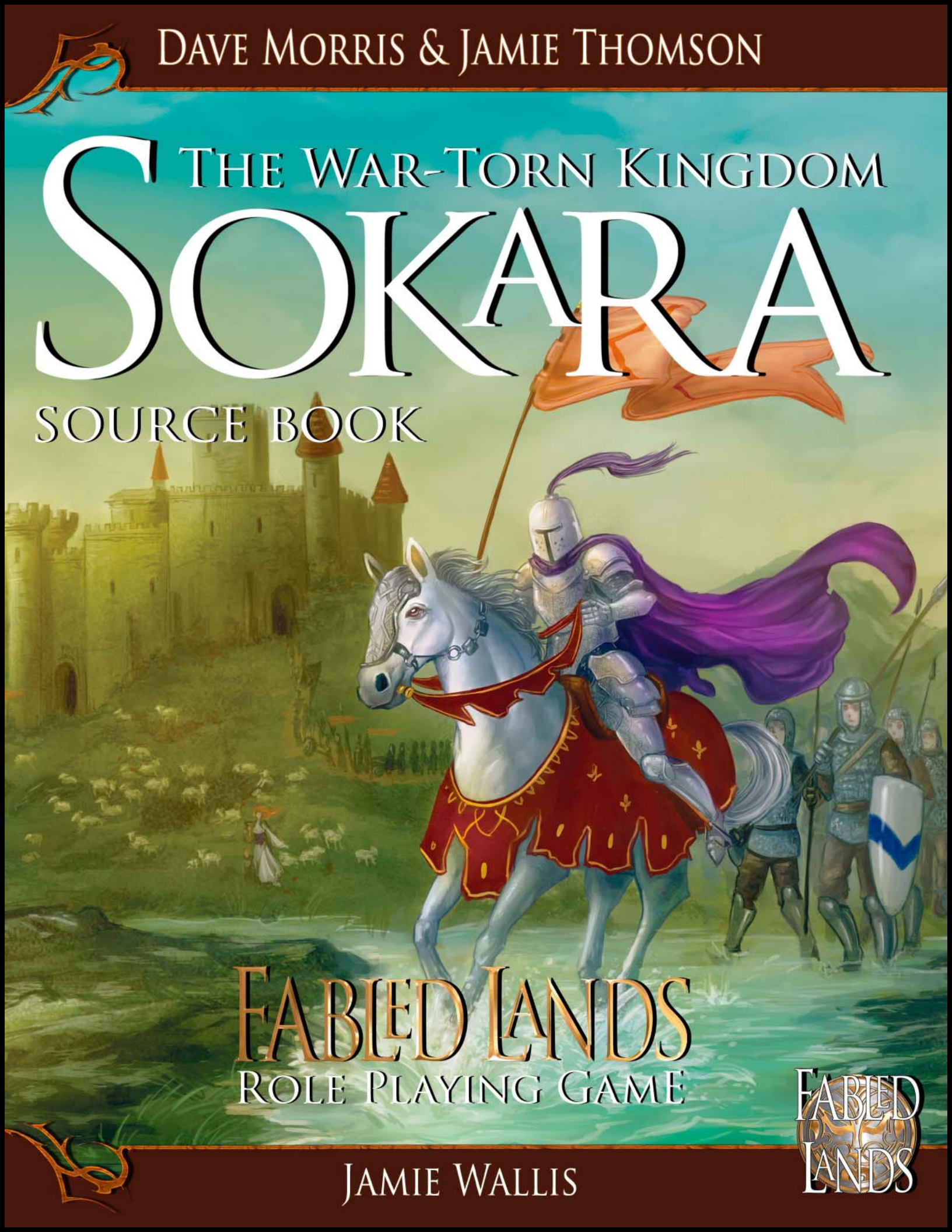




DAVE MORRIS & JAMIE THOMSON

THE WAR-TORN KINGDOM SOKARA

SOURCE BOOK

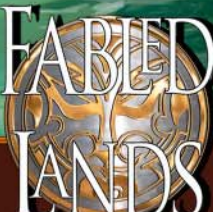


FABLED LANDS
ROLE PLAYING GAME



JAMIE WALLIS

FABLED
LANDS



DAVE MORRIS & JAMIE THOMSON

FABLED LANDS

ROLE PLAYING GAME

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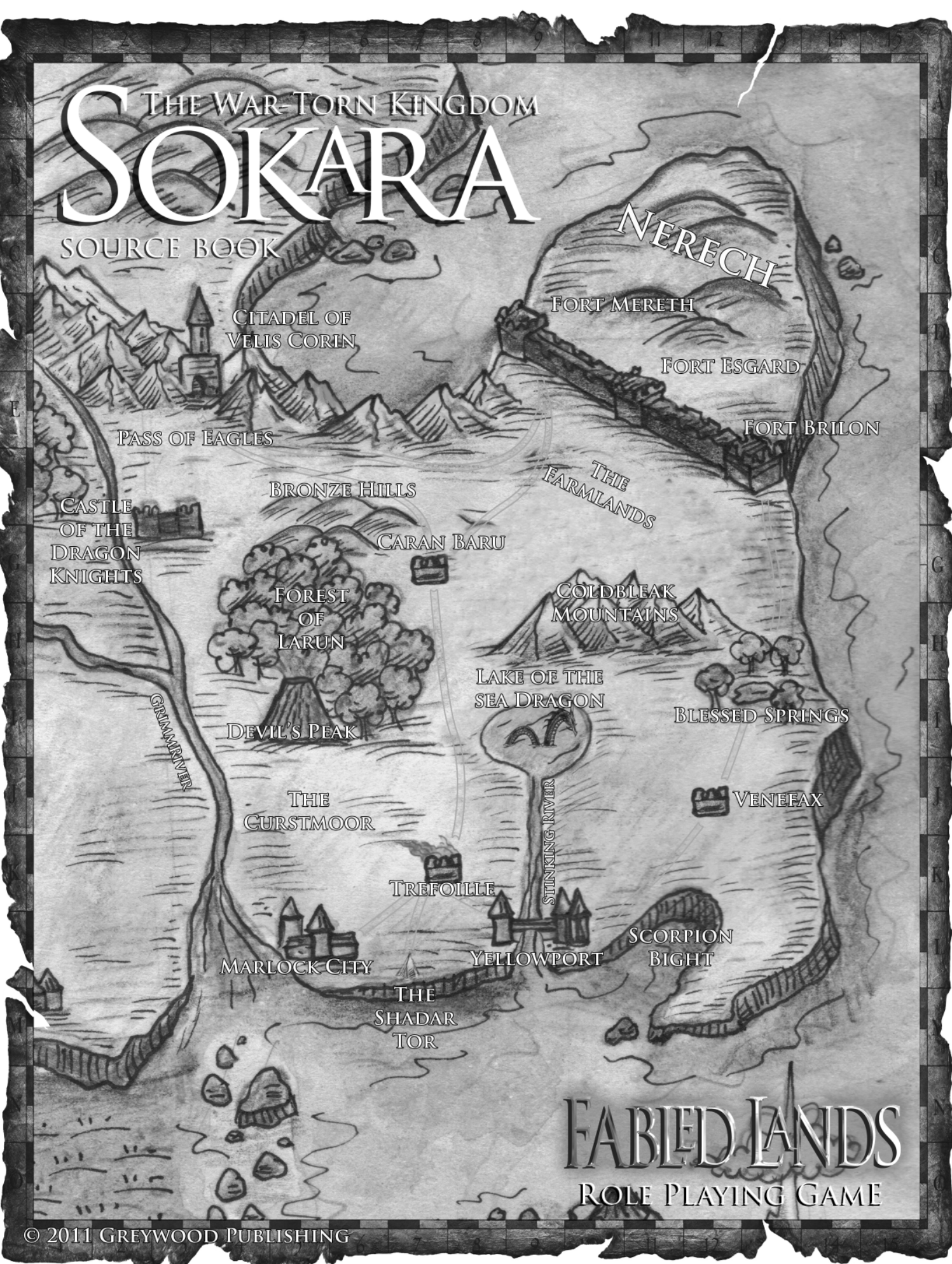
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THE WAR-TORN KINGDOM SOKARA

SOURCE BOOK



FABIED LANDS
ROLE PLAYING GAME

INTRODUCTION

Welcome to the first source book of the Fabled Lands Role Playing Game. This book will detail many of the towns, cities and places of interest found in the region of Harkuna called Sokara. This book is based on the first in the Fabled Lands gamebook series called *The War-Torn Kingdom*, originally written in 1995 by Dave Morris and Jamie Thomson and published by Macmillan Children's Books.

Fabled Lands is a role playing game of high adventure in the world of Harkuna. 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 already published the Role Playing Game Core Rule Book, and Sokara - *The War-Torn Kingdom*. There are eleven more sourcebooks to be published: five based on the six published game books AND the six unpublished ones.

DISCLAIMER

This is not a standalone book. This book requires the Fabled Lands Core Rule Book as published by Greywood Publishing to play (ISBN: 978-0-85744-074-7).



CHAPTER 1 - THE LANDS OF SOKARA

Sokara is a nation 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 Harkun. 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.

RECENT MONARCHY

King Altar III of Sokara (1100 - 1144 TOH)

- Crowned in 1122 aged 22
- Murdered in 1144 aged 44

Princess Karleth (1101 - 139)

- Died of an illness aged 38

King Corin VII of Sokara (1125 - 1202 TOH)
- eldest son of Altar & Karleth

- Crowned in 1144 aged 17
- Executed in 1202 aged 77

Princess Amelia Corin (1124 - 1144 TOH) -
eldest daughter of Altar & Karleth

- Murdered in 1144 aged 20

Prince Nergan Corin (1175 - present day) -
eldest son of King Corin VII

- Only remaining heir to the royal throne of Sokara, uncrowned at present.

Sokara wasn't always a nation at war, in fact, it is only recently that General Grieve Marlock lead an uprising that saw King Corin VII removed from his throne and executed. Prior to the reign of the old king, Sokara was a peaceful land under the rule of Corin's father - King Altar III. Altar was a different kind of leader to his evil schem-

ing son, ruling with a fair and just hand. Corin was never happy with the way that his father dealt with problems or unruly peasants, deeming him both weak and unworthy of the crown on his head. Of course, Altar knew of his son's displeasure at his laws, how they were administered and of his plotting against him; this was the main reason for his decision to abdicate his throne to his eldest daughter Amelia, a decision that would see both the king and princess murdered under the veil of an accident.



Altar the Third was crowned king some 81 years ago in the year 1122 TOH (three years before Corin's birth). His coronation was a grand affair with many of the population of Sokar (the original name of Marlock City) lining the streets to welcome in the new king. It is fair to say that Altar was popular amongst the people. One year later, Altar married Karleth, a woman of royal blood through the marriage of her grandmother. They royal couple had two children: Amelia (1124 - 1144 TOH) and Corin (1125 - 1202 TOH).

Despite the new king having an obligation to protect all of Sokara, the main force of the royal army was stationed at the Forts of the Eastern Marches. Altar deemed the manbeasts of Nerech a far greater threat to his people than an invasion from either the seas or Golnir. Only a small garrisons of men (30-50 soldiers) were stationed at Sokar and Yellowport, and patrols of up to 6 men were stationed at forts along the main travelling routes. Altar was a king of his people.

Corin was crowned one week after his father's demise and, due to his young age, was deemed unfit to rule by the royal advisors. The advisors helped Corin VII to make similar decisions to those his father would have made until he turned eighteen, seven months later, when his rule became absolute. Corin's first order as king was to have his advisors publicly executed as a message to all those who thought that he was too young to rule his own kingdom.

The young king had a string of wives during his reign, only the last of which gave him a son. None of the king's wives appear in the royal archives, nor were they granted the title of princess or duchess.

For more information on King Corin VII, please see Fabled Lands Core Rule Book.

BLESSED SPRINGS

The small village of Blessed Springs is nestled between a tall hill and a small woodland area on the east coast of Sokara. The village has grown up around a holy spring with the power to cure both disease and poison.

Many years ago, some priests of Molhern were returning from a pilgrimage to Venefax, back to their small temple south of Fort Brilon. One of the young priests named Damien had contracted the plague from a group of outcasts found dying by the side of the road. The priest was in a very bad condition by the time the clergy reached a small wooded area and they decided to set down to rest. The priestess Tora went looking for water to mop Damien's brow and found a wide pool of bubbling water close to the camp. The waters of the spring were unlike anything that she had ever seen before. They glowed with a vibrant hue of electric blue and had an invigorating smell of pine leaves. Tora filled her flask with the waters from the spring, poured in onto a cloth and wiped the sweat from Damien's head. Almost immediately, the diseased priest's burning temperature dropped and he opened his eyes. After explaining to the rest of the clergy where she had gotten the water from, they carried him to the water's edge and gently lowered him in. The effects were divine and Damien was cured of the plague within minutes!

After the healing powers of the spring was discovered, the priests of Molhern swore to protect the holy water. They built a high fence around the blessed spring and hired a band of soldiers to patrol it. Word of the healing nature of the holy water spread far and wide. People would flock to the area with the intentions of bathing in the blessed spring and cure themselves of their ailments. Travelling salesmen began to set up stalls around the fenced off spring as a way to make sure money from the travellers. After a short time, houses,

shops and even a tavern were built in the nearby clearings, giving rise the village of Blessed Springs.

The Holy Waters

The gates to the holy spring is guarded by 2 members of the hired militia and one of the priesthood is always seated at a desk. The cost to enter the springs is 35 Shards. The donation is used to maintain the fence and pay for the protection. Anyone who bathes in the springs will be cured of all diseases and the effects of poison, returning the character's attributes to their original score.

Typical Priest (Rank 2)

Charisma	4
Combat	3
Intelligence	3
Magic	4
Muscle	2
Sanctity	5
Scouting	3
Thievery	2
Stamina	13

Armour and Weapons: Mace or Hammer. Armour isn't normally worn under their blue robes.

Powers: Bless and Curse



Typical Militia (Warrior Rank 3)

Charisma	2
Combat	5
Intelligence	2
Magic	3
Muscle	4
Sanctity	2
Scouting	3
Thievery	3
Stamina	15

Armour and Weapons: Sword (+1 Weapon Skill), Shield and Chain mail armour

Powers: Swift Strike and Weapon Skill

BRONZE HILLS

The Bronze Hills lay just north of the Forest of Larun, east of the River Grimm. Once upon a time these rolling hills were lush and green, untouched by man and beast alike. All of this changed about 20 years ago when a young prospector by the name of Sirus Sternhammer discovered twin veins of copper and tin running along the back of a deep cave at the southern end of the hills. Sirus spent the next few days mining as much of the metals from the walls as was possible with his limited tools. His plan was to sell the metals to the traders Caran Baru, which was the nearest town to the hills and where they could be smelted into bronze, and stake his claim with the Merchants' Guild there.

It didn't take long for the news of the newly discovered mine travel to the towns and villages in the surrounding area. Many miners and prospectors went to the hills to seek their fortune, and hopefully, even more precious metals. Sirus' veins of copper and tin were the only source of those metals ever found in the hills; hence the name, however, some of the new mines that opened up did discover an even more precious metal, silver.

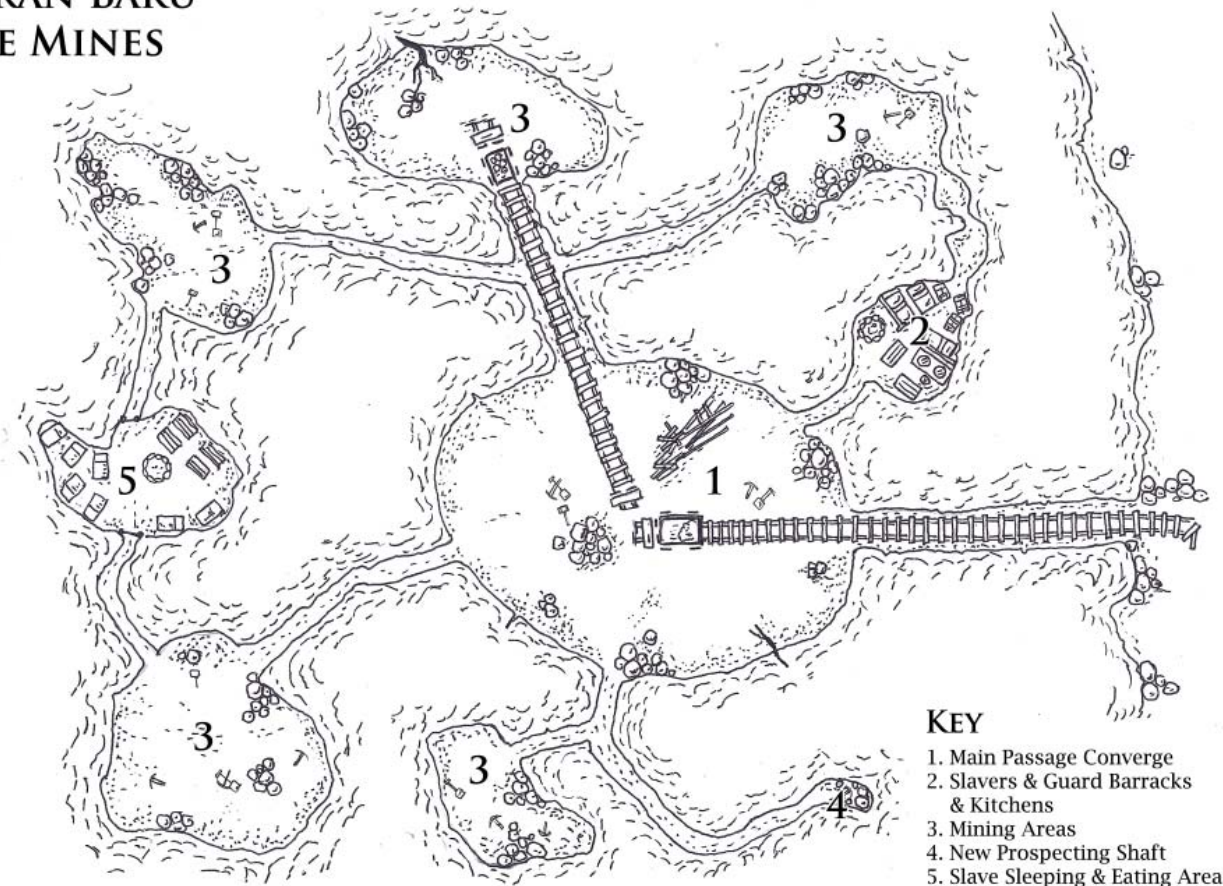
Twenty years on and the Bronze Hills look vastly different today with the entire area being given up to mining. Wherever you look you will see quarries, mineshafts, or people digging. There isn't any discernable greenery left either; it has either been dug through, walked on so much that it has turned to mud, or has vast heaps of excavated rock dumped on it. The original mine belonging to Sirius was exhausted of copper and tin a few years back and is now boarded up. Sirius took his wealth, gained from the discovery, and moved to Marlock City. He uses his adopted home as a base for prospecting explorations along the coast with his newly-formed company, Sternhammer Mining. They have not discovered anything to this day...

Mining

Some of the quarries are open to the public, allowing would-be miners to delve into the depths of the earth in a vague attempt to find a silver nugget, or better. The owners of the public mines are not stupid, the ones open to the public have been exhausted of any discernable minerals and metals, or so they think.

It will cost 50 Shards for each character that wishes to dig in the public mines. For this sum, each character will be provided with a cloth sack and a pickaxe. Mining is done at the character's own risk and the mine owners take no responsibility for any accidents that may occur.

CARAN BARU ORE MINES



KEY

1. Main Passage Converge
2. Slavers & Guard Barracks & Kitchens
3. Mining Areas
4. New Prospecting Shaft
5. Slave Sleeping & Eating Area

Gamesmaster's Note: the following rules apply to the public mines in the Bronze Hills only. For more rules on mining see Chapter 2 - New Skills and Common Situations.

Because the prospecting for this area has already been done, the character will only have to dig in the mine. They will have to make an educated guess as to where to start digging in the mine though.

Any character that goes mining in the Bronze Hills public mines must make an Intelligence (Difficulty 16) test to determine where in the mine to dig. Next, the character will need to make a Muscle (Difficulty 12) test to excavate enough of the rock to see if they have discovered any minerals or ore. If the test is successful the Gamesmaster should roll 2d6 and consult the following table.

Note: A character with the Prospecting or Mining skill can use them in this mine to improve their chances to know where to dig and excavate.

2	Cave in!!
3-9	Nothing found
10-11	Silver nugget worth 10 Shards
12	Silver nugget worth 20 Shards
Cave in! (see Chapter 2 - New Skills and Common Situations for more information).	

Slavery

It is strange to think that a practice such as slavery could be going on in such a public place as the Bronze Hills, but rest assured it is. Most of the slavery is actually punishment for criminals from Yellowport and Marlock City, although there are also kidnapped people sold to the miners as cheap labour. This side of the mining that goes on here is kept well out of sight of the public. Most of the slaves and criminals that are taken into the depths of the more danger-

ous mines never see daylight again.

The slave masters that run this side of the mines are generally evil and cruel in their ways. The life of the slave or criminal is insignificant to them; they are just a means to excavate the silver. The ones that drop dead from exhaustion due to the poor conditions and diet and are often left for days on end where they fell. It is only when the stench becomes too bad for the slave masters to bear that the bodies are removed and thrown on the smelting furnaces.

Map Key

1. Main loading area: It is here that the majority of ore is transferred between carts and taken outside to be smelted down. Slave master Slyme will normally be found here cracking his barbed whip to make sure that the maximum amount of ore is shipped out per day. One of the other four slavers will also be in this cavern, whipping anyone and everyone whether pulling their weight or not.

Slave Master Slyme (Warrior 4)

Charisma	1
Combat	4
Intelligence	4
Magic	2
Muscle	6
Sanctity	2
Scouting	3
Thievery	3
Stamina	21

Armour and Weapons: Shortsword (+2 Weapon Skill), Leather armour and Barbed Whip

Powers: Weapon Skill II (Sword)

Description: Slyme is a tall, bald and overweight man with a personality that could rival the meanest of trolls. The main slave

mine is owned by Slyme and he likes to make sure that his impossibly high quota of silver is met each day. When the quota isn't met, something that happens almost every day in the mine, he cold-heartedly executes one of his slaves in front of all the others as a warning for their poor efforts. Slyme also has 8 slavers under his employment, 6 of which work with him in the mine, cruelly whipping and kicking the slaves for no reason, and 2 that buy slaves from Caran Baru or kidnap them from the local area.

Note: The barbed whip will cause the loss of 1-3 Stamina from a successful lashing.



Typical Slaver (Warrior 2)

Charisma	1
Combat	3
Intelligence	2
Magic	2
Muscle	4
Sanctity	2
Scouting	3
Thievery	3
Stamina	15

Armour and Weapons: Shortsword, Leather armour and Whip

Powers: Weapon Skill (Swordsword)

Note: A whip will cause the loss of 1 Stamina from a successful lashing.

2. Slavers resting area: The slavers use this area for cooking and sleeping. It is used during the day by the night shift guard. There are crude straw beds positioned at random places around the room and it always has a musky smell about it.

3. Mining Areas: This is where all of the work is done by the slaves. Any character that is sent to the mines as a slave or as punishment is as good as dead. The character will be chained to the person in front and behind while moving along the tunnels and then chained to a shackle on the wall near to where they are working. A typical day will consist of relentless digging for 15 hours, then a meagre dinner of stagnant water, gruel and stale black bread.

Any character in these conditions will lose 1-3 points of Stamina every day and 1 point from each attribute every other day.

To escape from the chains, a character must make a successful Thievery (Difficulty 14) test but this attempt is subject to the following conditions: the Gamesmaster will decide if and when an opportunity arises to make the test. Only one attempt to escape can be tried per character per day.

The remaining slavers will be in these areas dealing nasty lashes to anyone they see fit. Those that look frail or ready to drop are removed from the shackles and slain on the spot. The bodies often remain on the floor for several hours before being taken out.

4. New Dig: This area is being explored for a new vein of silver ore.

5. Slave Area: This is where the slaves eat and sleep when not digging (which isn't very often). The conditions are cramped and uncomfortable. The sounds of quiet weeping can be heard in this room on most nights as the slaves and prisoners await their fate at the hands of the slavers. As with the mining areas, the slaves at the end of the line are chained to reinforced shackles on the walls to prevent escape.

CARAN BARU

Town Type: Mining town

Population: 2,500

Main Trades: Slaves and precious Metals found in the Bronze Hills

City Ruler: Captain Ashton and Town Council

House Price: 200 Shards

Town Map Key:

- A. The Market
- B. Merchants' Guild
- C. Slave Market
- D. Temple of Tyrnai
- E. Temple of Lacuna
- F. Temple of Three Fortunes
- G. Blue Griffon Tavern
- H. Barracks
- I. Town Council House
- J. Shops and Local Trade

Caran Baru is a town that has grown out of necessity, sharing its responsibilities as a way-station between the Citadel of Velis Corin in the north and the rich cities in the south. It also serves as a garrison town to furnish the armies on the north-south trail and also the ever growing mining communities. Since the discovery of precious metals in the Bronze Hills by Sirus Sternhammer, miners and their families have flocked the area, helping the economy in many ways: a prosperous slave trade now operates in Caran Baru with slaves being brought by unscrupulous men to work in the mines; precious metals are sold to merchants in the town and then transported to the large cities to be sold for huge profits; the shop owners and blacksmiths make a roaring trade from the miners and bulk orders from the military.

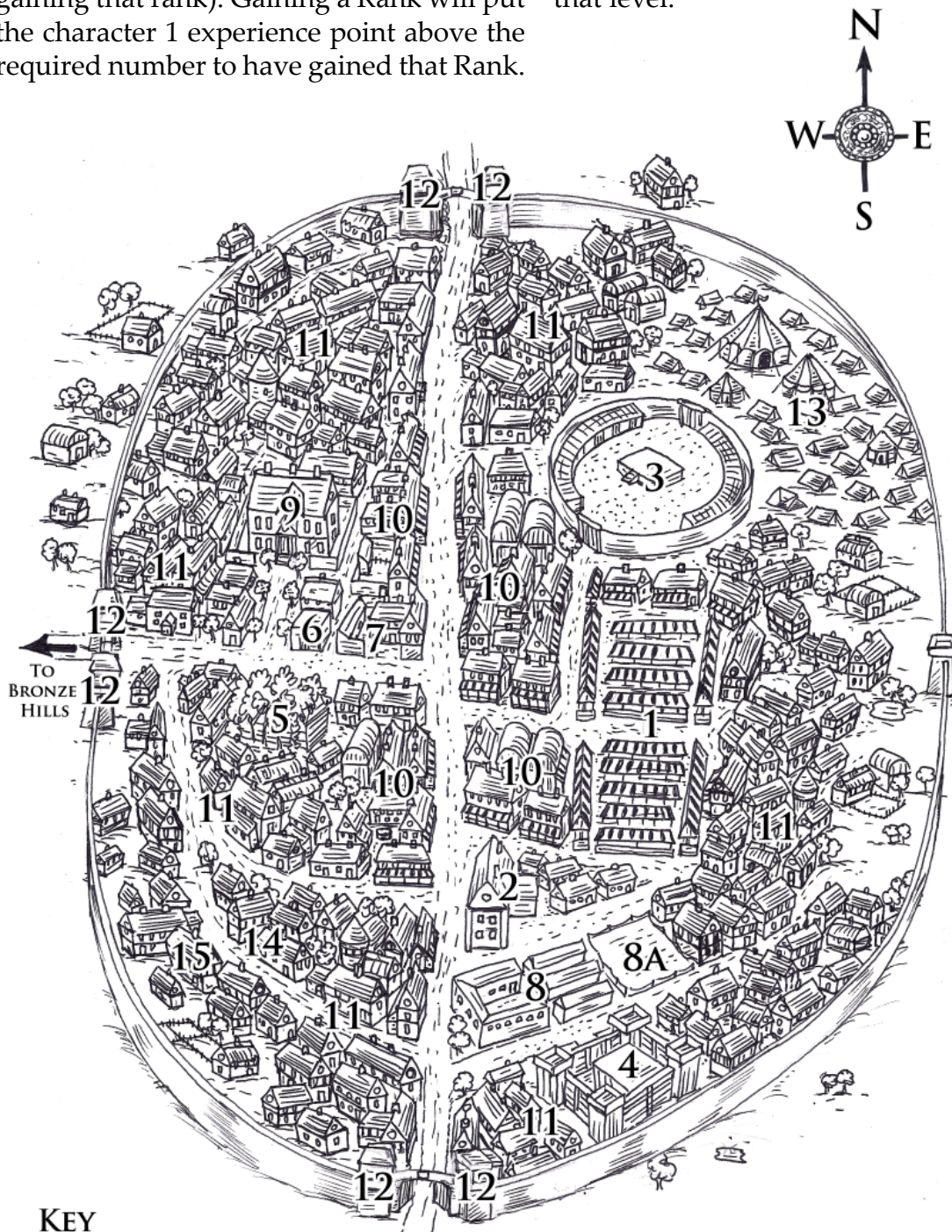
Yanryt the Son

The mysterious Yanryt the Son is known to wander the lands in and around Caran Baru. It is rumored that he is the son of the god Tyrnai and a mortal mother when, in fact, Yanryt is an avatar of the god Tyrnai himself. The god walks the land in a powerful, but mortal body, surveying those that are faithful to him and rewarding those who do his bidding. The avatar is known to frequent the Blue Griffon Tavern in Caran Baru, having a particular taste for the ale served there. The barkeep said that the last time he saw Yanryt he was sat at a table in the corner of the tavern talking to a young adventurer. The adventurer handed Yanryt what looked like a black shield of some kind. They spoke for a while and left separately.

The god can be used during an adventure in many ways. He can turn up when the characters are losing a fight and help them out in return for them completing a quest for him. he could even just be a patron at a pub or drinking house and set the charac-

ters a quest with the promise of a great reward. Any character that completes a quest for the god will be rewarded by having all of the wounds, poisons and diseases cured, and they will also gain a Rank in their chosen profession (with all of the benefits of gaining that rank). Gaining a Rank will put the character 1 experience point above the required number to have gained that Rank.

Example: If a character was 4th Rank in their profession with 93 experience points and gained an immediate Rank from Yanyrt or another source, they would jump to 5th Rank with 111 experience points, 1 point over the required amount to gain that level.



KEY

- | | | | |
|-------------------|--------------------------|--------------------------------|-----------------------|
| 1. Market | 6. Temple Three Fortunes | 10. Various Shops e.t.c. | 15. Witches' Cauldron |
| 2. Merchant Guild | 7. Blue Griffon Tavern | 11. Various Residential Houses | |
| 3. Slave Markets | 8. Barracks | 12. Guard Towers | |
| 4. Temple Tyrnai | 8a. Training Ground | 13. Tents, Marquee | |
| 5. Temple Lacuna | 9. Town Council House | 14. Poor Quarter | |

The Avatar of Tyrnai - Yanryt the Son (Warrior Unknown)

Charisma 10

Combat 20

Intelligence 12

Magic 14

Muscle 15

Sanctity 20

Scouting 20

Thievery 15

Stamina 75

Armour and Weapons: Magical Sword (Combat +3), Magical Chainmail armour (Defence +3), Magical Bow (Combat +3)

Powers: Any required

Description: The avatar of the god Tyrnai stands 6ft 4 inches tall with long white hair and dark skin. He dresses as a warrior in a dark green cloak with chainmail armour and boots. Slung across his shoulder is his bow and quiver while a sword hangs at his belt. Needless to say, it would be foolish to enter into combat with the avatar of a god... although there are some stupid people on Harkuna.

The Market

The Caran Baru market is situated on the east side of town, close to the slave pit, and consists of several covered arcades. The market sells all manner of goods but the main focus of stocks are for the miners and soldiers. The Sokaran Army based here oversee the running of the market under the ruling of Captain Ashton. It is Ashton's duty to ensure that all weapons and armour sold to passing troops are of the highest quality. The two weaponsmith shops in town are owned by the army and they employ the smithies to work there. Any that produce sub-standard goods are expelled from the town and replaced with a more reputable tradesman.



Market Prices

The following items are available to buy at the market. All prices to buy are listed in Chapter 4 - Equipment of the Fabled Lands Core Rule Book but have a 10% increase in price (rounded up to the nearest Shard).

Armour

Armour	To Buy	To Sell
Chain mail	Yes	100 Shards
Heavy plate	No	700 Shards
Leather	Yes	35 Shards
Plate	Yes	400 Shards
Ring mail	Yes	60 Shards
Shield1	Yes	40 Shards
Splint	Yes	100 Shards
Vulcanium mail	No	2000 Shards

Weapons

Item	To Buy	To sell
*Combat bonus +1	300 Shards	200 Shards
*Combat bonus +2	-	400 Shards
*Combat bonus +3	-	800 Shards

*The price listed to buy and sell is in addition to the weapon prices found in Chapter 4 - Equipment in the Fabled Lands Core Rule Book with the 10% mark-up.

Magical equipment

Item	To buy	To sell	EV
Amber wand (Magic +1)	500 Shards	400 Shards	0.5
Ebony wand (Magic +2)	-	800 Shards	0.5
Cobalt wand (Magic +3)	-	1600 Shards	0.5

Other items

Item	Cost	EV
Bedroll	7 Shards	1
Candle	5 Pares	0.25
Climbing gear	150 Shards	1
Compass	500 Shards	0.25
Flint and steel	10 Shards	0.25
Holy symbol	200 Shards	0.5
Instrument, mandolin	300 Shards	1
Lantern	100 Shards	1
Rope	5 Shards	1
Tent	150 Shards	3
Torch	2 Shards	1
Pickaxe	25 Shards	2

Cloth sacks (can be loaded with 3 EV) 1
Shard each 0.5

Saddle bags (can be loaded with 8EV)
30 Shards 3EV

For more information please see Chapter 4 - Equipment in the Fabled lands Core Rule Book.

New Items

Pickaxe

A character with a Pickaxe will gain a +1 bonus to their Muscle test when Mining.

Cloth Sacks

Cloth sacks can hold upto 3EV worth of equipment each. The EV held in the sacks still counts towards the character's maximum EV but they can be strung across animals.

Saddle Bags

Saddle bags are specifically designed to be hung over an animal's back. If carried by a character they will count towards the character's maximum EV. Saddle bags can hold 8EV worth of equipment.

Merchants' Guild

The Merchants Guild in Caran Baru is a fairly small operation. Its main purpose here involves providing financial services for the army, however, there are two other services available: banking (see City Services in the Fabled Lands Core Rule Book) and prospecting claims.

Prospecting Claims

Due to the finding of precious metals in the Bronze Hills, it has become necessary for the Merchants' Guild to oversee and catalogue claims to mining areas. The first person to report his or her find to the guild must then take a claims panel, comprising of a Guild member and 2 soldiers, to the site to verify the find. Once approved, the guild will mark the location on a map of the area and issue a claims certificate to the new owner. Administration charges for this process will cost the prospector 20 Shards.

Slave Market

The slave industry is a thriving business in Caran Baru. There has always been a slave pit here; merchants, rich landowners and workhouse owners all come here to buy slaves. The latest addition to the market is mining slaves. Poor individuals that, once brought, have a similar life expectancy to those in the gladiator rings. Twenty years ago, the only slaves available here were convicts that had been transported from the cities in the south. Now, due to the increase in demand from the mining slave masters, many of the people brought here and sold are kidnapped from their homes, bound and gagged while out hunting and travelling or any manner of creature that speaks a common tongue. Only recently, such is the demand for new slaves, a Mannekyn was seen for sale in the smaller west trading pit. Rumour has it that the person

who brought the Mannekyn (a small monkey-type creature with wings) set it free! Some people have more money than sense the traders would say.

A majority of the slave here are sold with an average price of 50 Shards but these are subject to bidding. Captured individuals or criminals with high Muscle scores can expect to fetch well over 200 Shards.

Temple of Tyrnai

This temple of Tyrnai, the god of war and battle, is situated close to the barracks in the lower east side of the town. The temple itself has been built like a small fortress with metal strips reinforcing the joins between the wooden frame. The entrance and porch has been built from stone while the flooring is mainly slates from a small quarry near to the mines. Built into the porch is a heavy wooden door, flanked by iron statues of bull-headed men wielding clubs. Both of the statues are identical in every way except for the fact that they are mirror images of each other. The workmanship of the statues is without measure; even from a short distance away the pair of statues look unerringly life-like, and there is a very good reason for this. When the temple was first built here the battle priest in charge of its construction was the Holy Major Anthony Lavis. The reason for the overseeing of this temple by a high ranking priest was due to the treasure around which the temple was built: a huge stone idol of a jaguar-headed warrior, one of the incarnations of Tyrnai, wearing a beautifully crafted suit of golden chainmail. During the early construction of the temple, 20 battle priests stood on guard both night and day to ensure the safety of their temple's effigy. Once the temple was completed, the Faithful Major at arms spent 50 days creating the two iron Golems to protect the entrance, the only way in or out of the temple.

The Statue

The stone incarnation of Tyrnai stands almost 20 feet tall and is positioned in the very north end of the temple. At the base of the statue are large golden coloured slate tiles that hide a secret of their own. A 5ft wide by 10ft long pressure plate is situated directly in front of the statue that, when stood on, will trigger a surge of electricity through the plate.

Trap: Pressure Plate; Searching (Difficulty 14) test to discover; disarm trap* (Difficulty 16) test to disarm; damage 3-18 damage to all standing on the pressure plate.

The golden armour is worth 1000 Shards.

*Characters may try to disable the trap as many times as they like but, each time they fail they will suffer the surge of electricity (3-18 damage).

Golems

The iron statues guarding the entrance to the temple are golems; animated figures that are born from the most powerful sorcery and filled with a magical life force in the form of an enchanted emerald liquid.



Any attempts to enter the building without permission will result in the golems sounding out a loud alarm to alert the battle priests of an intruder. Anyone who triggers the alarm, or is caught trying to steal the golden armour, will suffer the wrath of the entire temple. Every battle-priest will pursue the thief until caught. He or she will then suffer the beating of their life and then taken to the slave mines to live out the remainder of their short lives in physical exhaustion.

Monster: Metal Golem (see Chapter 3 - New Monsters for more information)

The Battle Priests

There are currently 22 residing battle priests at the Caran Baru temple: Harquin Davast, is the current Faithful Major at arms and senior priest; Willow is the Righteous Sergeant at arms and there are also 20 Battle-Priests of Tyrnai.

Tyrnai Priest ranking: At this point it would seem prudent to list the hierarchy of the Tyrnai order. Temple size will denote how many of the higher ranking Battle-Priests are located within a particular temple. The figures given in brackets are typical amounts of Battle-Priests for small/medium/large* temples. The temple at Caran Baru is considered a medium sized temple because of the amount of Battle-Priests there guarding the statue and armour.

Battle-Priest of Tyrnai (15/25/50)

Righteous Sergeant at Arms (2/4/8)

Faithful Major at Arms (1/1/2)

The Blessed Captain at Arms (0/1/1)

Holy General at Arms (0/0/1)

*Small temples are found in small towns and villages; medium temples are found in large towns and large temples are found in cities.

For a list of temple services available, see

Chapter 6 - Deities and Religion in the Fabled Lands Core Rule Book.

Harquin Davast (Priest 5)

Charisma 2

Combat 4

Intelligence 4

Magic 6

Muscle 2

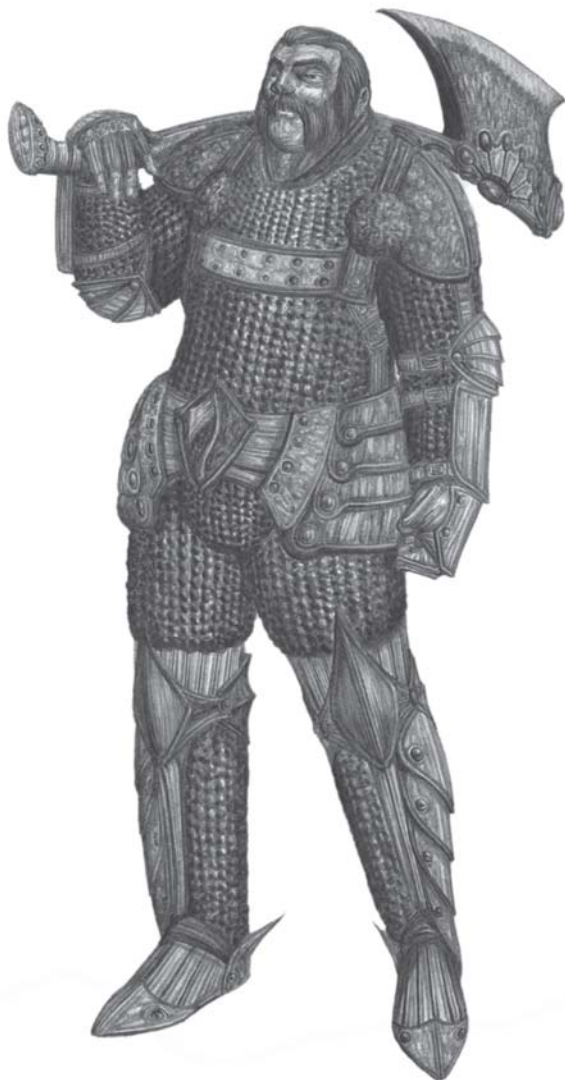
Sanctity 6

Scouting 5

Thievery 4

Stamina 15

Armour and Weapons: Battle axe and

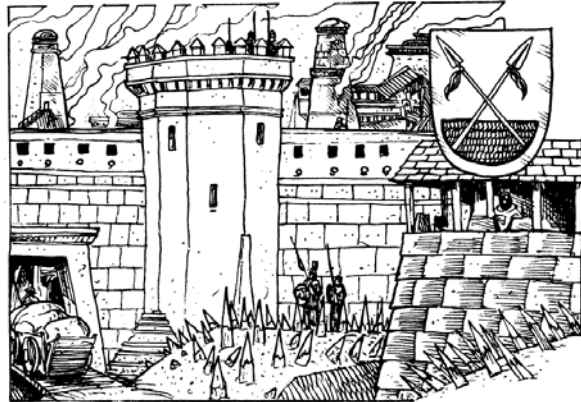


Chain mail armour

Powers: Deliverance I, Bless, Curse

Description: Harquin is dark-skinned man in his mid-thirties who stands just over 6ft tall. He carries a two-handed battle axe that was handed down to him by his father and a suit of chainmail armour emblazoned with the crest of Tyrnai.

Willow (Priest 3)



Charisma 4

Combat 6

Intelligence 4

Magic 5

Muscle 4

Sanctity 7

Scouting 3

Thievery 3

Stamina 17

Armour and Weapons: Scimitar, Shield and Chain mail armour

Powers: Deliverance II, Bless

Description: Willow was born and bred in Caran Baru. She always had an interest in the temple and would help the Battle-Priests with mundane tasks, such as helping to keep the gardens. Willow became an initiate at the age of 15 and was promoted to the rank of Righteous Sergeant at Arms at the age of 19 (one year ago).

Typical Battle-Priest of Tyrnai (Priest 1)

Charisma	2
Combat	3
Intelligence	3
Magic	3
Muscle	4
Sanctity	4
Scouting	3
Thievery	3
Stamina	15

Armour and Weapons: Sword and Chain mail armour

Powers: Bless

Temple of Lacuna

Lacuna is the Goddess of the Moon, and of the wilderness. She aids hunters, and woodsmen, and travellers in the lost places of the world.

At a first glance, you might mistake the temple of Lacuna in Caran Baru for an overgrown and disused barn. From the outside the sturdy oak-made building is covered in a plethora of vines, leaves and plants. Once up close, it is easy to see that the temple has a natural beauty. The bright flowers and intricate winding of the vines create beautiful shapes. The door has been fashioned from tightly woven vines that create a tough barrier. The door is also treated to make it fireproof.

Once inside, the real beauty of the temple is revealed. The oak hall has been decorated with intricate designs that have been carved into the beams and posts. Fresh flowers are brought inside every day to add to the decoration. The specially picked flowers fill the air with a pure and clean scent.

Only 3 priests reside at the temple: The Lady Vellion and her two initiate priests Lana and Dania.

Lady Vellion (Priest 7)

Charisma	6
Combat	2
Intelligence	5
Magic	5
Muscle	2
Sanctity	8
Scouting	2
Thievery	2
Stamina	13

Armour and Weapons: Wooden Staff

Powers: Bless IV

Description: Lady Vellion's station at Caran Baru was only supposed to be temporary. That was almost 30 years ago now. She fell in love with the beautiful temple and people in the town and decided to take up a permanent position. Five years ago she took two initiates under her wing too, hopefully to take over from her in a few years to come. She chose a pair of identical twins called Lana and Dania, both now 22.

For a list of temple services available, see Chapter 6 - Deities and Religion in the Fabled Lands Core Rule Book.

Temple of Three Fortunes

This temple is by far the smallest, and indeed shortest, in Caran Baru. The squat building is of square design and stands only 7ft tall. Some of the taller members of the local militia cannot stand upright within the temple with their helmets on. Running along the front of the building, just below the eaves, is a frieze that depicts three women weaving a tapestry. This image can be seen in every temple of Three Fortunes throughout Harkuna and is known as Tapestry of Fate. The image will not necessarily appear as a frieze; it could be found as a mural on the wall, a painting, a mosaic and

even as a beautiful stained glass window, like the one in Ringhorn.

The Tapestry of Fate image represents the point where each person's fate is woven. The priests of Three Fates believe that everybody on Harkuna already has their path, or fate, pre-written for them and follow their own pre-determined path to one of three fates: enlightenment, peace or exile.

Only one priest is needed to oversee the running of this temple and her name is Marianne. Marianne, or sister Anne as she has come to be known, is a small lady in her sixties. The temple has a small cell for her to live in at the very back of the service area.

Sister Anne (Priest 5)

Charisma 3

Combat 1

Intelligence 4

Magic 3

Muscle 1

Sanctity 9

Scouting 3

Thievery 3

Stamina 11

Armour and Weapons: A small Knife in her belt.

Powers: Bless I, Curse I

Description: Sister Anne is a feisty lady who is more than capable of holding her own in Caran Baru. She is a well respected member of the community having been the town spokesperson on more than one occasion. Her children and grandchildren all live in the town, making names for themselves in a family-run silver mine out on the northern ridge (the furthest mine to the north).

For a list of temple services available, see Chapter 6 - Deities and Religion in the Fabled Lands Core Rule Book.

Blue Griffon Tavern

The Blue Griffon Tavern stands on the main road that runs through the town. The drinking house boasts a larger than normal stables to accommodate the passing military that frequent the road and several rooms for travellers to rest in.

The innkeeper is a retired soldier by the name of Jolik. He was only stationed at Caran Baru for the remaining 2 years of service but, as he and his family liked the town, they decided to stay on after he retired. The tavern was up for sale at around that time so it seemed fitting that they brought and run it. Jolik 'gets to talk military', as his good lady wife would put it, with the soldiers from the local barracks, troops passing through and mercenaries with tales to tell. 'It keeps him happy' she says, 'and besides, once a soldier always a soldier.'

Board and lodgings

There are 4 rooms for rent at the Blue Griffon and a larger communal sleeping room in a separate building at the rear of the tavern. It will cost each character 2 Shards for a bed in one of the bedrooms or 1 Shard to sleep in the communal room. Jolik has also been known to allow people to sleep in the hay in the stables for the princely sum of 2 Pare.

Horse stabled for one night and fed is 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.

Food and Drinks

Flagon of ale	2 Pare
Flagon of honey mead	3 Pare
Stew and bread	4 Pare
Bread and Cheese	2 Pare

Barracks

The barracks are nestled in the lower east side of town next to the Temple of Tyrnai. When the soldiers stationed in Caran Baru are off duty (not overseeing the market, walking border patrols or manning the guard towers) they can be found here, or the Blue Griffon Tavern.

Town Council House

The town council meet once a week to discuss matters concerning the people and running of Caran Baru. In addition to the 3 council members, Captain Ashton now serves as representative to the military. In situations where a decision needs to be made due to dispute, Ashton always has the final word. The other council members are: Rolt the town mayor, Trock & Edyne Rilton - representatives of the mining population.

Captain Ashton (Warrior 5)

Charisma 4

Combat 7

Intelligence 4

Magic 3

Muscle 5

Sanctity 4

Scouting 6

Thievery 3

Stamina 29

Armour and Weapons: Magical Chainmail (Defence +1) and a sword

Powers: Blade Master II and Swift Strike II

Description: Ashton has served at Caran Baru for over 20 years. He stands very tall at 6ft 6 inches tall with a short beard and long grey hair tied back in a pony tail.

Shops and Local Trade

The main north-south route through the town has a number of shops to serve both travellers, miners and soldiers:

Blacksmith: shoeing horses and various metalwork.

Tailor: leather armour repairs, reinforced knee and elbow straps for the miners. Armour is sold at the market only.

Weapon Smith: blade sharpening and weapon mending. Weapons are sold at the market only.

Armour Smith: mending of metal armour and shields. Armour is sold at the market only.

General Store and Wainwright: Sells rope, pickaxes, boots, candles, lanterns and oil flasks (prices as per the core rule book with a 20% mark-up).

Food Market: Fruit, bread and various meats are sold here on separate stalls.

Poor Quarter

The lower south west side of the town is known as the poor quarter. This is an unfair title as it actually the oldest part of the town and so run down in comparison the rest of Caran Baru.

If the characters decide to venture into this area the Gamesmaster should roll 1 dice every game hour. If the roll is a 1 then the characters will encounter a bandit (see Fabled Lands Core Rule Book Chapter 10 - Monsters and Enemies) intent on stealing some Shards from one of them.

Witches' Cauldron Tavern

This tavern is not frequented by the soldiers but it is a popular drinking place for the miners. The tavern is run, and now owned, by a fat bar keep by the name of Gidras. He didn't originally own the place but he ran it for Valdimir, a seedy looking gentleman with an eyepatch. Gidras saw Valdimir leave the tavern a couple of days ago; he was later found dead in an alley with his eye patch on the floor and whatever served as a false eye had been plucked from his head.

The tavern does not have any rooms to let but it does serve food.

Food and Drinks

Flagon of ale	3 Pare
Flagon of honey mead	5 Pare
Stew and bread	6 Pare
Bread and Cheese	4 Pare

CASTLE OF THE DRAGON KNIGHTS

The Dragon Knights are a prestige order of warriors that fight under the same banner. There can only ever be a single knight representing each coloured dragon known on Harkuna, either living or extinct. The knights reside in a castle that has been the home of the order for many decades. Some say that the Dragon Knights date right back to the Era of Dragons, but this is usually dismissed as it would date the order at over 10,000 years old! The truth is that the Dragon Knights date back almost 100 years but they have no connections with dragons, other than in name.

The order of the Dragon Knights was formed by Erdic, the White Dragon. Erdic earned his title as champion to Lord and Lady Ishgar, owners of a large area of land with a castle west of the Bronze Hills. People said that Erdic fought with the might



of a dragon and stood for all that was good and just. Erdic's pennant, depicting a dragon wrapped around a sword on a white background, was displayed proudly on the castle wall by the Ishgars. Tragedy struck the Lord and Lady of the castle when a terrible disease killed them both. Because they didn't have any children or heirs, they left their castle and lands to Erdic on the promise that he would continue to be their champion and uphold their family name. Erdic considered this a great honour and did as he had promised, holding regular tournaments on the castle grounds and inviting all who wished to show off their prowess with a sword or lance*. Those who showed great skills at the tournaments were granted the right to join Erdic in his new order of Dragon Knights; being knighted with a dragon colour, although none of these creatures have ever been known to Harkuna and are a title only. Within 5 years the order was complete and comprised of the following knights: Erdic the White, Algon the Red, Helgern the Blue, Regan the Brown, Garath the Green and Brom the Violet. Each of the Dragon Knights had his pennant hung next to that of Erdic.

Each year, a special tournament was held inviting anyone to challenge a Dragon Knight to his position within the order. Should one of the existing Dragon Knights be defeated, he would surrender his position, armour and sword to his successor and leave the castle, never to return. One such challenge was offered to Erdic by a loud and over-confident young man named Morgan. He had already told everyone at the tournament that he could best any of the knights and, although Morgan was very skilled with the sword, he was bested very quickly by Erdic and laughed out of the tournament.

Morgan spent the next three years in mental torture by his defeat at the hands of the White Dragon Knight. His only thoughts from the moment he woke until the moment he slept was his vengeance on the order and Erdic. One evening, during a tormented dream, Morgan saw a doorway to the underworld in the Forest of Larun. The doorway lead him deep underground and ended at a dark and dismal room with

three figures in it, one of them was Nagil, the God of Death. He offered Morgan his opportunity for revenge in exchange for his soul. Morgan agreed and woke instantly. He was no longer the Morgan that he knew, he was now a Black Knight of Nagil dressed in black plate mail armour and carrying a mighty sword. Unknown to Morgan his appearance had changed too; his eyes glowed with a red hue and his skin turned a pale shade of grey, like the blade of an old axe.

Morgan rode back to the Castle of the Dragon Knights and challenged Erdic to a fight to the death. Erdic accepted the challenge but after many hours of fighting he was slain. Morgan took his rightful place within the order but instead of taking on the title of the White Dragon Knight, he disposed of it and introduced his own new title - the Black Dragon Knight.

With the death of their friend and comrade, the remaining knights of the order continued to host the tournaments but the rules had changed: the annual challenge to a knight's position was no longer held. The Dragon Knights themselves now chose the heir to their title and, if defeated in combat, would only gave up their armour and sword (a tradition still held today, even amongst the competitors). The Black Dragon Knight spent all of his time in the castle, only leaving it to accept a challenge of combat to the death. Not so long ago, one such challenger defeated Morgan and ended his reign of evil. Morgan's soul was claimed by Nagil and his body dissolved into a foul smelling smoke. The victorious young warrior did not take Morgan's title, just his Black Dragon Shield.

*Weapons used in these tournaments were padded to avoid mortal wounds to those defeated. Death was not the aim of these tournaments.



Castle Tournaments

Tournaments at the Castle of the Dragon Knights are very frequent and popular. There are normally at least two or three every month that attract a minimum of 20 contestants. Under the rules of the contests, a single contender could walk away from the event with several suits of armour and weapons, so competition is fierce.

Fatal combat rules have been banned within the castle grounds. Any fighting is done with padded swords or lances. Melee combat is resolved as normal with the exception that all damage is non-lethal. If a character or contender is reduced to 0 Stamina then they will collapse with exhaustion and their opponent is declared the winner. The winner in the competition is given the armour worn and the sword of their opponent. Only a contender with both of these components is allowed to fight.

Jousting

The jousting competition holds a higher prestige value than the melee combat during these tournaments. Each contender must pay 100 Shards to enter the jousting and will joust, non-lethally, in a knock out tournament. The winner will receive all of the entrance money, normally 2000+ Shards (20+ competitors).

Jousting is resolved as follows:

1. Riding test
 2. Aim the lance
 3. Being felled
 4. Joust resolution
1. Riding test: the character must make a Riding (Difficulty 9) test. If successful, the character has the horse under control during the charge and the lance in the correct position. Failure in this test will result in the character suffering a -3 penalty to aim his lance.

2. Aim the lance: the character must make a Combat (Difficulty 9) test to aim the lance at their opponent. If this test fails then the character does not have the opportunity to fell his opponent this round.

3. Being felled: if the character's has a true aim with the lance then the opponent has been hit and must make a Muscle (Difficulty 12) test. If they fail the roll then they have been knocked from their horse.

4. Joust resolution: if one or both jousters are knocked from their horses then they are out of the tournament. To make the final more interesting, if a character makes it that far, then you could have it as the best of three or the best of five lances to win.



Typical Dragon Knight (Warrior 6)

Charisma 3

Combat 7

Intelligence 4

Magic 3

Muscle 5

Sanctity 4

Scouting 5

Thievery 5

Stamina 18

Armour and Weapons: Dragon Armour and Shield in the colour of their adopted dragon's name. Magic armour Defence +1 and Magic shield Defence +1 and a favoured melee weapon of the Gamesmaster's choice (not a two-handed weapon because of the use of their dragon shield).

Skills & Powers: Riding II, Swift Strike and Weapon Skill I (+1 combat to the chosen melee weapon of the Dragon Knight).

Description: Each knight wears a suit of heavy plate mail and a shield that has been tinted with the colour of their adopted dragon's colour (i.e. the Red Dragon Knight's armour and shield will be tinted red). The armour is intricately etched around the shoulders and sleeves and bears the dragon wrapped around a sword, the same as their pennant, on the breast plate.

CITADEL OF VELIS CORIN

This huge magnificent castle is situated in a bottleneck pass in the Spine of Harkun, known as the Pass of Eagles. The castle blocks the way through the mountains and serves as a gateway between the Great Steppes and Sokara. The white walls and flag-topped towers cast intimidating shadows through the pass on the Sokaran side of the border.

The Citadel of Velis Corin is covered in detail in Sourcebook 4: The Great Steppes - Plains of Howling Darkness.

COLDBLEAK MOUNTAINS

The Coldbleak Mountains look as inhospitable and forbidding as their name implies. The snow-topped mountains are so high that they disappear into the clouds giving them an intimidating look.

The mountains themselves are actually quite accessible with the steeper slopes having easy hand and footholds. The chances of successfully ascending the frozen flanks of the Coldbleak Mountain is greatly increased with the use of climbing gear. Various mountain tracks can be found in between clefts in the rocks that make the climb easier, if not a little steep in places.



It is rumored that king Nergan Corin, the last remaining and rightful heir to the throne of Sokara, is in hiding in the these mountains (see Chapter 4 - Adventuring in Sokara).

Climbing in the Mountains

At various stages during the climb, at the Gamesmaster's discretion, a character will have to make a climbing test.

Any characters that attempts to climb in the mountains must make a Climbing (Difficulty 6) test. Any character that fails the test will slip and take 1-6 damage from the short fall. Due to the nature of the mountains, the maximum distance that the character will fall is only about 10-20ft.

Encounters in the Mountains

At various stages during the characters stay in the Coldbleak Mountains, at the Gamesmaster's discretion, there is a chance that they will encounter one of the inhabitants or worse. Roll 2 dice and consult the table below:

- 2 Avalanche!
- 3-8 Uneventful
- 9-11 A pack of Snow Wolves
- 12 Yeti

Avalanche: A large shelf of unstable snow has become to the force of gravity and crashes down the mountainside towards the characters. Each character must make a Scouting (Difficulty 10) test in order to find shelter from the avalanche. Any characters that fail the test will be swept down the mountainside for several hundred feet, crashing off of sharp rocks during their descent. Any character swept down the mountain will suffer 5 dice damage.

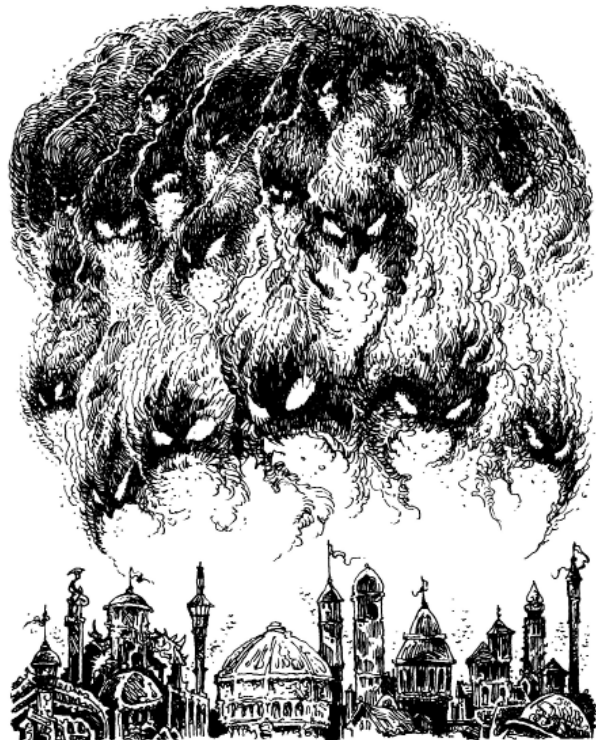
Snow Wolves: 1-6 wolves encountered (see Chapter 3 - New Monsters)

Yeti: 1 encountered (see Chapter 3 - New Monsters)

DEVIL'S PEAK

The Devil's Peak is a geographical phenomenon without explanation. The gigantic monolith is made from rough black rock, but resembles a massive bare and branchless tree trunk that soars up into the clouds from a distance. The summit is shrouded in grey clouds that, until recently, played host to an electrical storm that had raged for many years.

Hunters that live in the region nicknamed the black monolith the Devil's Peak because they believed that a horde of demons had infested the summit. As it happens, the hunters were not wrong! Sul Veneris, the divine Lord of Thunder and son of the sky god Elnir, is responsible for keeping the storm demons under control. Hunters deemed that the thunder that could be heard as far away as the Forest of Larun was the wrath of Sul Veneris smiting the demons. Not long ago, the storm demons planned a mass assault against Marlock City but to do so they needed to put Sul



Veneris out of action. The Lord of Thunder was tricked into helping an illusionary warrior atop the Devil's Peak and was put into an enchanted sleep by means unknown. The demons had almost reached Marlock City when an enterprising young priest climbed aloft the monolith and freed the god's son from his bindings. Sul Veneris rewarded the priest before rising into the clouds and chasing the demons out of harm's way.

Climbing Devil's Peak

Any character that attempts to climb Devil's Peak **MUST** have climbing gear. The task of climbing the volcanic stone monolith without the climbing gear would be impossible. There are some hand holds on the sheer face of the Peak but it is still a dangerous task. Each character must make 3 successful Climbing (Difficulty 8) tasks to reach the summit. Any character that fails a test must make a Muscle (Difficulty 6) test to hang onto the rope and save themselves. If they fail the Muscle test then the character, depending on where the character failed the roll, will suffer damage from falling (see below).

Failing first test 2 dice damage

Failing second test 4 dice damage

Failing third test the character will fall a great height to their death.

Gamesmaster's Note: the difficulty task number to climb already includes the bonus for using climbing gear.

Storm Demon

At the summit of Devil's Peak resides 2-4 (1 dice +1) Storm Demons. The Lord of Thunder allows the demons to remain here as long as they do not leave the peak. The storm demons will attack any characters brave enough to make it to the top.

Storm demons use the same stats found in Chapter 10 - Monsters and Enemies in the Fabled Lands Core Rule Book, but their leader Zzagrazz has special rules as below.

Zzagrazz the Storm Demon

Special Rules:

- Once every 3 combat turns, Zzagrazz can Summon a lightning bolt from the electrical storm. The effects of the lightning bolt are the same as the Lightning Bolt spell from Chapter 3 - Spells and Sorcery in the Fabled Lands Core Rule Book, but the Difficulty test for the enraged demon is 8 rather than 10.
- If defeated, Zzagrazz will shrink and solidify into a clear blue jewel worth 200 Shards.

DISASTER BAY

Disaster Bay gained its name due of the number of ill-fated ships that have been sunk in these waters. Some of the worst storms known to Harkuna rage like an angry god in the huge alcove that spans from the western coast of Nerech, past the eastern peaks of the Spine of Harkuna and into the Great Steppes.

Fish of all types are abundant here resulting in a thriving fishing community. The fishermen live in a small village on the Sokaran side of the Forts of the Eastern Marches know as Port Bay. The fishermen have another form of income from the treacherous bay, salvage and looting of the shipwrecks. Due to the sailing expertise of the fishermen here, circumnavigating the bay during even the most violent of storms is not considered dangerous and very few Port Bay fishermen have lost their lives at sea over the last 10 years.

The main type of boat used to comb the seas for lost treasure are barques. There are

three of these small ships docked at the bay along with several small and large fishing boats. The people of Port Bay are friendly enough and passage can be brought here to Yarimura in the Great Steppes. Yarimura is the main trade route for the Port Bay fishermen to sell their maritime finds; trips that can be very lucrative. The normal price to travel to or from Yarimura is 50 Shards, but there are occasions when the trip will be offered for free, specially the return trip from a good day at the Yarimura markets.

DRUIDS' ISLE

The Isle of Druids lies just off the east 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 long before magic was discovered on Harkuna and 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 Nerri Goodstead

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 Nerri had turned twenty and one years, he sailed alone to the Isle of Druids and became an initiate of Lacuna. He lived his days out 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 the Aspen trading post on the North West shores of the island. A donation of 30 shards is expected in the final initiation

DRUIDS OF LACUNA

The druids that worship Lacuna only use natural products to create their clothes, weapons and armour: their clothes are spun from sheep's wool, sown moss and leaves; weapons are typically wood staves, bows or hammers made with a wooded shaft and a stone head and armour is only made from leather created from cow hides. Special ceremonial battle armour is worn by the head of each shrine when finalising an initiate's devotion to Lacuna. This grand armour is adorned with sewn on painted acorns, leaves and mosses. From a distance this armour could be mistaken for being covered in gemstones, gold tinsel silver lining.

ASPEN – TRADING POST

This trading post has been created by enterprising folk from the Sokara mainland. It was seen as an untapped resource of animal furs and now enjoys a good trade route with Yellowport. Although the village is very small at the moment, new trad-

ers and settlers setting up home here on a weekly basis. Aspen is overseen by Dirk Aspen, the mayor. As he was the original entrepreneur and amongst the first to live here, it was only right that the trading post be named after him. Dirk is a very kind and welcoming fellow; short and a little portly around the seams, but always willing to help wherever he can. The trading post has few places of interest but, as said before, it is growing at a steady rate.

Shrine of Lacuna

The shrine to Lacuna is not actually within the trading post's boundaries. It is located a short walk to the east of Aspen in a wooded grove on the outskirts of the old forest. Wildlife is abundant here with the sighting of deer being commonplace.

The shrine is overseen by a beautiful young priest called Eva. Her daily duties involve the laying of food for the animals, such as nuts for the birds and berries for the deer, and also the laying of a feast at the low altar of Lacuna. The alter itself has been carved from a single piece of golden oak with ornate carvings adorning its entirety. The alter carries a boar's tusk as the centre piece.

Eva is a warm and inviting person, offering all those that enter the shrine to eat and drink from the alter. She is able to perform all of the miraculous feats available to a priest of Lacuna.

Eva (Priest 3)

Charisma	4
Combat	3
Intelligence	5
Magic	4
Muscle	2
Sanctity	7
Scouting	5
Thievery	2
Stamina	14

Armour and Weapons: Quarterstaff

Skills & Powers: Bless I, Curse

Description: The beautiful Eva stands 5ft 4inches tall. For her everyday chores she wears a white silk robe that is tied at the waist with vines, and an oak leaf wreath on here auburn hair. Eva only ever walks bare footed.

Market

The following items are available at the Aspen Market:

Weapon	To Buy (Shards)	To Sell (Shards)
Axe	550	250
Dagger	55	-
Hunting spear	275	-
Pickaxe	550	250
Shortsword	275	125
Spear	475	225
Staff	250	-
Sword	550	250
Two-handed sword	850	400
Bow (ranged)	550	250
Short Bow (ranged)	500	225
Crossbow (ranged)	1000	450

Any weapons not listed will be bought by the market for 25% of their value in the Fabled Lands Core Rule Book.

Armour	To Buy (Shards)	To Sell (Shards)
Chain mail	350	150
Leather	100	30
Shield	100	30
Splint	450	200

Any Armour not listed will be bought by the market for 25% of their value in the Fabled Lands Core Rule Book.

Potion	To Buy (Shards)	To Sell (Shards)
Healing	65	10

Any potions not listed will be bought by the market for 10 Shards.

All miscellaneous items are available at the Aspen market for a 20% mark-up to the prices listed in the Fabled Lands Core Rule Book. The market does not buy in miscellaneous goods.

Quayside

The quayside at Aspen has the facilities to dock ships at the jetties and that is all. No one here mends or sells ships or boats of any kind. Cargo can be brought here at the following prices (subject to fluctuation - see Chapter 7 - City Services for more information):

Cargo	To buy (Shards)	To sell (Shards)
Furs	135	100
Grain	--	200
Metals	--	550
Minerals	--	300
Spices	900	750
Textiles	350	220
Timber	120	--

One way passage can be bought from here to Yellowport for 15 Shards

Greenman Inn

The Greenman Inn is the only boarding house on the island. It is owned and run by Rirk Aspen, Dirk's brother. The inn is only small but an extension is in the process of being added to the rear of the building to add more sleeping space. There are 4 single bedrooms available to rent for the night.

Board and lodgings:

Straw bed in communal room (under construction)	1 Shard
Bed and bedroom	3 Shards

Food and Drinks:

Flagon of ale	3 Pares
Cup of spiced wine	3 Pares
Salted meat and potatoes	4 Pares
Bread	1 Pare per loaf

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.

GATES OF THE WORLD

Standing on top of a hill, which is the highest point on the Druids' Isle, are the Gates of the World. These three stone gates each stand over 10ft tall and are engraved with ancient runes. Each gate is marked with a name: Yellowport, Marlock City (the name is a new addition to the stone. If one looks carefully, the name Sokar City is visible above the new etching) and Wishport. Although the stones look very new



and unweathered, they are actually many thousands of years old, put here when the druids arrived by Lacuna herself as a means for them to travel to places far away.

When a person passes through one of the gates the runes are fused with magic, causing them to glow red with the energy surging through them. The user will feel their hair stand on end and it has been known for people to experience a tingling in their body. A blue-white force opens up before them and engulfs them like a giant wyrm swallowing whole its prey. The user is then instantly transported outside the gates of city marked on the stone. The trip is one way as there is no what to return through the portal once deposited at the city gates.

THE OLD FOREST & THE CITY OF TREES

The Old Forest dominates 90% of the island and is populated by all manner of animals. The trading outpost of Aspen grew on the export of animal furs found in the forest. Any character that wanders through here may well encounter an animal. The Gamesmaster must roll 1 dice for every hour of game play that a character spends time in the forest. If a 1 is rolled then roll on the random encounter table below:

1	1-3 Boar*
2-4	Deer
5	Shadows
6	1 Bear*

*see the Fabled Lands Core Rule Book Chapter 10 - Monsters and Enemies

Deer: These animals are relatively harmless and peaceful, often fleeing from the slightest noise or sight of a human. A deer hide can be sold in Aspen for 75 Shards if skinned from a felled beast. A deer can only be shot with a ranged weapon, such as a bow, and the characters will only get 1

chance to kill it before it will leap into the forest and out of sight. A deer has a Defence of 5 and 4 Stamina.

Shadows: The light flickering through the dense canopy of trees can play strange tricks on the eyes. Shadows will move and dance on the ground giving the illusion that someone is there or the party is being followed. The Gamesmaster can use this encounter to keep the characters on their toes. Make them think that they saw 'something' duck behind a tree or pass through the shadows.

City of Trees

The City of Trees was created by Lacuna as a safe haven for her devout druids. The whole perimeter of the city is surrounded by a dense, impenetrable wall of thorns that stands 15ft high. Any character that attempts to climb the bushes will lose 1-6 Stamina from the hardened, razor-sharp thorns. Lacuna wanted to provide her druids with a safe haven should the Templars make it across the ocean and land on the island. The only way through is via a break



in the wall that is filled by a large tree. There is enough of a gap to slip past the barricading tree were it not for the fact that it is actually Broosh, the Spirit Tree (see Chapter 3 – New Monsters). Broosh has the responsibility of guarding the entrance to the city. During times of trouble, the druids set a password to gain entrance to the city, such as apple or berry. Those without the password will only bypass Broosh by defeating it first (not an easy feat).

On a normal day, the Spirit Tree will ask travellers their business in the City of Trees. If it is in the least bit suspicious of travellers or tradesmen then it is empowered to refuse entry, and that happens a lot!

The city itself has been built amidst the branches of seven huge oaks. Steps have been cut into the bark that spiral their way around the trees to low branches. These branches have ladders and ropes that the druids use to climb to the living areas high above. If the city was attacked, the druids would pull up the ladders and ropes making an assault impossible. There are almost 100 druids living within the houses in the trees, the lead of which is the aging Oak Druid. Visitors are not permitted access to the six trees that contain the residential areas of the city, but they are allowed to visit the market area in the seventh tree.

Weapon	To Buy (Shards)	To Sell (Shards)
Axe	550	250
Dagger	55	-
Hunting spear	275	-
Spear	475	225
Staff	250	-
Bow (ranged)	550	250
Short Bow (ranged)	500	225
Crossbow (ranged)	1000	450

Weapons not listed above are neither bought nor sold at the market.

Armour	To Buy (Shards)	To Sell (Shards)
Leather	100	30
Ring mail	450	200

Armour not listed above are neither bought nor sold at the market.

Magic Item	To Buy (Shards)	To Sell (Shards)
Amber wand (Magic +1)	650	300
Ebony Wand (Magic +2)	1000	800
Cobalt Wand (Magic +3)	-	1600

All miscellaneous items are available at the market in the City for a 10% mark-up to the prices to listed in the Fabled Lands Core Rule Book. The market does not buy in miscellaneous goods.

Oak Druid (Druid 7)

Charisma	4
Combat	3
Intelligence	5
Magic	4
Muscle	2
Sanctity	8
Scouting	3
Thievery	2
Stamina	25

Armour and Weapons: Oak Staff (Magic +2)

Skills & Powers: Herbcraft II, Beastology II and Animal Friendship

Description: The Oak Druid is an old man in his early 70s. He has a long grey beard and hair, both of which are tangled with earth, leaves and mosses. He has lived in The City of Trees for most of life and is both respected and obeyed.

FOREST OF LARUN

The Forest of Larun is a huge expanse of trees that spreads for many miles between the Devil's Peak and the Bronze Hills. The forest provides a source of fuel for the smelting pits in the mines of the Bronze Hills, although the trek to and from the forest is both a tiring and difficult one.

On many occasions there have been attempts to build paths and established track routes through the forest but each have been thwarted by the densely packed trees. Those that have walked through the forest have told tales of trees canopies that block out so much daylight that they have had to light lanterns to see in the deep shadowed areas. Creatures and animals can be found within the forest, along with old ruins of buildings, tombs of people long dead, shrines, groves, secluded houses and monster lairs. What follows are some guides and ideas to setting up some random and fixed encounters within the Forest of Larun.

Random Encounters

Every game hour that the characters are in the forest, roll 2 dice and consult the table below:

2	Bandits
3-4	Ogre
5-7	No encounter
8-9	Bear
10-11	Were Boar
12	Ghoul

All of the monsters and animals listed above, with the exception of the Were Boar, can be found in Chapter 10 - Monsters and Enemies of the Fabled lands Core Rule Book.

Were Boars can be found in later in this book (see Chapter 3 - New Monsters).

Fixed Encounters

Fixed encounters are ones that the Gamesmaster wants to happen or that have an important part to play a specific quest. The nice thing about a fixed encounter is that it does not need to have a fixed position in the forest. The characters will come across it whenever and wherever the Gamesmaster decides. The following ideas can be expanded on within the forest or used as part of a quest or even a random encounter.

Old ruins: Due to the age of the forest, there will be old remnants of buildings that have now become part of the forest. The ruins could be an old temple, castle or tower. The main inhabitants to these places will be ghosts or mischievous fairy folk. The ruin could hide an old secret or be the home to an ancient magic item.

Tombs: These tombs more than likely belong to people who were evil or people who had something to hide with their death. Magic can be used to seal the entrances and traps may be laid to snare would-be grave robbers. Undead creatures will frequent tombs.

One of the oldest tombs in the forest is that of Astrallus the Wizard King. Astrallus was the last known ruler of the Shadar Empire. His tomb is guarded by a mystical door with a round, talking granite demon's head on it (see Chapter 4 - Adventuring in Sokara).

Groves: Druids of Lacuna will have small groves around the outer edges of the forest. Some evil druids, priests or witches will have their groves or shrines closer to the darker areas in the dense forest areas. The characters could stumble across a good druid and gain healing or a witch who curses a party member and demands a quest to cure them.

Secluded house: A classic witch's house is normally expected in these circumstances but there could be any number of reasons



why it is here: an old wood cutter lives there; it is a derelict home that holds a secret; lonely priest in seclusion; a wayfarer's home in the forest or a monster's adopted home.

Monster's lair: There are lots of monsters and enemies listed in the Fabled Lands Core Rule Book that could fit in a forest: a bandit camp that is loyal to the King and spend their time ambushing the General's men; a small dragon's nest; a wolf pack's lair or a tree full of roosting vampire bats.

FORTS OF THE EASTERN MARCH

To the north east of Sokara lies the peninsula known as Nerech, Land of the Manbeasts. 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. More information on both the manbeasts and Nerech can be found in the Fabled Lands sourcebook 4: The Great Steppes -

Plains of Howling Darkness.

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 Nerech 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.

Each of the three forts are of an identical design: the main building has built on the Sokara side of the wall with archery towers situated over the main gates. The gates open outwards from a small courtyard so that anyone breaking through the doors will be caught between the outer gate and the inner gate. Each fort is two stories high with weapons and equipment stored on the lower grounds and soldier barracks up top. Each fort will have a minimum complement of 25 soldiers, of which 20 will be on one of the following duties: border guard, lookout, reserve or death duty. Although the forts have their Captains in charge of the everyday running of the gates and soldiers, the entire operation is overseen by Commander Miles Torgan of the Marlock City war council.

Border Guard: This is one of the easier soldier duties. Each of the outer forts, Brilon and Mereth, send a 4-man patrol to walk to fort Esgard side to look for breaches or attempts to scale the wall. Only once has there been an incident involving a border guard patrol and some manbeasts attempt-

ing to scale the wall.

Lookout: The two archer towers above the outer gate are manned at all times by 4 men (2 in each). It is the responsibility of these men to report any strange happenings on the Nerech side. If any manbeasts are seen, the lookouts will blow the alarm horn and fire arrows to cover an attempt to force them back by the fort soldiers..

Reserve: Only five soldiers are not on any kind of patrol during a typical day on a fort of the eastern march. But even when off duty, these men are always doing something in reserve such as making arrows or sharpening swords. It is fair to say that no one rests while on a tour at the forts.

Death duty: This is the most feared of the patrol duties of a soldier at the forts. Once a week, 10 men are sent into Nerech to spy and observe any manbeast activity close to the forts. It has been known for the manbeasts to organise raiding parties out of the sight of the fort and then moving into attack during the night. Death duty helps to spot these activities and allow the fort time to prepare.

FORT BRILON

Captain Forin Hale; 2 Sergeants and 25 soldiers.

Fort Brilon is the southern-most fort and is situated on the Sokara-Nerech border on the eastern coast of Sokara. The fort was named after one of the first Kings and proudly displays the crest on the inner wall. General Grieve Marlock, the Protector-General of Sokara, has allowed the crest to stay in place because it long predates the reign of Corin VII. Brilon was known in the history books as being a good and fair king, and one of the first recorded kings of the first Dynasty.

FORT ESTGARD

Captain Lyle Brace; 2 Sergeants and 30 soldiers.

Estgard is the central fort, situated almost half way between the northern and southern defences. Fort Estgard sees most of the manbeasts' activity, hardly having much time to rest between incidents. Several weeks ago, Captain Brace's daughter was kidnapped during a daring manbeast raid on the fort. They demanded raiding rights into Sokara in return for his daughter's safe return. Luckily for Brace, a brave adventurer snuck into Nerech and recovered Alissia without further incident.

FORT MERETH

Captain Dyn Forsath; 1 Sergeant and 25 soldiers.

Fort Mereth is not situated on the coast like Fort Brilon. The very northern lands of Nerech are very inhospitable, even to the rabid manbeasts. Just the wall is in place from the northern coast to the fort that lay 15 miles inland.

The fort was named after Jan Mereth, the brave soul that risked her own life to sneak into Nerech and assassinate the manbeast leader and thwart a planned assault on the soldiers building the fort. Mereth never made it out of Nerech alive but her actions brought the reinforcements enough time to arrive and defend the construction of the northern fort.



GRIMM RIVER

The river Grimm is the longest river in Sokara, running from its source in the Spine of Harkun down to its estuary just west of Marlock City. The river is populated by all manner of fish, the most common being the inedible, bright yellow smoulder fish.

Any character wishing to swim the width of the river must make successful Swim (Difficulty 9) test. Those that fail the test will begin to drown (see Chapter 9 - For the Gamesmaster in the Fabled Lands Core Rule Book for more information).

Random encounters along the river.

Any characters that follow the river for more than 3 hours of game time might have an encounter with someone or something. The Gamesmaster must roll 2 dice and consult the following table for every 3 hours the game time following the River Grimm:

- 2 Water Sprite
- 3-4 Human encounter
- 5-9 No encounters
- 10-11 Bandits
- 12 Water Sprite

Water Sprite: This troublesome faery can be found in Chapter 3 - New Monsters

Human Encounter: This encounter can be at the devising of the Gamesmaster prior to the adventure beginning. It could be some local farmers travelling up or down river to a market or a travelling salesman looking to sell his wares to fellow travellers. The Gamesmaster can use this opportunity to give some well needed healing to the characters. These are only examples of course.

Bandits: The characters will encounter 1-3 bandits on the road looking to relieve any unsuspecting characters of their belongings. Bandits can be found in Chapter 10 - Monsters and Enemies in the Fabled Lands Core Rule Book.

LAKE OF THE SEA DRAGON

Thousands of years ago, this lake was as normal as any other lake that you would find on Harkuna; until an earthquake opened up a volcanic vent on the lake's bed. Over time, the poisonous volcanic sulphur that spewed into the lake polluted it and killed almost everything that lived there. Only the bright yellow smoulder fish adapted to the increase in sulphur content. The ochre coloured waters lap gently up to the lake's shores but, although the water is quite picturesque from a distance, the smell is almost unbearable! Growing around the lake are large quantities of a plant known as Hamp. The plant is often mistaken for a type of seaweed due to its green appearance and is the main diet of the smoulder fish. The lake, quite obviously, became known as the Stinking Lake and the river that flowed from it, down to the southern coast, was known as the Stinking River.



Lucern, a druid from the Druids' Isle, had been given a very strange looking egg as payment for looking after a sorcerer's pet horse. When asked what the egg was he was told it is a sea dragon egg and most likely the last one left on Harkuna. Lucern did some research on the sea dragon and sought answers from his goddess Lacuna. He discovered that sea dragons live on the bottom of the ocean close to deep cracks in the sea bed where a foul smelling liquid is abundant. Lucern could only think on one place in Sokara that fitted that description and quickly headed to the Stinking Lake. The druid sat by the lake for a week with the egg until hatched. He spent the next year feeding the tiny dragon with small pieces of silver, a sea dragon's favourite meal, and bathing it in the sulphur ridden waters. When it was big enough to understand, Lucern told the dragon that he had named him Vayss and he was ready to be released into the waters to fend for himself. Vayss was not happy to be leaving Lucern, his adopted parent, but soon enjoyed the freedom of the lake. Lucern returned to the lake on several occasions to visit his sea dragon, each time noting just how big he was getting. The druid died of old age when Vayss was only 20 years old; sea dragons live for hundreds of years.

Due to the demand for smoulder fish from the colleges of Dweomer, a small fishing village by the name of Cadmium sprung up on the shores of the Stinking Lake. The sorcerers from the magical colleges need the fish because the sulphur-laden organs burn in a particular way – a very useful ingredient in certain magics. Vayss allows the fishermen to fulfil their monthly quota of smoulder fish as long as they pay him in silver. Those that fish without paying suffer the full wrath of Vayss. He has sunk many fishing boats and drowned many fishermen for their lack of respect. Those that die are taken to Vayss' lair, and stripped of their belongings. The remains are turned to

dust via Vayss' acidic breath and stored in jars on a shelf in his cave. Only a few people have visited the sea dragon's lair and lived to tell the tale. One such adventurer, Rygar Helmsworthy, bought a tavern in Yellowport from the money that he took from the cave.

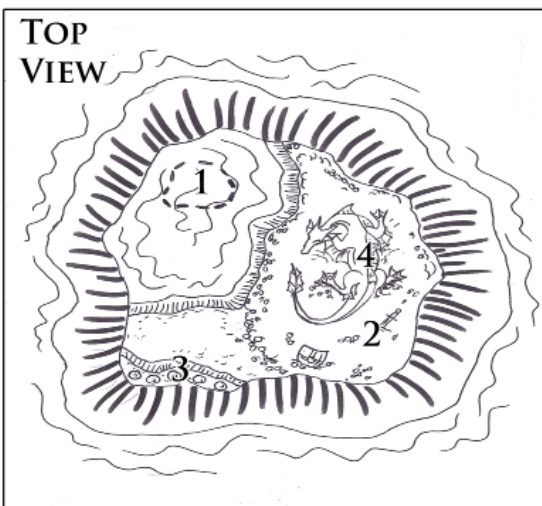


Vayss lives in a cave inside a rocky island in the middle of the lake, barely visible from the shore. He has to swim through an entrance below the surface of the water to enter his lair, even though the cave is open to the sky. It is here that Vayss keeps all of his treasures: thousands of Shards piled into mound that also serves as a bed, swords, armour, jewelry and trinkets (the complete list of Vayss' hoard is found in Chapter 3 - New Monsters).

Characters can hire a fishing boat from the village for 15 Shards for a day, plus a deposit of 50 Shards just in case they don't come back. Vayss the dragon will visit every single boat that fishes on his lake and demand a payment of some silver, normally in the shape of a nugget. For every hour that the characters are out fishing, ask them to make a Scouting (Difficulty 8) test. Those that are successful will catch a smoulder fish that can be sold at the Cadmium market. The fishermen changed the name of the lake to the Lake of the Sea Dragon, for obvious reasons. Those that refuse to pay the sea dragon will be attacked without mercy (see the Sea Dragon entry Chapter 3 - New Monsters for more information).

OPEN TOP ISLAND

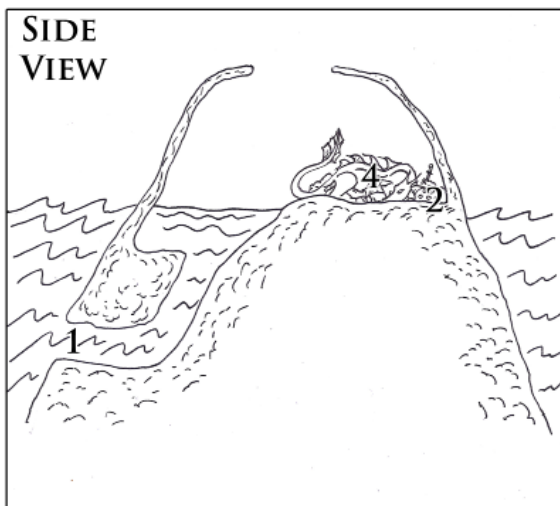
TOP
VIEW



KEY

- 1. Sea Dragon Entrance/ Exit
- 2. Hoard
- 3. Rocky Ledge
- 4. Sea Dragon

SIDE
VIEW



Enter the Dragon's Lair

Any characters foolish enough to try to raid the dragon's lair must first devise a plan to get in and out.

It is possible to attempt to hitch a ride by grabbing the sea dragon's tail after it has received payment and when it returns to his lair, however, only one person can attempt this at a time. If more than person tries to hitch a ride then Vayss will notice and resurface to attack them. Any character wishing to grab the tail must make a successful Thievery (Difficulty 10) test. A character will have to hold their breath while Vayss swims down through the sulphur-polluted water. To do this a character will have to make a Swimming (Difficulty 9) test. If this attempt to hold their breath fails they will have to make another Swimming (Difficulty 9) test to be able to swim back up to the surface.

Gamesmaster's Note: Any character foolish enough to grab the dragon's tail wearing metal armour and expecting to swim through the water deserves to be punished should something go wrong!

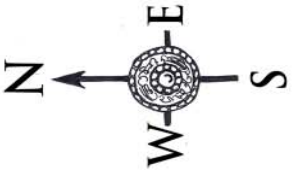
MARLOCK CITY

City Type:	Port
Population:	55,000
Main Trades:	Fur, Spices, Grain, Metals, Textiles, Minerals and Timber.
City Ruler:	Protector-General Grieve Marlock

City Map Key:

- A. Residential Area
- B. Poor Quarter
- C. Palace Estate
- D. Marlock Harbour
- E. Market
- F. Merchant Building
- G. House of Priests
- H. General's Palace

MARLOCK CITY



GRASS



SEA

GRASS

Places of Interest:

1. Three Rings Tavern
2. Temple of Alvir and Valmir
3. Temple of Nagil
4. Temple of Sig
5. Temple of Elnir
6. Port Gate
7. Guard Towers
8. City Gates
9. Black Smith
10. Whispering Lady Inn
11. Barracks

Marlock City is both the largest and the capital city of Sokara. The city is enclosed by a huge fortified wall that dates back to the Shadar Empire over one thousand years ago. Much of the walls have been rebuild and reinforced over the time but the general structure and look is still original. Marlock City was once known as Sokar, still the capital city but home to king Corin VII; a cruel and selfish king who was hated by many. General Grieve Marlock led his army in bloody revolt against the old king and had him executed. Marlock renamed the city after his family name and made it a crime to call Marlock City by its old name. The general takes his role as Protector-General of all Sokara very seriously and sees all those loyal to the old king as rebels and troublemakers. Those caught are publicly executed with their remains left to hang outside the both of the main city gates with labels hanging around their necks that read: 'Rebels, executed by the state for the good of the people'.

Both of the gates to the city have large stone eagle heads looking down over the entrances to the city. The busts are part of the original Shadar design and have remained, almost, intact for a millennium. Some parts of the beaks have broken off

here and there, but other than that, the menacing birds look down, intimidating all that pass below them. The city walls are smooth and slope slightly inwards, making it easier for an archer on the battlements to see all the way to the bottom without leaning out and exposing themselves to enemy fire. This design has been found on many ancient ruins but none have stood the test of time like the Marlock City walls.

More information on General Grieve Marlock's revolt can be read in the Sokara passages in the Fabled Lands Core Rule Book.

A. Residential Area

Although houses and shops can be found throughout the metropolis, the northern part of Marlock City is dedicated to residential houses, and for good reason. The population has grown in the city since the General took over. People feel much safer and less likely to die in the streets, as they had done under the rule of the old king. The city was facing overcrowding and could not be expanded due to the encompassing thick defensive walls, and so the gladiator arena and the last remnants and ruins of the old city were removed to make way for houses.

A character can buy a small, one roomed house in this area of the city for 200 Shards. Bigger houses with 2 or 3 rooms will cost 400 Shards while two storey ones are 600 Shards.

Despite the name, the residential area of Marlock City is not without its shops. The main road through the city runs parallel to the southern end of the residential area and so sees the largest amount of trade passing from one gate to the other. Several small taverns and food halls, such as the Weathered Blade, Stinking Boot Tavern and the Laughing Maid Inn, are found here, making competition fierce and keeping prices low. A character can buy a decent meal in either of these places for 1 Shard. Any shops

that are in this street only open when the market is closed as they cannot compete with its popularity. The most noted shops and buildings along the main road are:

Annibella's: A leather armour shop designed only for women.

Yassan's Scent: A shop selling sweet scented oils and candles.

Bath House: An ancient Shadar building with a hot spring supplying warm water to the baths.

The Gate House Brewery: The main supplier of ales to the taverns

The Black Boot Inn: Once the suspected location of a guild of thieves and assassins, that was stormed by Marlock's troops and everyone within was killed. Now just an empty shell that can be bought for 250 Shards.

B. Poor Quarter

The poor quarter to the city is nestled in the lower eastern side of the city. The houses and shops are much older here, giving the area a much darker and gloomier appearance. It isn't unknown for people throw their rubbish and dirty water into the street, and sometimes over passersby, from their bedroom windows. Crime is rife here, as you would imagine, with muggings and house breaking being commonplace. Homeless people and street urchins live in the gutters begging for scraps of food or the odd Pare and groups of people gather in back streets playing gambling games for small change.

Characters walking in the poor area must be on their guard at all times. Just walking through a busy street during the day could get them relieved of their money purse by an expert pick pocket and by night things get a lot worse. Marlock soldiers patrol the outskirts of the poor area on a regular basis, only going into the central regions to investigate rumours of royalist support or uprisings.

There is little of interest in the poor quarter of the city; a few noteworthy shops and taverns but that is about it. The Thieves' Guild used to operate from a tavern on the main road by the residential area of the city, but that was raided by Marlock's soldiers and everyone inside, guilty or not, was killed. Organising or being part of a new guild of thieves or assassins is a crime punishable by death, but that doesn't stop those with enough guile to do so. If the characters wish to form one such guild then they must do it in the upmost secrecy. Marlock has spies in every corner of the city who are paid well for shopping anyone who steps out of line, and Marlock's punishments are swift.

A house can be bought in the poor quarter for 100 Shards but there is a 3-6 chance that it will be broken into if the character is away for more than 2 weeks at a time.

Random Encounters in the Poor Quarter

Roll 2 dice and consult the following table for every hour that the characters spend in the poor quarter during the day. If they are roaming around at night then add 4 to the dice roll.

2	Helpful beggar
3	Pick Pocket
4	Gambling
5-9	No encounter
10-11	Thugs
12+	Assassin

Helpful Beggar: This encounter can be used to pass useful information to the characters regarding a quest that they are on or rumours leading to a new quest. They could simply be used to give directions. The Gamesmaster should prepare some information prior to the adventure commencing. The beggar will want payment of course, normally a Shard or a handful of Pare.

Pickpocket: These criminals come from all walks of life and that makes them very difficult to spot. For each pickpocket encounter the Gamesmaster should pick a victim at random and make a Thievery (Difficulty 10) test, based on the assumption that each pickpocket has Thievery 4. If successful the character has a chance to notice what is happening by making a successful Intelligence (Difficulty 12) test, but if the pickpocket fails the roll then the attempt will go unnoticed (unless the Gamesmaster deems otherwise).

Typical Pickpocket: Combat 2, Thievery 4 and Stamina 10. Dagger, no armour.

Gambling: The characters may want to join in on some of the gambling taking place in the side alleys. The normal game played is simply called 'dice'. Each participant makes a bet that he will throw a specific number, normally a fixed bet determined by the Gamesmaster. Each specific number must be different from everyone else's but cannot be 2 or 12. If the character rolls his specific number then he claims all money in the kitty. If more than one person throw their numbers in the same round then the kitty is shared between them. If a number 2 is rolled by anyone during a round then the round automatically ends and no one wins. The money is kept in the kitty and a new bet must be placed in order to continue. Any character that rolls a 12 stops the game and wins all the money in the kitty regardless of who is left to play in that round.

Thugs: The characters are attacked by thugs intent on killing them and stealing their possessions. For this encounter use 1-3 bandits from Chapter 10 in the Fabled Lands Core Book.

Assassin: An assassin steps from the shadows and attacks the characters (see Assassin in Chapter 10 of the Fabled Lands Core Rule Book).

C. Palace Estate

The Palace estate is the richest area in Marlock City. Most of the homes around the castle used to belong to noble households or lords and ladies. Since the takeover by Grieve, the aristocracy have been forced from the city, many of them leaving their possessions behind them. The houses were acquired by the higher ranking of the general's army and his close family and friends before being made open to the public to buy. This area is patrolled every minute of the day by soldiers.

A house in the palace estate will cost a character 1200 Shards, but they are guaranteed not to have it broken into while they are away. One of these houses will be two storey with five or six rooms and access to 'clean water' wells found in this estate. This estate is also home to Grieve Marlock in the General's Palace.

D. Marlock Harbour

The harbour is one of the busiest places in the city. Cargo ships come and go all times of the day and night. Two of the General's warships are docked here in times of peace but can be fully crewed and set to sail within an hour. Everything that happens on these docks must go through Gim, the harbourmaster. Gim is responsible for cataloguing every unit of shipment that comes in and out of the ships. Nothing happens in the harbour without him knowing. He is also friends with many of the local sailors and fishermen and can direct any characters in the right direction should they passage out of the city. Ships regularly sail to Yellowport, Wishport in Golnir, Dweomer on the Sorcerers' Isle and Copper Island in the Violet Ocean. Passage to these places will cost 15 Shards per person (10 Shards for Yellowport).

The following City Services can be found in Marlock City (please see Chapter 7 - City

Services in the Fabled Lands Core Rule Book for more information).

Buying a sea-going vessel: All ships and boats are available to buy and to be repaired.

Cargo Prices*:

Cargo	To Buy (Shards per unit)	To Sell (Shards per unit)
Furs	190	180
Grain	190	180
Metals	700	635
Minerals	500	460
Spices	820	760
Textiles	325	285
Timber	190	180

*note that these prices are subject to fluctuation.

E. Market

The market square in Marlock City deserves its own land title due to its size. Hundreds of merchants and traders come here from all over Harkuna to sell their wares. Positioned around the edges of the market is one of the largest concentrations of the general's soldiers within the city. A tax was imposed on the sales of goods making their prices higher than in the normal markets, however, due to the sheer quantity of traders here, no one seems to do too badly from it. The soldiers do random checks on traders to make sure that they are keeping an accurate record of sales and tax owed at the end of the trading day. Those that falter with any of these laws are publicly flogged, expelled from the city and their goods confiscated. Thirty specially employed accountants and tax collectors visit each stall at the end of the day to check the books and collect the tax. Once done, the trader is issued a certificate to prove that he has paid for the day's trading and is free

to go about any other business within the city.

Market Prices

All prices listed include the Marlock City tax.

Melee Weapons

Weapon	To buy (Shards)	To Sell (Shards)
Axe	550	400
Battle axe	1100	800
Cudgel	300	100
Dagger	75	30
Knife	40	15
Lance	1100	800
Mace	550	400
Morningstar	1100	800
Pickaxe	550	300
Scimitar	550	300
Short sword	275	100
Spear	475	250
Staff	250	100
Sword	550	300
Two-handed sword	880	500
Warhammer	550	300

Ranged Weapons

Weapon	To Buy (Shards)	To Sell (Shards)
Bow	550	300
Crossbow	990	650
Javelin	275	100
Longbow	1100	800
Shortbow	500	275
Sling	330	125
Spear	500	275

Magical Weapons

Item	To Buy (Shards)	To sell (Shards)
*Combat bonus +1	350	200
*Combat bonus +2	550	400
*Combat bonus +3	1100	800

*prices listed to buy are in addition to the weapon cost

Armour

Armour	To Buy (Shards)	To Sell (Shards)
Chain mail	250	100
Heavy plate	-	1400
Leather	75	25
Plate	-	700
Ring mail	150	75
Shield	100	50
Splint	475	300
Vulcanium mail	-	2000

Magical Armour

Item	To Buy (Shards)	To sell (Shards)
*Defence bonus +1	400	200
*Defence bonus +2	750	400
*Defence bonus +3	-	800

*prices listed to buy are in addition to the armour cost

Potions

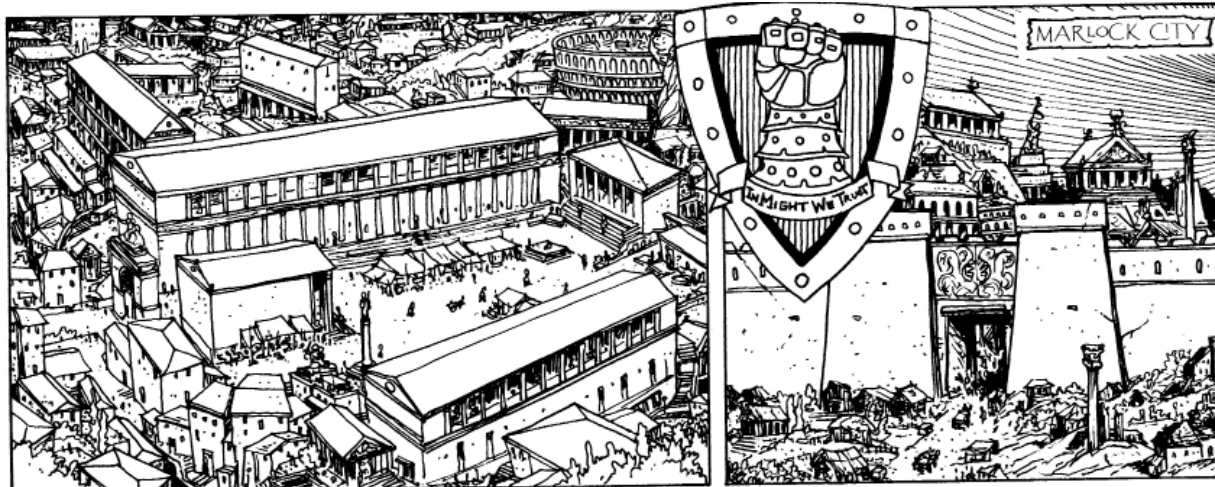
All of the different potions are available at the market and are sold for 75 Shards and are bought by the market traders for 25 Shards (please see Chapter 4 - Equipment in the Fabled Lands Core Rule Book).

General Equipment

Item	To Buy (Shards)	To Sell (Shards)
Bedroll	7	-
Candle	5	-
Cloak	110	20
Compass	440	150
Flint and steel	12	-
Horse	900	500
Instrument, flute	230	-
Lantern	110	-
Lock picks	-	75
Parchment	1	-
Rope	7	-
Sextant	1500	800
Tent	175	50
Torch	3	-
Water flask	40	10

F. Merchants' Guild Building

The magnificent white marble Merchants' Guild building stands close to both the harbour and the market. The building has



many storeys where scribes and accountants work busily on the tax collection and banking duties for the city. General Marlock himself uses this bank, although his Shards, Gold and other valuables are stored in a secure vault below the building. It is estimated that the General gathers 10,000 Shards a week from taxes, most of which is put back into city developments and the Sokarian army.

All Merchant services are available here as per Chapter 8 - City Services in the Fabled Lands Core Rule Book.

G. House of Priests

The House of Priests building, and its function, is one of a kind. The impressive roundhouse building has been built using multi-coloured bricks and stones. The result is a building of bizarre looks, designed to unsettle any visitors. The main purpose of the building is the administration of the polytheistic religion of Sokara and Golnir. Inside, there are multiple offices spread across three floors, and each floor is divided into the different religions. Every major and a quite a few minor deities are represented in the House of Priests.

A typical religion, Tyrnai for example, will have twenty-five administrative staff cataloguing each temple known in Sokara and Golnir, the name of the head priest, major duties of that temple and an average amount of initiates over the course of a year. The archives of each religion are extensive, dating back over two hundred years, and are often used to trace family members via marriages or deaths.

Any character wishing to enter the House of Priests must state which religion they are interested in seeing and pay a contribution of 10 Shards. Once they have paid, the characters will be led to the area of the building that houses the administration for the religion they are interested in, where

they will be introduced to the High Priest Clark. Some information that the characters require may take a couple of days to find through the archives. Prices for information vary depending on the amount of research needed by the religion's administrative staff. Once the information is acquired, the characters will be led to a quiet viewing room where they can browse through the information at their leisure. One of the members of the priesthood relating to the information will always remain in the room to make sure that nothing is removed or altered in any way.

The Gamesmaster can set the price for information as he or she chooses but prices will typically be between 25 and 250 Shards.

H. General's Palace

This building was once the royal palace and home to the late king Corin VII. Since the usurping of Sokara by General Grieve Marlock, the palace could be better described as a war office. The building is an imposing palace surrounded by the ruins of castle walls; these walls were used for protection during times of war, although this fortification didn't last long against the general's army. Huge marble pillars line the main entrance all the way to the entrance hall. Although the opulence of luxury is apparent within the hall, there are several cluttered desks, occupied by government officials, lining the walls. Sokara banners, maps and pennants are draped over mosaics and tapestries, not to hide them as such, but because the maps are a necessity rather than a decoration.

The throne room has been turned into the Sokaran military headquarters. The throne itself has been done away with and replaced by a large table with 6 ornate wooden chairs. It is from here that the General runs Sokara with the aid of his war council. The other 5 members of the council are the

General's commanders. Each one is responsible for a specific region of Sokara and its maintenance. If a commander has news or strategies relating to his or her area then it is told here in front of as many of the war council that is possible at that time. It is the responsibility of the commander to ensure that there are enough funds in his council area to pay, cloth, armour and weapon his troops. Careful management is required to gather in taxes and maintain a balance that keeps both the army in good shape and the people as happy as possible. In order to do this, each commander has a number of aids at his or her disposal, such as accountants and Merchant Guild bankers, in addition to his own military officers.

The general himself has taken up residence in the royal bedroom. Again, most of the original furnishings have been removed, such as the bed. If the truth be known, Grieve would prefer to sleep on a makeshift camp bed under the stars than to nestle between silk sheets and griffon-down pillow cases. He is a soldier, a man of honour, of sweat and blood. Luxuries such as beds are reserved for the women and children of Sokara.

Council Members

Grieve Marlock, Protector-General of all Sokara (Warrior 10)

Charisma	3
Combat	8
Intelligence	4
Magic	2
Muscle	6
Sanctity	4
Scouting	6
Thievery	5
Stamina	39



Armour and Weapons: Sword (Combat +2), Magical Heavy plate armour (Defence +1)

Powers: Blademaster, Weapon Skill (Sword) II

Description: Grieve Marlock is a tall man in his forties. He almost lives in his war-torn battle armour and is never without his magical blade at his side.

For more information about Grieve Marlock, please see page 90 of the Fabled Lands Core Rule Book.

Commander Miles Torgan (Warrior 7)

Charisma 4

Combat 6

Intelligence 6

Magic 3

Muscle 7

Sanctity 2

Scouting 3

Thievery 2

Stamina 30

Armour and Weapons: Battle axe (combat +1), Magical Plate armour (Defence +1)

Powers: Defender I, Weapon Skill (Battle axe) I

Description: At the age of 61, Miles Torgan is the eldest member of the war council and one of the most respected. He stands over 6ft tall with short grey hair and well kept beard. Like most military men, Torgan has had the same battle worn armour for many years and can tell the story of each and every dent, scratch and gouge. Torgan served with King Corin VII as his general at arms for many years. He too was sick and tired of his ruling ways so when Grieve Marlock led the rebellion that began at Trefoille, he joined with his old friend and ensured the downfall of the royal house.

Torgan is the overseer of the Forts of the Eastern Marches. This is a duty that keeps him away from the city for many weeks at a time.

Commander Wil Gratton (Warrior 5)

Charisma 1

Combat 7

Intelligence 4

Magic 5

Muscle 5

Sanctity 4

Scouting 4

Thievery 5

Stamina 31

Armour and Weapons: Short sword, Crossbow (Combat +1), Chain mail armour (Defence +2)

Powers: Weapon Skill (Crossbow) II

Description: Wil is the youngest member of the war council, being only 35. He saved Grieve's life during the battle of Sokar City by shooting a royal soldier with his crossbow. Grieve was occupied with a royal bodyguard and failed to notice the soldier coming up behind him. Gratton was up on the battlements, a good 400 yards away when he saw that his general was in mortal danger. He killed the assailant with one shot to the back of his head. Whether the shot was a fluke or not will never be known, but Wil Gratton was given field promotion to Captain and later invited to the war council.



Commander Astor (Wayfarer 6)**Charisma** 5**Combat** 5**Intelligence** 4**Magic** 3**Muscle** 4**Sanctity** 5**Scouting** 6**Thievery** 6**Stamina** 30

Armour and Weapons: Dagger, Longbow, Scimitar (Combat +1), Leather armour (Defence +1)

Powers: Ways of the Wild II, Secret Ways II

Description: Astor is the only woman in the council. Her years of devotion to Grieve, serving as his scout and tracker during countless battles, has earned her rightful position. Astor is forty-one years old, although she only looks in the early thirties.

Holy Commander Enon Ethgar (Priest 8)**Charisma** 3**Combat** 5**Intelligence** 4**Magic** 4**Muscle** 3**Sanctity** 7**Scouting** 5**Thievery** 4**Stamina** 28

Armour and Weapons: Two-handed sword, Plate armour (Defence +2)

Powers: Bless, Curse and Deliverance I

Description: Enon is a Battle-Priest of Tynnai who is charged with the overseeing of the temples and House of Priests within Sokara. His duties do not allow him to interfere in the ways of any religion, but to ensure that they are not heading a revolt or hoarding any wealth that should be paid in taxes to the Protector-General. Enon is known to most religious groups as His Holiness, a title earned from the respect of the other religions that in no way promotes Tynnai as a god above others.

Commander Tantur Endusk (Mage 9)**Charisma** 2**Combat** 3**Intelligence** 5**Magic** 9**Muscle** 2**Sanctity** 2**Scouting** 1**Thievery** 3**Stamina** 33

Armour and Weapons: Dagger (Combat +1), Cobalt wand (Magic +3)

Powers: Sorcery II (Divination and Enchantment)

Description: Tantur Endusk is known for his counselling and mediation skills. He always travels with Grieve when negotiations are taking place, using his magic to foresee any events or to 'persuade' the opposite party to see things the way the General does.



Places of Interest

The following places may be of interest of visitors to Marlock City.

Three Rings Tavern

The Three Rings Tavern is a quiet little place near to the centre of the city. The tavern is run by Ruben Hasterwast, the son of a rich merchant. His father brought him the tavern to keep him out of trouble, and so far it has done just that. Three Rings is a haven for gossip and rumours; there seems to be no limits to the outrageous tales told here, but the funny thing is that some are actually true.

This establishment has 4 rooms to rent for the night and a stables to cater for any horses that its patrons may have. Prices are as below:

Board and lodgings

Comfy bed in separate bedroom 1 Shard per night

Food and Drinks

Flagon of ale	3 Pares
Flagon of honey mead	5 Pares
Cup of spiced wine	4 Pares
Adventurer's pack (2 day supply of dry food and water)	2 Shards

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.

This tavern is the perfect place for Gamesmaster to drop some subtle hints and clues for a quest or to give the players some red herrings to follow.

Temple of Alvir and Valmir

The temple of Alvir and Valmir, ruling brother and sister of the sea, is located on the harbour front. The majority of the small temple is built from stone, but the porticos

have been built from a sea-green marble that is said to only exist in a lagoon on the southern shores of Atticala. Hundreds of silver fishing nets are draped over the whole temple giving it the nautical look that the gods would expect.

There are always sea dog stories, rumours and rituals in every port that is visited on Harkuna, and Marlock City is no different. The older sailors will always, without fail, visit the temple of the god and goddess of the sea before embarking in a sea-going journey.

The temple's high priest is an old sea dog himself, known as Paracus. He was once a member of the King's royal navy stationed here at Marlock Port. He retired as a young officer to pursue his love and devotion to his deities. Paracus has been at the temple for over 20 years now and has 5 initiate priests to help him in his chores and rituals.



Please see Chapter 6 - Deities and Religion in the Fabled Lands Core Rule Book for temple services.

Paracus (Priest 6)

Charisma	5
Combat	4
Intelligence	4
Magic	3
Muscle	3
Sanctity	7
Scouting	2
Thievery	2
Stamina	25

Armour and Weapons: Coral Dagger

Powers: Bless and Curse I

Description: Paracus is almost 60 and stands slightly stooped at 5ft 8inches tall. He wears his ceremonial seaweed and shellfish robe most of the time that he is within the temple. His initiates think very fondly of him.

Temple of Nagil

Nagil is the Lord of the Land of the Dead. The temple of Nagil in Marlock City is a bold stone building with ornate friezes and ugly, almost life-like, stone gargoyles looking down on any who pass or enter. The outer walls bear grim designs of souls being led or taken on their journey to the underworld. The inside of the building is a single room with two sets of pillars running parallel down the middle and hung with black velvet drapes. The stone construction keeps the inside of the building very cool, even during the hottest days of the Time of Flowers.

A stone set of stairs at the rear of the temple lead down to the study areas and personal chambers of the resident priests. A lot goes on behind the closed doors of this temple,

most of which would turn the stomach of the most seasoned veteran. Experimenting on the bodies of the dead is one such example of what goes on downstairs. There are always an abundance of dead bodies delivered to the temple, even if it means digging up the odd one or two. The priests and wizards here use their knowledge of Necromancy to bring a false life to the dead, allowing them to walk and take simple commands. These experiments don't always go to plan (see Chapter 4 - Adventuring in Sokara). The people in charge of the temple are Dirklöre Smuggs, a wizard specialising in necromancy and the High Priestess Bry-one Smuggs, the wizard's wife.

Please see Chapter 6 - Deities and Religion in the Fabled Lands Core Rule Book for temple services.



Dirklöre Smuggs (Mage 5)

Charisma	1
Combat	2
Intelligence	5
Magic	7
Muscle	4
Sanctity	4
Scouting	2
Thievery	3
Stamina	26

Armour and Weapons: Onyx Staff (Magic +1)

Powers: Sorcery (Necromancy)

Description: Dirklöre uses his wife's position in the temple to conduct his magical experiments. He wears black wizard hat and robes with an extended collar to give him a better presence.

Bryone Smuggs (Mage 4/Priest 4)

Charisma 5

Combat 3

Intelligence 5

Magic 9

Muscle 2

Sanctity 2

Scouting 1

Thievery 3

Stamina 33

Armour and Weapons: Quarterstaff**Powers:** Sorcery (Necromancy), Curse II

Description: Bryone is the High Priestess of this temple. She used to be a wizard like her husband but found that she was better suited to the life of a priestess. She always helps her husband and their acolytes in their necromantic experiments. Bryone is a middle aged woman with black hair and stunning looks .

**Temple of Sig**

The temple of Sig is one of the main attractions of the poor quarter of the city. The building itself is nothing more than a ramshackle warehouse building that should have been condemned many years ago. The poorly built houses situated around the temple actually look quite new in comparison. Inside the temple is another thing altogether. There are expensive idols, statues, figurines and tapestries dotted all around the main audience chamber. These 'donations' are normally brought before the high priest as part of an initiation for an acolyte or as payment for a blessing or to remove a curse.



The inside of the building may look unprotected but this temple is also the headquarters of the Marlock City Thieves' Guild. They operate here under the guise of priests to keep their movements and operations a secret. So far, they have managed to remain undetected and they would like it to remain so. There are always 2 priests of Sig and 10 members of the Thieves' Guild in the temple at any one time, protecting the generous donations from the city and beyond. The guild members live in tunnels hidden in the alcoves and behind secret panels in the walls and floor. If someone tried to take an item either by force or stealth, they will suffer the full wrath of the guild.

Please see Chapter 6 - Deities and Religion in the Fabled Lands Core Rule Book for temple services.

High Priest Colm Vyrlo (Rogue 2/Priest 3)**Charisma** 2**Combat** 2**Intelligence** 3**Magic** 4**Muscle** 2**Sanctity** 5**Scouting** 2**Thievery** 6**Stamina** 22**Armour and Weapons:** Dagger (Combat +1)**Powers:** Master Thief, Curse

Description: Colm is the high priest here. He is always on the lookout for people willing to fetch donations to his god (and his pocket). Both he and the guild pay well for items collected, normally half of the item's actual value, so it is mutually beneficial. Colm is a man in his late twenties that changed from a life of poverty and stealing to live of divinity and stealing.

Master Thief Dreban Tan'mori (Rogue 8)**Charisma** 4**Combat** 4**Intelligence** 2**Magic** 3**Muscle** 2**Sanctity** 2**Scouting** 4**Thievery** 7**Stamina** 26**Armour and Weapons:** Short sword, Cross-bow and Leather armour**Powers:** Master Thief II, Backstab II

Description: Dreban is the Thieves' Guild founder and Master. He is also the sole survivor of the slaughter of the original, longstanding Thieves' Guild in Marlock City at the hands of the General. Dreban has vowed revenge for his guild's demise and has sworn to help any who wish to kill Grieve Marlock.

Temple of Elnir

The temple of Elnir can be seen from every location within the city. The temple is a very tall, single spire that reaches up to the sky god himself. Eagles roost in the high belfry, a bird that is sacred to the priests of the Skylord.

The pews and chairs inside the temple are positioned around the outside of the circular room, looking up towards a small central tower from which the priest looks down to give his sermons. As with all temples to the god of the sky, the temple creates the illusion that the priest is preaching from the skies, down to the followers of Elnir.

The recently appointed high priest of the temple is Athin Mym. He has 11 acolytes that reside with him in the spire.

Please see Chapter 6 - Deities and Religion in the Fabled Lands Core Rule Book for temple services.

High Priest Akin Mym (Priest 7)**Charisma** 2**Combat** 3**Intelligence** 5**Magic** 4**Muscle** 3**Sanctity** 8**Scouting** 3**Thievery** 2**Stamina** 30

Armour and Weapons: Quarterstaff

Powers: Curse II and Bless II

Description: Akin was the chief researcher for the Priests of Elnir in the nearby House of Priests. He inherited the position of High Priest after Gorlan Blave, the previous High Priest, died of a heart attack several months ago. Akin was the obvious choice for the role despite being 66 years old. He will always be seen in his blue ceremonial cassock, tied at the waist by a piece of blue silk.

Port Gate

Minimum soldiers present: 8

The port gate is the main defence for the city against attacks from the sea. The port gate is actually an arched bridge that spans between the port's guard towers. The bridge is always manned by at least 8 soldiers who are responsible for the four large oil pots positioned at equal distances across the bridge. Should an enemy war ship or pirates attempt to enter (or leave) the port, the oil pots are lit and spilled down onto the passing ships.

Guard Towers

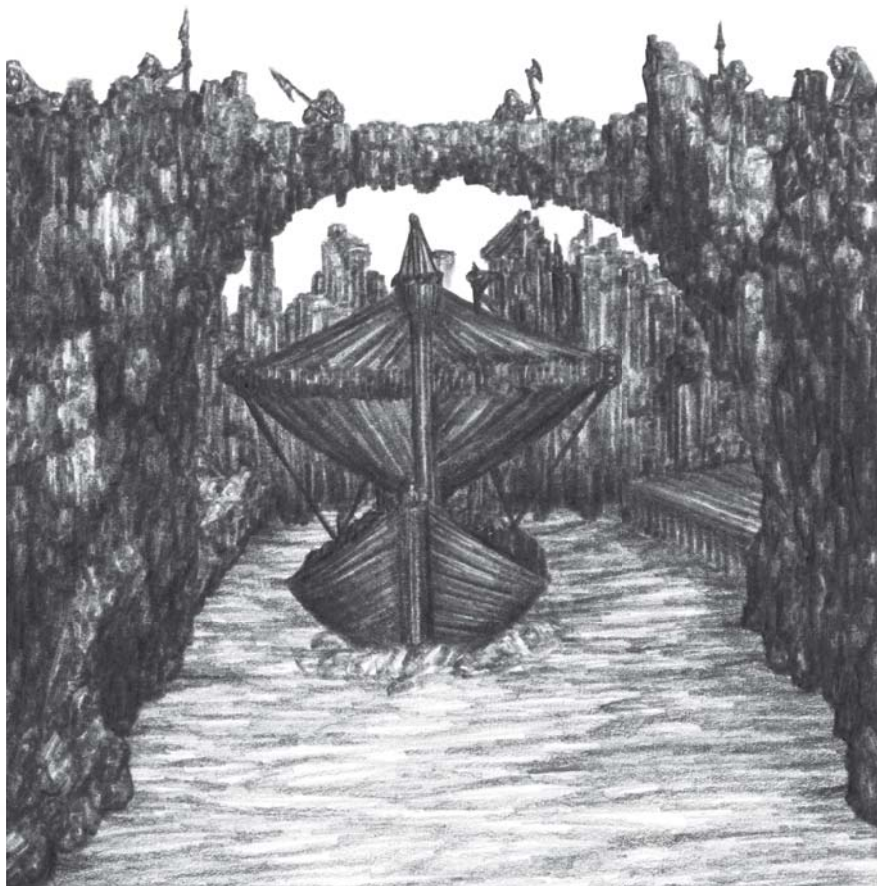
Minimum soldiers present: 30 (+5 off duty)

The city walls have a number of guard towers positioned at various points along its length. The towers have two main purposes: they have sleeping quarters for the soldiers on shift duties walking the ramparts and as high positioned archer

points in case the city is attacked.

Each of the towers have a spiral staircase that leads from the ground, through the barracks and up to the ramparts and tower tops. Four of the towers have had cells dug beneath them that are used as the city gaols. The single-room cells are 30ft deep underground and have a grate in the ceiling (ground level for those above) to provide the inmates with air.

Both the walls and the towers, 90% of them, are the original brickwork from almost one thousand years ago, built the all conquering Shadar Empire. The walls are of an unusual design in that the top slopes ever-so slightly back towards the city. The design gives the tower and rampart archers a clear view of the base of the walls without having to lean out and endanger themselves. The origin of the large cut bricks used to create the walls is unknown. There is nothing similar in either Sokara or the neighbouring Golnir. It is thought



that great transport galleys of the Shadar must have brought the stone from other continents and were moved into position by slaves and workers. The operation must have taken many years and, no doubt, cost many lives.

Typical Marlock City Soldier (Warrior 1)

Charisma	2
Combat	3
Intelligence	2
Magic	1
Muscle	3
Sanctity	2
Scouting	2
Thievery	2
Stamina	10

Armour and Weapons: Sword and Chain mail

Powers: Weapon Skill I (Sword)

Additional Notes: none

Typical Marlock City Sergeant (Warrior 3)

Charisma	2
Combat	4
Intelligence	2
Magic	1
Muscle	4
Sanctity	2
Scouting	3
Thievery	3
Stamina	15

Armour and Weapons: Sword and Chain-mail

Powers: Weapon Skill I (Sword), Swift Strike

Additional Notes: none

City Gates

Minimum soldiers present: 6 (+ 10 cross-bowmen)

The two city gates are of similar design to the ones at Yellowport. They were modified by the King's architects many years ago and are the parts of the city walls that use different brickwork to the original walls. 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 the City.

Unlike Yellowport, there is not a toll for anyone entering the city, not even for large caravan parties. The tax collected from any traders within the city pays for the soldier wages and maintenance on the walls and gates.

Blacksmith

Euurk Botack owns and runs one of the most successful blacksmiths in Marlock City. His skills earned him the commission to sharpen the blades and shoe the horses for the entire garrison of soldiers based here. The work load forced him to expand his workshop to almost three times the size and employ four new blacksmiths to aid him in his work. Euurk deals with the day-to-day work that comes in from the normal residents of the city, while the others work fulltime on the soldier commission.

Item	Price (Shards)
Riding Horse**	1000
Wooden Cart*	600
Sword Sharpening	2
Horse shoeing	10
Cart Repairs	25

**A horse can pull a cart laden with 150EV of goods.

Wooden Cart: A wooden cart has an open back that is capable of carrying 250EV of equipment. It has the option of using one or two animals to pull it depending on the weight carries.

Whispering Lady Inn

The Whispering Lady Inn was once a popular drinking house in the city. When the present owners took over they did away with the common rooms and alcohol to concentrate on board and lodgings. The Inn is now more of a hotel than anything else, but they do specialise in looking after their patrons. The Whispering Lady only has rooms to let.

Service	Price (Shards)
Room per night	2
Room per week	8
Hot bath	1

Evening meal in the dining hall 8 Pare

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. If the character pays for a relaxing hot bath, they will gain an additional 1 Stamina point for the night's rest.

Barracks and Main Goal

Minimum soldiers present: 25 (+75 off duty)

The two-story barracks houses the majority of the city soldiers.

Upper Floor: It is here that the soldier eat and sleep while they are on and off duty. Bunk beds are provided along with a small wooden chest in which to keep their belongings. This level can cater for all 75 off-duty soldiers. The soldiers work in a rotation: 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 city patrol, then the next week on something else.

Ground Floor: This level is used as a mess hall and cooking area.

Outer Grounds: The land by the barracks has been set up as a training ground for the soldiers. There are archery ranges and sword training facilities here. During the day there will always be at least a handful of soldiers training here.

Gaol: The main city gaol is located next to the barracks. Major criminals are held here ready for execution as well as long term inmates. Convicted royalists have a special cell with no bed or windows. They are kept awake throughout the day and night by a clockwork tapping noise in the roof, designed to drive them mad. Many of the royalist convicts are taken straight to the metal cages that hang out in front of the city gates and burned for all to see.



SCORPION BIGHT

In the lower south-east corner of Sokara is a peninsula known as Scorpion Bight. Only the bravest of souls dare enter this area because it is inhabited by the deadly Scorpion Men. These vile half-man, half-scorpions created a burrow hill, like ants, and live underground in their catacomb-style lair. The hierarchy is divided into the following levels: Leader, guardians, soldier and finally worker scorpions. When encountered, there will always be a multitude of worker and soldiers crawling in and out of the mound on various duties and tasks.

Anyone brave enough, or indeed stupid enough, to enter the lair will first notice the dark and humid atmosphere in the earth-dug burrows. The stench here is also overwhelming; a foul, acrid, rotten vegetable smell.

Map Key

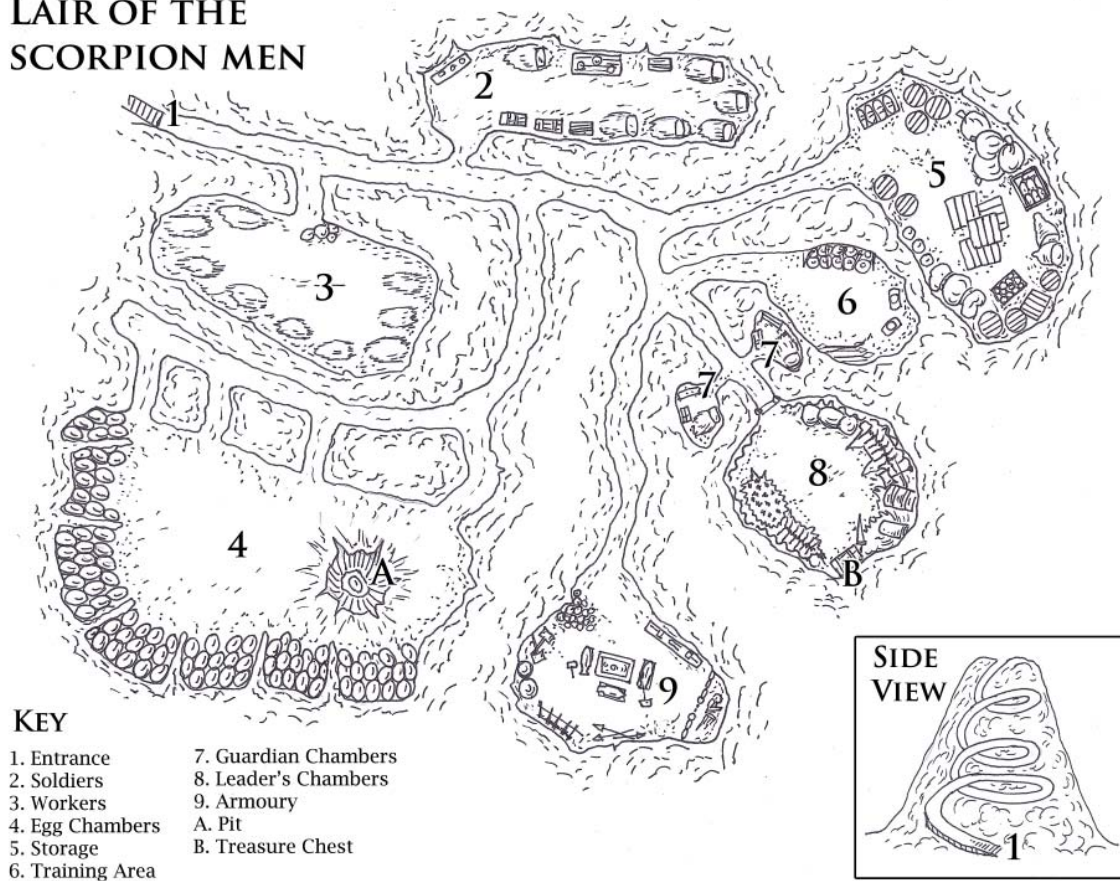
1. Entrance

From the top of the mound there is a spiral walkway that descends into the scorpion men's lair. The main bulk of the building was done with the creature's claws and with tools held in their human hands. The walkway is safe and stable but could be sabotaged to aid in an escape.

2. Soldiers

This is where the scorpion men soldiers sleep when not on duty. They have very personal possessions, weapons and the odd shiny object, and live to serve the leader of the lair, with a view to rising through the military ranks and one day becoming a leader themselves. There are always a minimum of five scorpion men present in this room with two patrolling the entrance.

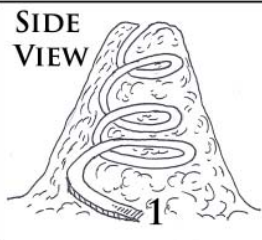
LAIR OF THE SCORPION MEN



KEY

- | | |
|------------------|----------------------|
| 1. Entrance | 7. Guardian Chambers |
| 2. Soldiers | 8. Leader's Chambers |
| 3. Workers | 9. Armoury |
| 4. Egg Chambers | A. Pit |
| 5. Storage | B. Treasure Chest |
| 6. Training Area | |

SIDE VIEW



The workers will only ever be workers scorpion men, but the soldier is the first step to becoming a leader. Soldiers have ranks similar to any military; soldier, sergeant, officer and guardian. Once a single scorpion man shows his dedication and prowess in battle, he is chosen by the leader to become his heir.

Scorpion men soldiers use the same stats as found in Chapter 10 - Monsters and Enemies in the Fabled Lands Core Rule Book with the following additions: Sergeant will have 10 Stamina, Officers will have 12 Stamina and Guardians will have 15 Stamina.

3. Workers

This area is where the workers sleep when not on duty, which isn't very often. The life expectancy of these scorpion men is not long due to being overworked and under fed. These creatures are generally much smaller than the soldiers and the only scorpion men required to retrieve eggs from the birthing pit. There are usually very few workers here, one or two at the most, even though there is quite a large space for them. Workers will be either be found rushing up and down every tunnel tending to the needs of the others or in the egg chambers. Because the workers are blind in their efforts to do the bidding of other, they will be relatively easy to hide from.

4. Egg Chambers

This is by far the largest cavern in the lair. It is here that the workers retrieve eggs and tend to the infants. It is an officers duty to divide the infant worker and soldiers into their respective crèches where they will be cared for by the workers until ready.

In the centre of this chamber is a large 50ft deep pit. Every day, one of the workers will climb down the edge of the pit and retrieve an egg that mystically appears at the bottom. The scorpion men's goddess, Thuul, delivers the new eggs to ensure that



	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Scorpion Man (Worker)	2	6	3	2	3	1	5	5

Defence: 6

Stamina: 6

Special Rules:

- Worker scorpion men have tails, but they do not have a sting or poison. These are removed during the segregation process just after hatching.

Threat Level: 1

her children will continue to thrive. When a scorpion man is killed, two eggs hatch to replace him. If a character is killed by a scorpion man, the next egg to hatch will have the character's facial characteristics. The chamber normally has at least 100 eggs in it. One of the only ways to exterminate the scorpion men is to smash the eggs, but this will unleash the full wrath of both the colony and Thuul!

This is the busiest place to be in the lair with thirty to forty workers tending to eggs as well as looking after the infants. There will also be an officer here and four soldiers guarding the entrances.

5. Storage

This cavern is full of food and drink, mainly taken from ship wrecks in the bight or stolen from traders on their way to Vene-fax. Workers come and go from this room fetching and carrying food for the leaders, soldiers and guardians.

Characters that search through the crates and barrels must make a Search (Difficulty 12) test. If successful, roll two dice to see what has been found

- 2 A magical Dagger (Magic +1)
- 3-11 1-6 Shards
- 12 A small gem worth 50 Shards

6. Training Area

It is within this cavern that the young fledgling soldiers are taught how to use weapons and shields in conjunction with their deadly tails. Several young scorpion men will be here, training under the guidance of a sergeant and two soldiers. There are human-shaped stuffed figures with rough painted targets for the head and chest areas. The young soldiers are taught a defensive position behind their shields where they can strike at the targets at a relatively close range. 10 scimitar swords and shields

are on a rack in the north wall, while lances and spears are leant against the south wall.

Gamesmaster's Note: The young scorpion men soldiers will use the stats for the worker. The young ones will not have any poison or a developed sting at this age.

7. Guardian Chambers

These two large alcove-style chambers are home to the two guardian scorpion men of the lair. No one passes this junction without getting past them first. Their meagre rooms each have a bed and a small chest in which they keep their valuable possessions and there are specially made racks on the walls to store their favourite weapons.

Guardian #1

- Magical Two-handed sword (Combat +1).
- Locked treasure chest (Difficulty 10 test to open). Inside there are 100 Shards and a Potion of Restoration.

Guardian #2

- Magical Sword (Combat +1) and Shield.
- Locked treasure chest (Difficulty 10 test to open). Inside are two gems worth 75 Shards each and a Potion of Sorcery.

8. Leader's Chambers: The door to this room is always kept locked and requires a Pick Lock (Difficulty 11) test to unlock it. Failing that, it can be broken down by making a successful Muscle (Difficulty 12) test, but this is also very noisy and has a 2 in 6 chance of alerting 1-6 soldiers to the noise (including the guardians if they are still alive). The inside of this chamber is draped in furs and silks that have been taken from caravans and other traders. The pick of the treasure is also kept here in the leader's personal treasure chest. A plush bed in the shape of rolled up furs is situ-

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Scorpion Man (Leader)	1	5	3	2	4	1	4	3

Defence: 8

Stamina: 20

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: 4

ated in the furthest corner of room along with other items that interest the leader (ornate or finely crafted weapons and armour for instance). Anyone that enters the leader's chambers will be attacked without mercy.

The leader will use his Magical Spear (Combat +2) in combat.

Treasure chest: This chest is locked and trapped. The key to the chest hangs around the leader's neck on a chain. Anyone attempting to unlock the chest without first pressing the button on the rear of the chest will be shot by a poison dart (located in the wall behind the chest). If the characters do not find the key to the chest, it can be unlocked by making a successful Pick Lock (Difficulty 13) test. Attempting to pick the lock or using the key to open the chest without first pressing the button on the back of the chest will activate the trap. The trap can be found by making a Search (Difficulty 12) test and disarmed by pressing the button.

The character must make a Thievery (Difficulty 10) test to avoid the dart if it has been sprung. The dart will cause 1 point of damage but it is laced with a nasty poison. The character hit must make a successful Muscle (Difficulty 14) test or suffer the loss of 2-12 Stamina. The poison has an immediate effect.

Inside the chest is 600 Shards, 4 potions (selected by the Gamesmaster) and 4 pieces of jewellery worth 2-12 x 10 Shards each.

9. Armoury

This room is used to create and store any weapons needed by the soldiers. Three weapon smiths create swords, spear heads and shields on a single huge furnace with three anvils placed equally around it. At the rear of the room is a small cell that is used to hold prisoners and hostages. The heat and bad treatment by the scorpion men gives the prisoners a short life span. There is a decayed human corpse in the cell that was a captured tradesman from Venefax, who was simply forgotten about. He died of starvation.

Gamesmaster's Note: There is a variant to this lair in Chapter 4 - Adventuring in Sokara



STINKING RIVER

The Stinking River is covered in Chapter 9 - For the Gamesmaster in Fabled Lands Core Rule Book.

THE CURSTMOOR

The Curstmoor is a large expanse of heath that stretches from Devil's Peak to Trefoille. The treeless land is studded with rocky outcrops and low-lying hills for as far as the eye can see. Storms and murky grey clouds dominate the skies here.

The Curstmoor is inhabited by the faery-folk; goblins, elves, faeries, sprites and pixies, under the rule of their queen. This race of mischievous creatures run riot here, causing all manner of discomfort and trickery to those unfortunate enough to encounter them. In general, the Faery-folk of Sokara like to keep themselves to themselves, never going near to a populated town and only showing themselves to travellers. They live in faery mounds that are located all across the moor, but only one of these mounds is home to the queen, a regal mound if you will.



Faeries are the masters of illusion, often using their magical abilities to scare or confuse trespassers. A group of men gathered in a tavern in Marlock City overheard a crying man telling of his experiences crossing the moor. He spoke of ghostly horses riding across the lands and hearing gentle songs and poetry emanating from the small hills, but, before he knew it, he was naked and equipment-less, on a beach near the delta of the River Grimm! He vowed never to venture across the Curstmoor ever again.

The Gamesmaster should roll 1 dice and consult the following table for every game hour that the characters are within the Curstmoor.

1	Faeries!
2-5	no encounters
6	Faeries!

Faery Folk are described in Chapter 3 - New Monsters

THE FARMLANDS

The Farmlands of Sokara are used to both feed the General's soldiers and its people. Dozens of small farms are dotted across the land, with most of their numerous fields backing onto each other giving the illusion of a large patchwork quilt. Most of the farms are home to farming families and hired hands; producing dairy products such as milk and cheese, meat from the various animals, and wheat, corn and barley.

There are plenty of tracks and footpaths running through these lands meaning that travellers don't have to walk through the fields. Trespassers, especially travellers trying to shortcut through the corn and wheat fields, are not welcome, often being chased off by the farmer and their dogs.

THE SHADAR TOR

This standing stone is one of the many ancient remnants of the Shadar Empire, a conquering race that once dominated the continent of Harkuna for possibly a thousand years. There are actually many examples of crumbling ruins, ancient tombs and crypts as well as city remnants scattered across the lands. It is thought that the City of Ruins on the Great Steppes was once the capital city of this great and powerful empire and that the Pyramid of Xinoc, the Priest King, was one of their mightiest leaders. Marlock City (Old Sokar) is built inside one of the most impressive and long-standing pieces of Shadar architecture; the city walls. These massive walls have stood the tests of time and managed to survive almost a thousand years. The Forest of Larun is home to the Tomb of the Wizard King, Astrallus, thought to be one of the last rulers of the Shadar Empire.

After a millennium of rule, the power of the Shadar faded with the rise of the High King of Harkuna, the Uttaku that had travelled up from the Blue Grassland of Ankon-Konu to found the great cities of Aku and Kunrir, and the newer powerbases that formed in both Sokara and Golnir. It is thought that once the Uttaku had imprisoned the High

King beneath the Rimewater, they partially colonised both Sokara and Golnir, but they were spread too thin to rule such a large area and were driven out, leaving the two nations fully independent.

The Shadar Empire was driven back to their capital in the Great Steppes over the last one fifty years of their reign before finally being sacked by the nomads. By the time the city of Yarimura was founded by the Clan of the White Spear in 1111(TOH), the last remnants of the Shadar Empire were long gone. Much of the high technology or high magic of Harkuna today, and even demon lore, probably owes something to Shadar influence.

The tor itself was once a ring of standing stones, but has now been reduced to a single, weather-beaten stone covered in ancient runes. The runes have the Hydromancy spell: Breath Underwater. A character that can make Magic (Difficulty 10) test will be able to work this out and cast the spell from the runes. The use for this spell remains a mystery though being used for spear fishing seems the most likely answer.

THE SPINE OF HARKUN



The huge mountain range separating Sokara from the Great Steppes is the Spine of Harkun. The Harkunicon states the following:

"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)

Most of the range cannot be climbed due to the sheer slopes of the mountains, the sub-zero temperatures and the strong, biting winds. That said, it is possible to travel through some parts of the mountain range but these paths are not documented nor shown on any maps. Any attempts to pass through the mountains will be impossible without climbing gear (except the Pass of Eagles blocked by the Citadel of Velis Corin).

Random encounters in the mountains

For every ten hours spent in the mountains the Gamesmaster should roll 2 dice and consult the table below:

- | | |
|------|-----------------------|
| 2 | Avalanche! |
| 3-8 | Uneventful |
| 9-11 | A pack of Snow Wolves |
| 12 | Yeti |

Avalanche: A large shelf of unstable snow has become to the force of gravity and crashes down the mountainside towards the characters. Each character must make a Scouting (Difficulty 10) test in order to find shel-

ter from the avalanche. Any characters that fail the test will be swept down the mountainside for several hundred feet, crashing off of sharp rocks during their descent. Any character swept down the mountain will suffer 5 dice damage.

Snow Wolves: 1-6 wolves encountered (see Chapter 3 - New Monsters)

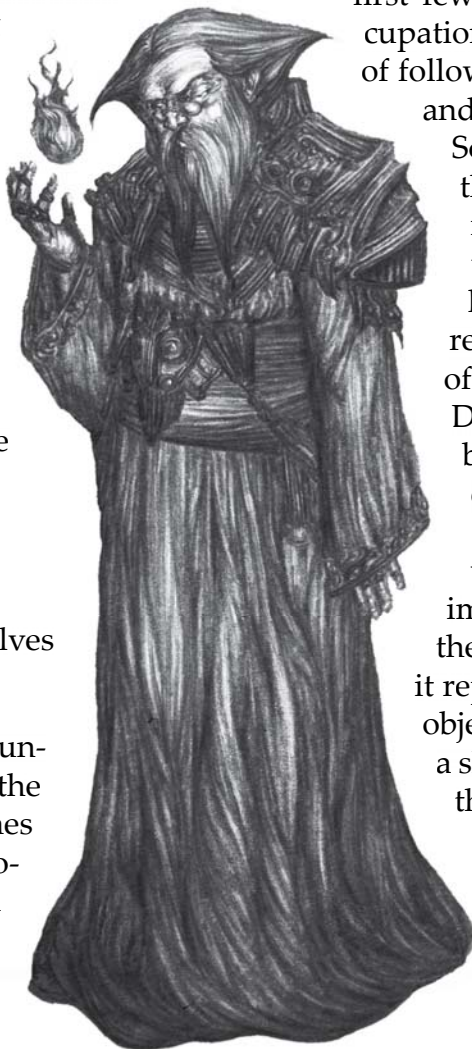
Yeti: 1 encountered (see Chapter 3 - New Monsters)

TREFOILLE

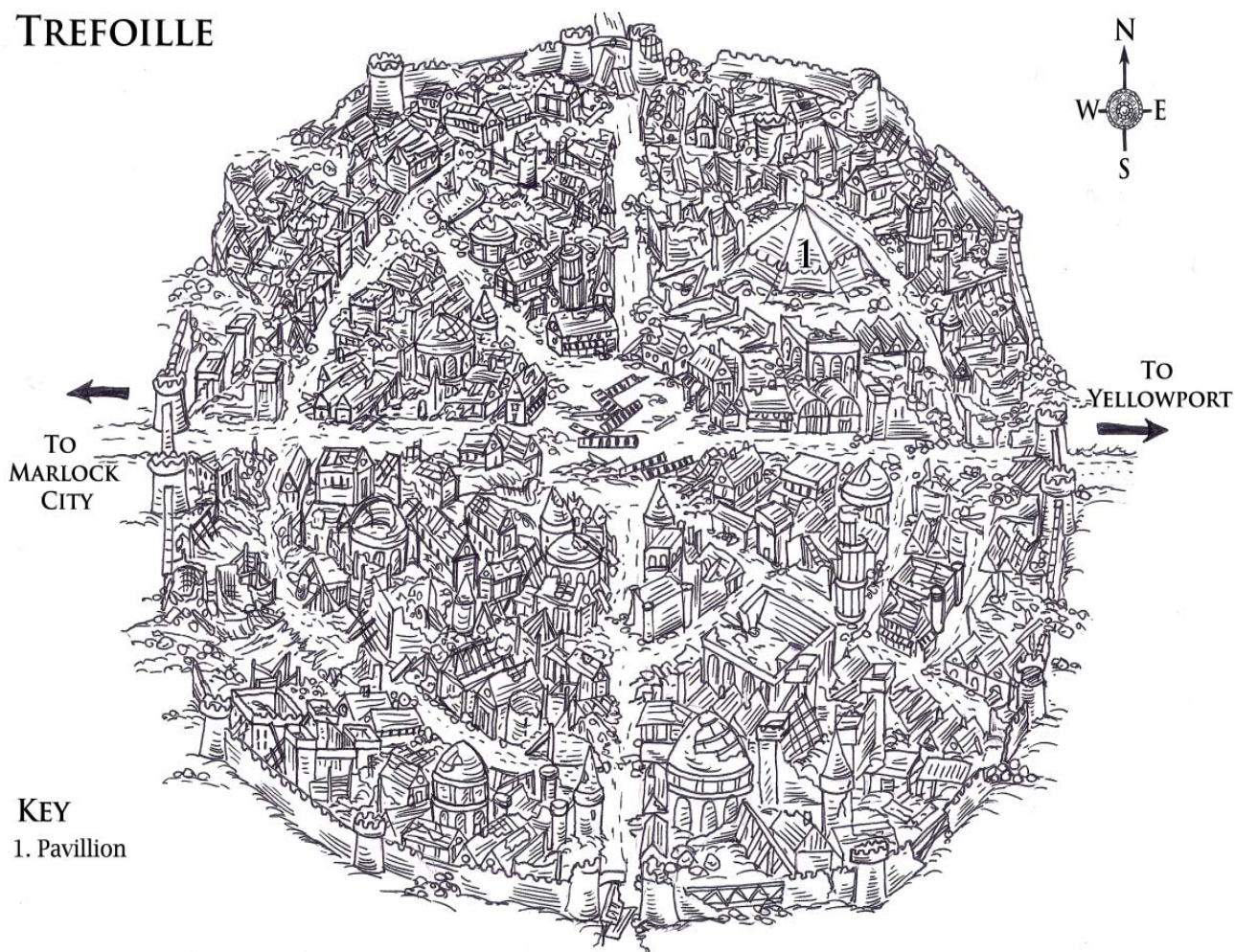
This once thriving crossroads town was reduced to a smouldering vision of destruction during a recent war. Trefoille was the focal point of a huge battle during the civil war that wracked the province during the

first few months following the occupation of Marlock City. 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.



TREFOILLE



KEY

1. Pavillion

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.

The wizard Oliphard resides within the smouldering ruins of Trefoille. His large, bright red pavilion provided the only splash of colour amongst the grey ashes of the city. The great wizard will gladly teleport any character to any city in Sokara, Golnir or Dweomer on the Sorcerers' Isle for 100 Shards.

Oliphard the Wizardly (Mage 11)

Charisma	4
Combat	3
Intelligence	6
Magic	8
Muscle	2
Sanctity	4
Scouting	4
Thievery	4
Stamina	32

Armour and Weapons: Ruby Staff (Magic +2) and Ring of Armour (Defence +3)

Powers: Sorcery - Lore of Teleportation II, Lore of Pyromancy II, Lore of Astromancy and Lore of Battle Magic

Description: Oliphard is a traveller, often popping up in a city and setting up his pavilion. He is an aging man in his sixties who wears a old pair of spectacles and long flowing ornate robes. He looks quite frail but has access to many magic spells should he ever be attacked.

VENEFAX

Venefax is the strangest looking village in Sokara, but built this way by necessity. The village actually looks like a single gigantic, high building. The reason for this is simple: the scorpion men of Scorpion Bight kept attacking the village and traders travelling to and from the village. As scorpion men cannot climb, Venefax is no longer under threat due to its high walls. There are no doors to the houses either. The only way in are through holes in the roof. Many ladders lead up to the roofs, which act as the streets and walkways through the town.

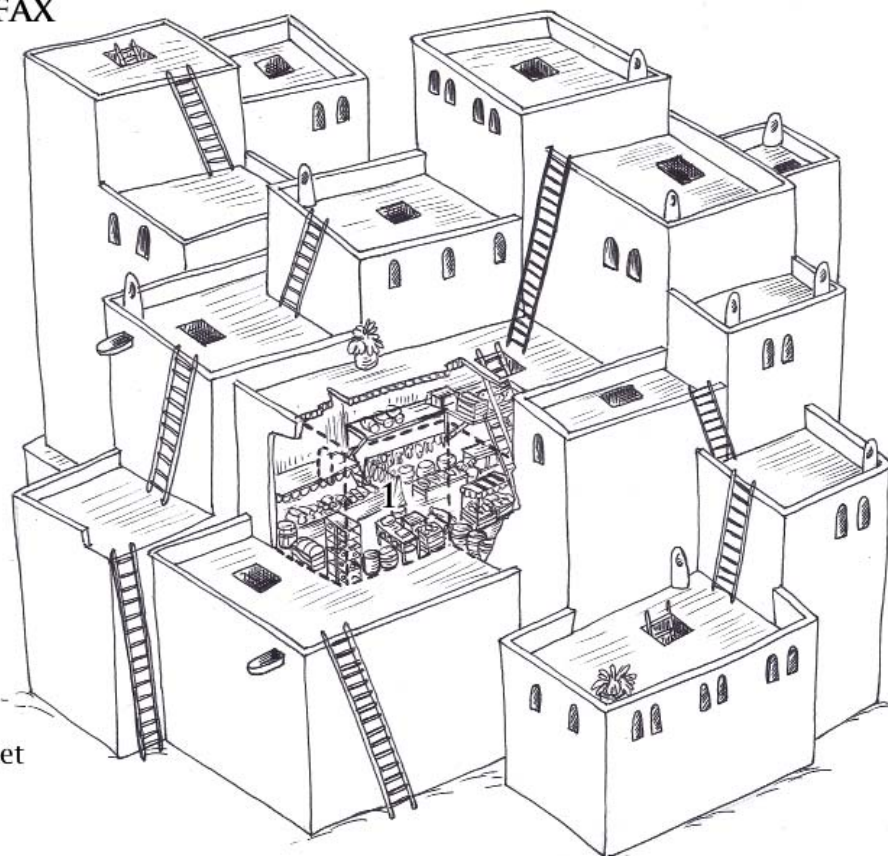
Within the labyrinth of houses are several shops, a tavern, and even a market, which isn't open on Thursdays. The village mayor, Halbred, has been in charge here for many years, making sure that the inhabitants of his town are always safe from the savage scorpion men. Only travellers on foot are permitted here as there are no facilities for wagons or horses. On the few occasions that they have been left outside of the town the carts have been stolen and the animals mercilessly slain. People of Venefax are only allowed to travel from the village under the guard of the militia, highly trained archers that can pick off scorpion men before they get in range of their poisonous stings.

Market

The market is run by a stocky, barrel-chested man with piggy eyes call Fourze. This evil man also has a side-line business that is described in Chapter 3 - Adventuring

VENEFAX

KEY
1. Market



in Sokara. A ladder from the room leads down to a long, low hall. There is not much to see or buy here:

The weapons and armour listed below are the only ones available and the only ones that the market is interested in buying. Any other items are not wanted here and cannot be sold by the characters.

Armour	To buy (Shards)	To sell (Shards)
Leather	55	35
Ring mail	–	75

Weapons	To buy (Shards)	To sell (Shards)
Axe	560	300
Sword	560	300
Bow	560	300
Crossbow	1050	600

Other items	To buy (Shards)	To sell (Shards)
Rope	5	-
Lantern	110	50
Climbing gear	100	90
Scorpion Poison antidote	200	160
Bedroll	5	-
Tent	165	50
Flint and Steel	10	-
Cloak	100	20

Scorpion's Sting Tavern

The tavern is frequented by the local militia, telling stories of their battles against the scorpion men. The tavern is run by Solir Begron, who was originally from Yellowport but travelled here as a trader trying to make enough money to pay for passage across to the Isle of Druids. He was trapped in Venefax for a week during one of the worst raids by the scorpion men to date. The landlord of the tavern was killed

by a spear and he volunteered to take over the running of the place. That was 2 years ago. He fell in love with the village and their dedication to each other and their way of life.

The tavern has 3 rooms for rent:

Board and lodgings

Comfy bed in separate bedroom 2 Shards

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

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.

Village Healer

One of the houses in the village is owned the Mariam, the village healer. Marriam is a lovely lady of 72 years old (the eldest person in the village) who decorates her abode with a multitude of herbs. Marriam is capable of creating a medicine to cure any poison. She is unable to heal wound, lift curses or cure disease though.

Marriam will charge 25 Shards to create an antidote

YELLOWPORT

The city of Yellowport is described in detail in Chapter 9 - For the Gamesmaster in the Fabled Lands Core Rule Book.

CHAPTER 2 - NEW SKILLS AND COMMON SITUATIONS

NEW SKILL

Skill	Ability	Professions
Prospecting	Intelligence	Druid, Mage, Priest, and Troubadour
Mining	Muscle	All

PROSPECTING

(Druid, Mage, Priest, and Troubadour)

This skill will allow a character to examine a dungeon, mine or cave for precious stones or metals. The character can only discover precious stones or metals if they are actually present in that location.

Gamesmaster's note: See Mining below

You gain a bonus to your Intelligence value equal to your Prospecting level when trying to determine the whereabouts of precious stones or metals.

MINING

(All)

This skill will allow a character to dig precious stones or metals out of a cave, dungeon or mine. Only pre-discovered precious stones or metals can be mined in this manner.

Gamesmaster's note: See Mining below

You gain a bonus to your Muscle value equal to your mining level when trying to excavate precious stones or metals from a cover, dungeon or mine.

NEW COMMON SITUATIONS

Mining

Mining is a necessary, and often dangerous, industry that has been practiced throughout generations of families. Miners are responsible for excavating precious stones, minerals and metals from underground mines (or sometimes caves or dungeons) and bringing them to the surface to be sold. Of course, you cannot just dig anywhere in the hope of finding gold or diamonds, the geological area must be prospected (often referred to as fossicking). Prospecting is a laborious task involving traversing (traditionally on foot or on horseback) hills or mountains, panning, sifting and looking for signs of mineralisation. Once a site has been found, the prospector can register his or her claim with the Merchants' Guild, making the site and everything found there the property of that prospector.

A miner needs equipment to excavate with. The new equipment is listed below.

Prospecting

The character must first make an Intelligence (Difficulty 16) test to discover a site worth prospecting. The Gamesmaster must roll 2d6 and consult the table below to see the chance of discovering a site worth digging (prospecting). This type of small-scale mining can only be done once per day.



If the characters discover fool's gold, do not tell them what it is that they have found. Let them think that it is real gold until they come to sell it or unless one of the characters makes a successful Intelligence (Difficulty 13) test.

2-7	Nothing found
8-10	Poor Site
11	Average Site
12	Good Site

Once you have determined the site, roll on the relevant table below.

Poor Site

Dice roll	Find	Value	Quantity	Time to Mine
2	Fool's Gold	None	1EV	1-3 hours per EV
3-7	Nothing			
8-9	Bronze	50 Shards per EV	1EV	1-3 hours per EV
10-11	Silver	150 Shards per EV	1EV	1-3 hours per EV
12	Gold	300 shards per EV	1EV	1-3 hours per EV

Average Site

Dice roll	Find	Value	Quantity	Time to Mine
2	Fool's Gold	none	1-3EV	1-3 hours per EV
3-6	Nothing			
7-9	Bronze	50 Shards per EV	1-3EV	1-3 hours per EV
10	Silver	150 Shards per EV	1-3EV	1-3 hours per EV
11	Gold	300 Shards per EV	1-3EV	1-3 hours per EV
12	Gemstones	500 Shards per EV	0.5EV	1-6 hours per 0.5EV

Good Site

Dice roll	Find	Value	Quantity	Time to Mine
2	Fool's Gold	none	1-6EV	1-3 hours per EV
3-6	Nothing			
7-8	Bronze	50 Shards per EV	1-6EV	1-3 hours per EV
9	Silver	150 Shards per EV	1-6EV	1-3 hours per EV
10	Gold	300 Shards per EV	1-6EV	1-3 hours per EV
11	Gemstones	500 Shards per EV	0.5EV	1-6 hours per 0.5EV
12	Platinum	1000 Shards per EV	1-3EV	2-12 hours per EV

Mining

A character needs to make a Muscle (Difficulty 12) test in order to mine the precious stones or metals that have been found. If the test is failed, consult the table below:

Test failed by 1-2 points	Time to mine is doubled
Test failed by 3-4 points	Time to mine is doubled & lose 1-6EV*
Test failed by 5 points or more	Cave in!

*lose 1-6EV from the final quantity that has been mined

Cave In!

In the event of a cave in, all of the characters within the mine must run for their lives. Each character must make a Scouting (Difficulty 13) test. Those that are successful will escape from the mine without injury. Any character that fails the test by 1-2 points will suffer 1-6 damage; any character that fails the test by 3-4 points will suffer 3-18 damage; any character that fails the test by 5 or more points will be crushed to death under the rocks.

CHAPTER 3 - NEW MONSTERS AND ENEMIES

FAERY FOLK

Description: The faery folk are, for the most part, a peaceful community, comprising of mischievous imps, faeries, goblins and elves. Each of these folk are very different to each other, but they do live peacefully within magically created mounds throughout the Curstmoor under the rule of the Elf Queen. Each of the different types are described below.

The Elf Queen will use the stats from Chapter 10 - Monsters and Enemies in the Fabled Lands Core Rule Book.

rorize villages and towns for fun.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Field Imp	2	2	3	3	1	3	5	6
Faery	3	1	5	6	1	4	4	3
Goblin	1	4	2	3	2	3	4	3



Field Imps

Defence: 4

Stamina: 5

Special Rules:

- Tracking skill Rank 4.
- In a mound there can be as many as 20 field imps.
- **Chameleon:** Although the imps have natural red skin, they have the ability to change colour to blend in with the surroundings. This will impose a high penalty when searching for them in any environment (determined by the Gamesmaster based on the situation but with a minimum Difficulty of 12).

Description: The main function of the imps is to track down trespassers or people that have caused damage to the moor. They stand 1ft tall with red skin, hook noses and short tails. Imps rarely carry a weapon but if they do it will be a small non-magical spear (+1 Combat).

Threat Level: 1

Faeries

Defence: 7 (fast and small)

Stamina: 3

Special Rules:

- All faeries have access to Illusion Lores of Magic.
- In a mound there can be as many as 30 faeries.
- **Wings:** all faeries have wings that enable them to fly at fast speeds. The defence of these creatures takes into account their speed and difficulty to be hit.

Description: Faeries are the workers and illusionists of the folk. They use their magic for defence and protection, often creating terrifying monsters to scare invaders away. Faeries are tiny creatures, about the size of a small mouse, who like to dress in smart clothes.

Threat Level: 1

Goblins

Defence: 8

Stamina: 8

Special Rules:

- All goblins have access to Transmutation Lore of Magic.
- In a mound there can be as many as 20 goblins.

Description: Goblins are the more aggressive of the faery folk, opting to wear light armour, such as leather, and carry short swords. They are also the tallest of the folk, measuring an average of 3ft with white skin with knobbly limbs. Goblins like to make a grand entrance, often turning themselves into magnificent winged beasts or ghostly horses.

Threat Level: 2

METAL GOLEM

Description: A metal golem is a magically created 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. Metal golems require a magical life force to be able to move and perform the duties for which they were created. The hollow golems are filled with this magical liquid, often green in colour, and the opening sealed to prevent spillage.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Metal Golem	0	6	0	4	8	0	0	0

Defence: 12

Stamina: 20

Special Rules: If the seal of a metal golem is broken, unscrewed or opened in some way, the life force of the creature will spill onto the floor. It will take 3 combat rounds (30 seconds) for the liquid to fully drain out. During this period the creature can continue to act but loses 3 points to each of its attributes each combat round. Once drained of its life force, the metal golem will drop to the ground dead.

Threat Level: 8



SEA DRAGON, VAYSS

Description: Vayss is one of the last known sea dragons on Harkuna. There have been reports of sightings in the seas near to Chrysoprais, but these are unconfirmed. Sea dragons are huge creatures resembling more of a sea monster than a dragon. Their large green bodies are snake-like in shape, with two appendages in the fore-body sporting huge fins to propel the monster through the water. The tail is also webbed to aid the sea dragon with it immense speed and nimbleness. These mighty aquatic leviathans measure upto 200ft from the tip of their tails to the end of their snout.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Sea Dragon	2	12	9	8	12	2	7	1

Defence: 23

Stamina: 50

Special Rules:

- **Breath Weapon:** Sea dragons can suck in hundreds of gallons of water that is super heated in their bellies. This water is expelled as a jet of steam causing the loss of 3-18 points of Stamina to all in 10ft x 10ft area. The breath weapon has a range of 100ft.
- **Magic:** Sea dragons have access to the Hydromancy Lore of Magic and a new spell (see below).
- Sea dragons are partial to the taste of silver and often allow safe passage for chunk of this delicious treat.
- **Treasure Hoard:** 10,000 Shards worth of silver nuggets and jewellery, 2 Magic Shields (+1 Defence), 3 Magic Swords (+1 Combat), Diamond Wand (+3 Magic), assorted gems and jewellery with 2 dice x 10 each.

Gamesmaster's note: it would foolish of a character to attempt to take too much from Vayss' lair if they have to swim out. Give serious penalties to anyone who gets in the water with more than what you deem as a 'safe amount'.

Whirl Pool

Difficulty: 14

Duration: 5 minutes

Magic Lore: Hydromancy

Target: 20ft diameter of water

This use of Hydromancy allows a character to create a whirlpool within a deep body of water (minimum of 100ft deep). The whirlpool is not big enough to suck down ships but it will sink a fishing boat unless the captain make a Piloting (Difficulty 13) test.

A swimmer caught in the whirlpool will be sucked down unless they make a successful Swimming (Difficulty 15) test. Anyone who fails this roll will drown unless under a spell allowing them to breath underwater.

Threat Level: 35

SNOW WOLF

Description: The snow wolf is only found in the coldest regions of Harkuna. They are predatory animals that will hunt and attack anything that they consider as food.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Snow Wolf	0	5	1	0	5	1	7	1

Defence: 8

Stamina: 14

Special Rules:

- Snow wolves are typically found in packs of 4-9 (1 dice +3)

Threat Level: 4



SPIRIT TREE

Description: Spirit Trees are the magic guardians of Lacuna the goddess of the forests and wilderness. Only a handful of these creatures have ever been seen on Harkuna, with the most well-known one being Broosh - the guardian of the City of Trees on the Druids' Isle. To look at, a spirit tree looks like a tree, but it has a humanoid face in the middle of its trunk and can use its branches as arms. Spirit Trees cannot move very far, and the distance they can move is done very slowly. They can up-root themselves and move several feet or simply slide through the ground, avoiding the strenuous up-rooting.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Spirit Tree	1	6 (+3)	4	2	9	1	5	0

Defence: 8

Stamina: 40

Special Rules:

- Spirit trees are very prone to fire and will suffer an additional 1-6 Stamina damage if used against them.
- Spirit trees can cast the Entangle spell once per combat round
- These creatures use their thick branches to pound their enemies.

Threat Level: 10



WATER SPRITE

Description: Water sprites live in fresh-water rivers across Sokara and spend most of their time swimming and playing with the fish. These creature look like small children with swept-back hair and gills, but they are only 1ft tall. They are not fond of humans of any shape or form, associating them the fishermen who kill their friends, and often curse them whenever possible. If attacked or wounded, a water sprite will attempt to swim away and hide.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Water Sprite	1	1	2	3	1	4	4	4

Defence: 10 (due to their small size and speed)

Stamina: 4

Special Rules:

- The water sprites can bestow a combat curse that will lower the target's combat score by 1-3 points for 24 hours (Difficulty 10).
- Water Sprites can cast a new Hydromancy spell called Water Spout

Water Spout

Difficulty: 8

Magic Lore: Hydromancy

Duration: Instant

Target: 1 monster or enemy

This use of Hydromancy allows a character to channel a spout of water to shoot at the target with great velocity. The caster and target must both be within 20feet of water. The water spout will cause the loss of 1-3 Stamina.

Threat Level: 2



WERE BOAR

Description: were boars are men or women that have contracted lycanthropy, a terrible ailment that turns the human into vicious animal. There are several know lycanthrope-type creatures on Harkuna including the were rat, were bear and were wolf. When in animal form, the creatures are blood-thirsty hunters.

Were boars are quadrupeds, just like the original animal, with huge tusks and sharp claws.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Were Boar Form	1	5 (+2)	1	1	4	1	4	4

Defence: 9

Stamina: 15

Special Rules:

- The human characteristics of a were boar are to be determined by the Gamesmaster.
- Any character who suffers damage must make a Sanctity (Difficulty 12) test. Those that fail will contract lycanthropy and become a were boar.
- Infected characters will uncontrollably turn into a were boar on a roll of 2-4 on 2 dice when they confront a tense or frightening situation. Once in were boar form they are no longer in control of their character and are under the control of the Gamesmaster.
- Lycanthropy can only be cured by a priest of Lacuna for the price of 500 Shards.

Threat Level: 9



YETI

Description: Yetis are huge bipedal creatures that hunt in the coldest regions of Harkuna. They stand 10 feet tall and have coats of thick white fur over their powerful bodies. Yetis fight with their claws and like to hunt alone.

	Cha	Com	Int	Mag	Mus	San	Sco	Thi
Yeti	1	6 (+2)	2	3	1	4	4	4

Defence: 10

Stamina: 20

Special Rules:

- **Bear Hug:** Instead of a normal combat, a yeti can attempt to grab and crush a character using a bear hug-style attack. If the yeti makes a successful combat roll (as normal) the victim must make a Muscle (difficulty 12) test. If the victim fails then the yeti has him or her in a bear hug which causes the loss of 1 dice +2 Stamina each combat round. The only thing that a victim can do each combat round is to break free or suffer automatic damage.

Threat Level: 9



CHAPTER 4 - ADVENTURING IN SOKARA

This chapter is designed to give the Gamesmaster quest ideas and adventure plots and hooks for his own games. These are not full adventures.

TO SERVE A KING/ GENERAL

This plot is twofold:

Serve the General

Grieve Marlock knows about the rightful king of Sokara (Nergan Corin) and of the royalist support throughout the lands. He will be willing to hire people to assassinate the would-be king. No one knows the actual whereabouts of the rebels but they are rumoured to be hiding in the Coldbleak Mountains. Any characters that climb the mountains will be spotted by the king's loyal soldiers and either attacked or taken to the king depending on their actions. The king may well try to get the characters to act for him instead of against him.

Nergan Corin will be found in a mountain stockade in some caves through a secret, and hidden, mountain pass. He is in a makeshift throne room with Captain Vorkung.

Nergan Corin (Warrior 3)

Charisma	4
Combat	4
Intelligence	4
Magic	3
Muscle	4
Sanctity	3
Scouting	3
Thievery	3
Stamina	21

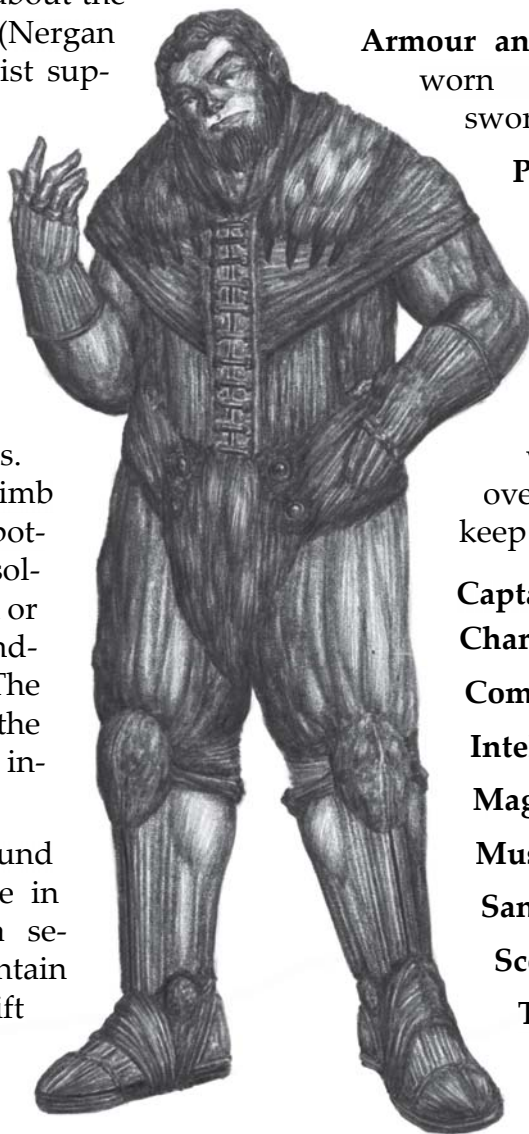
Armour and Weapons: Chain mail worn beneath furs, Magical sword (Combat +1).

Powers: Blademaster, Weapon Skill (Sword +1)

Description: The rightful heir to the throne of Sokara is hiding in the Coldbleak Mountains. His aids advise him to wear armour at all times, over which he wears furs to keep him warm.

Captain Vorkung (Warrior 6)

Charisma	3
Combat	7
Intelligence	3
Magic	3
Muscle	6
Sanctity	3
Scouting	3
Thievery	3
Stamina	28



Armour and Weapons: Chain mail worn beneath furs, Magical sword (Combat +2).

Powers: Weapon Skill (Sword +3), Blade-master

Description: Vorkung is the Captain of the soldiers loyal to Nergan Corin. He stands 6'4 and has a very muscular body and broad shoulder. Vorkung is described in detail in Source Book 4: The Great Steppes - The Plains of Howling Darkness.

Typical Royalist Soldier (Warrior 4)

Charisma 2

Combat 4

Intelligence 3

Magic 2

Muscle 3

Sanctity 2

Scouting 4

Thievery 4

Stamina 23

Armour and Weapons: Leather worn beneath thick furs, Sword and Bow

Powers: Blademaster, Weapon Skill (Bow +1)

Description: These men are now masters of tracking and the bow, making sure that no one gets past them to get to the king. Due to the cold temperatures in the mountains and the amount of time that they spend outside, the soldiers wear leather armour under their thick furs.

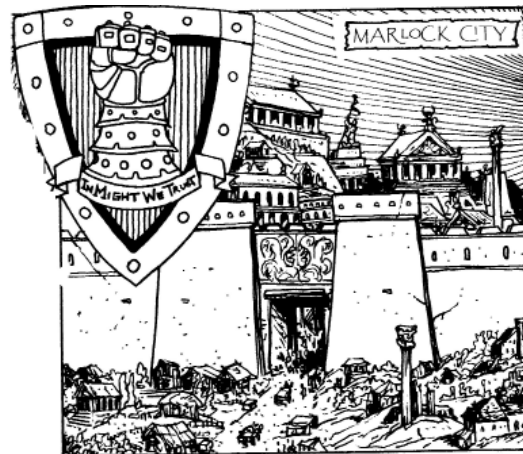
To serve the king

Characters climbing in the Coldbleak Mountains will surly come across the king and his men. The Royalist soldiers will either attack the characters or take them to Nergan Corin depending on their actions.

If the characters pledge allegiance to the king they will asked to perform a duty for

him: kill Marloes Marlock, the governor of Yellowport (see Chapter 9 - For the Games-master in the Fabled Lands Core Rule book for more information on both Marloes Marlock and Yellowport).

Once this action is complete there is an extended quest regarding an allied army on the northern side of the Citadel of Velis Corin but this is not covered in this source book.



ARMOUR OF A GOD

The Thieves' Guild and the priests of Sig in Marlock City are always looking to expand their 'collection' of antiques and artefacts. They have got wind of a suit of golden chainmail armour located in the temple of Tynai in Caran Baru. They are willing to pay who can 'acquire' of the armour for them.



GHOULED

The temple of Nagil in Marlock City performs necromantic rituals and magic, in the building's lower levels, on the dead. One such experiment has gone wrong and a ghoul has escaped the temple and is roaming the city killing people at random. The temple wants to keep this 'mishap' quiet and sorted out before the Marlock City soldiers get involved.

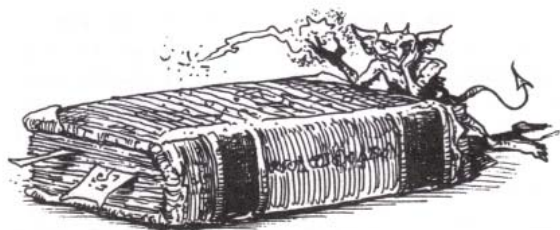


BOOK OF SEVEN SAGES

The characters get in conversation with Pyletes, an old scholar-priest of Molhern, the God of Knowledge, in the Gold Dust Tavern in Yellowport (or any other tavern or location that the Gamesmaster sees fit). He tells the tale of the Book of Seven Sages being stolen from a scholar on their way to Venefax by scorpion men. He will reward the characters if they can retrieve the book.

Scorpion men's lair in Scorpion Bight variant: A wizard by the name of Kaimren has cast a spell on himself to transform into a scorpion man. He has managed to work his way through the ranks by the use of magic, in a very short space of time, and

is now the creatures' leader. He stole the book to further his conquest of knowledge and has the book hidden in the chest in his personal quarters (area 8 on the scorpion men lair map). Kaimren has a good magic ability but he is a miserable coward should he be discovered (these traits should be reflected in his stats). As a bonus, if the characters take Kaimren to the authorities in Venefax they will be rewarded for returning a known criminal to justice.



CLOSED ON A THURSDAY

The people of Venefax have two monsters to contend with: scorpion men on most days of the week and the feared Gob-gobbler that only prowls on a Thursday. While in the tavern, the characters hear of the Gob-gobbler and the fact that a small girl by the name of Haylie has gone missing. The characters should easily deduce the fact that the market is closed on a Thursday and that Fourze, the market trader, might have something to do with it. They may very well follow him.

The plot: Fourze and his men run a secret slave trade, selling kidnapped people from Venefax (and traders travelling to and from the village) to the slave traders of Caran Baru. On a Thursday, when the market is closed, Fourze travels to an old abandoned farm house where his two accomplices

await him. He then dresses in a monster suit and uses the disguise to capture people from the village. One such person who has been kidnapped is Haylie. The characters will be rewarded for the safe return of the girl and the capture of Fourze and his two thugs.



ASTRALLUS THE WIZARD KING

The legend of the Wizard King is spoken in hushed tones in many taverns across Sokarra. It is said that the Wizard King's tomb is situated in the Forest Of Larun and anyone that finds it will be rich beyond their wildest dreams. The tomb can be located any-

where within the forest that Gamesmaster chooses and set as a fixed or random encounter. The talking stone demon's head demands a password to get in and can be engaged in conversation, considering he hasn't spoken to humans in hundreds of years. The password to enter the tomb is 'Rebirth'. This password can be found at any location within the Gamesmaster's quest. It might even be that they find the password first and ask questions regarding the tomb's location.

Inside the tomb there can be a number of rooms, although not more than 4 or 5, with various traps and dangers to reach the sarcophagus. The last trap surrounding the resting place of the Wizard King, are runes on the floor that must be traversed in the correct order. Perhaps the path across the trap could be depicted in a book or tattered scroll somewhere... Anyone setting off the final trap must suffer greatly. The Gamesmaster can populate the tomb how he or she sees fit, including any treasure found in addition to the Book of Excellence, which is found there. The book can be used by a single character and it will raise one attribute by 1 point permanently.



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THE WAR-TORN KINGDOM SOKARA

SOURCE BOOK

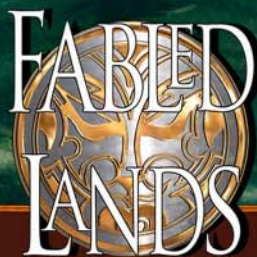
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