caverns, but shaped corridors adorned with etched hieroglyphics and ancient runes.

Any character that makes a successful Intelligence (Difficulty 15) roll will conclude that this section of the caverns must be part of the old Uttakin city that disappeared hundreds of years ago. A map to this area might be worth some money to the archaeologists of Yellowport, if they think of it of course.



5 - 'THROWN RUM'

When the players reach this door, read them the following:

The door in front of you is old and rotten in places. Etched on it in crude common tongue are the words 'thrown rum'

If the players open the door, read them the following:

Before you lay a long, low hall. It appears to be some kind of very ancient temple, but now the beautiful painted walls and roof are crumbling or collapsed. At the far end of the room you can see that a very crude chair has been placed on the old altar to act as a throne. On the makeshift throne sits a large and extremely ugly ratman. He has a tacky amulet around his neck, and a rusty iron hoop for a crown. About four ratmen are kneeling before him, engaged in conversation. 'But, Skabb...' one of the rat men is saying. 'That's Great King Skabb to you, dung-breath!!' bellows the rat on the throne.



This is the throne room of King Skabb of the ratmen. This room was once an ancient Uttakin temple dedicated to Ebron and his 14 angles but it is now, sadly, in ruins.

If Skabb sees the players he will order the four ratmen to attack. He will follow from the rear.

Ratmen (x4): All carry daggers (+0 Combat) and do not wear armour.

Skabb: Sword (+2 Combat) and leather armour (+1 Defence)..

For more information on ratmen, please refer to Chapter 10 - Monsters and Enemies.

If Skabb is killed, his rusty iron hoop for a crown will drop to the floor and shatter. He still has the copper amulet around his neck that can be used to prove to Guildmaster Vernon that Skabb is dead.

In the corner of the room is a small wooden chest that contains Skabb's most treasured possessions. The chest is trapped and will explode if not disarmed before it is opened. To open the chest the players must either make a Thievery (Difficulty 9) roll, or use magic to open it.

If the Thievery roll fails, any players in the direct vicinity of the chest will take 2 dice damage from the explosion. Everything inside will be destroyed, except the metal scroll case (see below).

If the characters open the chest they will find 60 Shards, a mandolin (CHARISMA +1) when in a player's possession, and a potion of healing. There is also a sturdy metal scroll case that contains a parchment of paper containing religious text about the Uttakin and their god Ebron and his 14 angles. The parchment will be worth 75 Shards if sold to a temple of Ebron in Uttaku.

Gamesmaster's Note: You may rule that the commotion caused from the fight in the throne room will attract the ratmen having a party in the kitchen just down the hall.



6 - 'KITCHUNS'

The door to this room is in similar disrepair to the one at the throne room. This one has the word 'kitchuns' etched on it. If the players listen at the door they will hear a commotion coming from the other side. There are multiple ratmen voices, and if a player makes a successful Intelligence (Difficulty 10) roll, will determine that they number at least 20! Any player that foolishly opens the door will attract the attention of at least one of the ratmen. If they peek through they must make a Thievery (Difficulty 14) roll to avoid being seen. Inside there are 30 ratmen having a party in what appears to be a crude kitchen and dining hall.

Ratmen (x30): All of the ratmen here carry daggers (+0 Combat) and no armour because they are not on duty.

If they pursue the characters back past the guard room (encounter 8), 10 of them will pick up their shortswords and shields and continue to chase them right back to the sewer entrance (encounter 1). Climbing out of the sewers may prove a problem if a hoard of angry ratmen are chasing the characters, so there may very well be a last stand at this point. If there is enough time for everyone to attempt to climb out, then they must make a successful Muscle (Difficulty 12) roll to do so. Anyone that fails will be left with the ratmen!

For more information on ratmen, please refer to Chapter 10 - Monsters and Enemies.

7 - OLD WEAPONS ROOM

As the players approach this room, read them the following:

This room has a very old but sturdy looking door on it. It looks as though someone has tried to hack the door down judging by the scars in the wood.

This door is locked. The ratmen have never managed to open it despite numerous attempts. Any player that can make a successful Thievery (Difficulty 14) roll will manage to pick the lock. The room inside is an old weapons locker belonging to the Uttakin warriors. Most of the weapons and armour have decayed and rusted, rendering them useless. Any player that wishes to search through the room can make a Scouting (Difficulty 12) test. If successful they will discover an ivory wand (MAGIC +2), and a suit of magical Chainmail (DEFENCE +1).



8 - GUARD ROOM AND BARRACKS

When the players reach this room, read them the following:

This room has no doors, but seems to be a wide extension of the passage. Looking across the far side of the room you can see the passage progresses into the darkness. All through this area are sleeping mats and crude beds. There is stale smell to this room and you guess that it is a barracks of some description.

There are 35 beds dotted around the room. Each bed contains the personal belongings of a ratman: old mouse skulls, crude dice and the odd Shard or two. There is a small bottle of vin-

tage wine that one of the ratmen found, but if the characters try to drink some, it tastes like a very weak Acid. On the walls hang the ratmen's shortswords and shields. They don't need them at that the moment, because they are all in a party in the kitchen (encounter 6).

9 - INTO THE DARKNESS

This corridor leads to a dead end that is the result of a cave-in. There is nothing of any value or importance here, but you may wish to extend this quest and have the players venture further into the old Uttakin city at a later point. This would be the perfect place for you to extend the map.

EXPERIENCE REWARD

It is suggested that the Gamesmaster set a fixed experience reward of 8, rounded up or down to equate to an equal amount per character. Any characters that fight valiantly against the ratmen with magic or weapons, or the one that discover the secret door (without knowing the original adventure of course) should receive an additional point.



Player's Name _____

Character's Name _____

Height _____

Personality _____

Age _____

Traits _____

Features _____

Build _____

God _____

CHARISMA

COMBAT

INTELLIGENCE

MAGIC

MUSCLE

SANCTITY

SCOUTING

THIEVERY

PROFESSION _____

Rank

Defence

Primary Ability _____

Secondary Ability _____

Powers

Defence Bonus

Armour Worn _____

Shield _____

Combat Bonus

Weapon #1 _____

Weapon #2 _____

Weapon #3 _____

Equipment

EV

Starting Stamina

Experience

Money

The Fabled Lands

The Unbounded Ocean



Cragdrift Sea

THE ARCHES OF JARM

THE GREAT TURTLE

ATTICATA

THE ORACLE

Sea of Stils

The Blue Grassland

CHRYSOPEAS

Desert of Bones

ANKON-KONU

The Feathered Lands

The Violet Ocean

SOKARA

GOLNIR

UTTAKU

Sea of Whispers

Dragon Island

Starspike Island

The Island of Fire

Copper Island

Unnumbered Isles

Sea of Weeds

Sorcerers' Isle

Sea of Hydras

AKATSURAI

Ghostwaters of Nyg

Gashmuru Gulf

The Parched Lands

Plateau of Dragons

Country of the Hidden Ones

Desert of Bones

CHRYSOPEAS

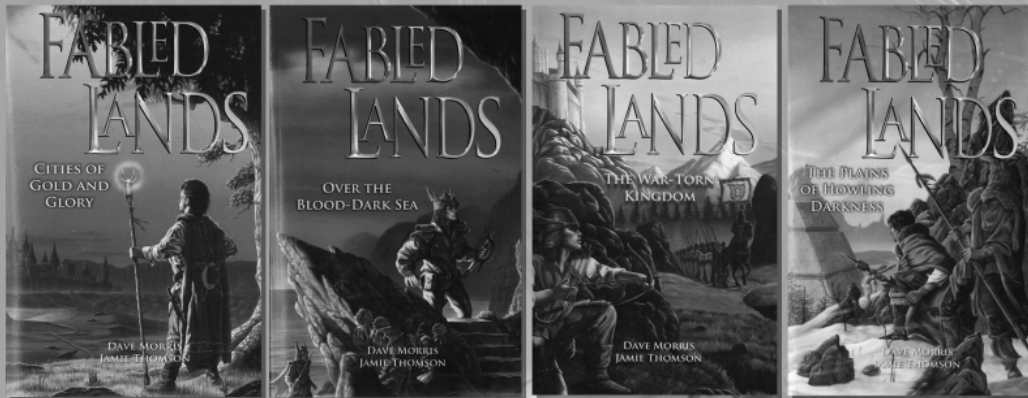
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