

## Turn Notice:

Welcome Sean Cleworth to your first turn of 'llkor: Dark Rising'. My name is Gads, I am your GameMaster and will be responsible for processing your turnsheet and sending back your results.

Your character's adventuring begins on the Plains of Zalktis, a north-west territory of the Caledon (Blue) region. Morden has been living safely for years in a settlement called Narabad $(242,139)$. Take note of this location and plot movement as you travel around this vast map.

Explore with caution, remember, you are an unknown level 1 adventurer with no experience. Little better than a farm labourer...for now.
Good luck. I wish you well and I hope you enjoy the game.


Player Message (to GM):


GM Message:

Turn Results:
You spend several days wondering the streets of Narabad, a place you have known for a very long time. You sleep rough, but safe, aware of the patrol routes of the home guard who would without a doubt throw you into a cell for the night after receiving a good beating.

Narabad, being the metropolis of The Plains of Zalktis is a hustling melting pot of every race under the sun. You take full advantage of the busy areas, the markets, the fairs and large gatherings in the parks

Although your thieving skills have a very long way to go, you have been stealing and pickpocketing for years. You study and pick your victims carefully and in doing so you manage to successfully pickpocket in the region of 9 people, walking away with 17GP, 21SP and a couple of gems. Your 10th victim, an old gray-hired man, caught you in the act, grabbing your arm he yells out "guards! guards! thief!". You wriggle free, though not before the old man gets a real good look at your face, and flee into the crowds. [-1 Fame]

At the markets you manage to purchase all the items you are wanting [54GP, 5SP, 1CP] before making your way to a very seedy tavern called 'The Crafty Vagabond'. It's situated in the heart of the docklands and a really dodgy place.

You find an empty table in one of the dark corners and it is here that you spend the late
afternoon through into the evening. You order yourself several drinks [1SP, 2CP] and observe the goings on in this busy drinking hole.

You hear of a couple of other beginning adventurers wandering around the city: Melian and Gimli.

You learn of three rumours, one of which makes you smile inwardly
1] There are several groups of bandits working together to prevent and disrupt trade from entering and leaving the city by road. The leader goes by the name of 'Skullcrusher', a ruthless human fighter
2] Several miles north of the city lies a castle in ruin, occupied by goblins
3] A famous merchant called Harry Flint has a 25GP reward for the capture of a pickpocket working the streets over the last few days [smile].

You pay the landlord for supper and a night's stay [3SP]. Deciding best to keep your head low (at least for a while) you retire early to your room.

Early in the morning you are woken to a knock on your locked door. Your possessions and equipment are close-by, the window could be used as an exit to the alley if you so wish. It's the landlord, telling you there is an old gentleman who wishes to talk to you




Player Notes

GM Notes

