

# AIR BRIGADE

A Fate: Accelerated Solo Adventure

by Leo Winstead



*An assassination plot threatens hope for lasting peace between two feuding kingdoms. You are tasked with seeking out a rare flower, preventing a war, and bringing justice to one man's legacy as the captain of the airship Kestrel. Fight giant lizards, nasty pirates, and hulking automatons in this thrilling high sea adventure! This module contains a complete setting for play of the Fate: Accelerated rules.*

Module FAS3

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“Air Brigade” is a Solo *Fate: Accelerated* adventure designed to introduce players to the world of FAE. You play the captain of a mercenary pirate vessel called, “The Kestrel” in the kingdom of Kosara. You are covertly acting under the employ of Queen Annalise who sends you on special missions. The world of Air Brigade is a mash-up of Elizabethan England, 1001 Arabian Nights, with bits and pieces of other lands and cultures thrown in (films with a similar flavor include *7th Voyage of Sinbad*, *The Sea Hawk*, or *The Three Musketeers*). On top of that, air-powered/capable naval vessels are a reality having been pioneered by the great inventor Leonidus Da Minci about 50 years prior to the events in the adventure (so there’s definitely a very clock-punk feel to this universe). After an attempt on Princess Xi Kai’s life during a royal marriage, the PC and his/her company is tasked with three important assignments: to save the life of the princess, prevent war, and bring justice to Da Minci and his legacy.

Players are free to adapt characters previously designed for other scenarios or they can build their characters from scratch using some of the **Aspects** listed below. All that you need to play this scenario is a copy of *Fate: Accelerated*, 4 Fate dice (or 4D6s), poker chips (or something to represent Fate points), a character sheet, and a pen or pencil.

The player plays an iteration of a clock punk pirate captain by choosing from a list of aspects, assigning values to approaches, and assigning 2 stunts to their character. The character is on a quest to find the out who is behind an assassination attempt, to save the life of a princess, and to prevent a war from breaking out between two kingdoms.. Depending on the characters motivations (Aspects), certain actions might be appropriate and others not. If you want to run this adventure, you will need 3 Aspects, or phrases that define your character: one High Concept, one Trouble, and one Secondary Aspect to add flavor and personality to their character.

## High Concepts

Member of the Royal Navy  
Scourge of the Seven Seas  
Captain of an Airship  
The best swordsman in all the realm  
Ship’s mate aboard the S.S. Paravel

## Troubles

“The queen suspects I’m behind the assassination.”  
“My brother is loyal to the other side.”  
“I love (the prince/princess), but I’m just a commoner.”  
“I committed a murder, but no one has found the body yet.”  
“I stole from the royal coffers, but no one (alive) knows my secret!”

## Secondary Aspect

“Ho, ho ho, and a bottle of rum!”  
“I’m good with a pistol in a fight.”  
“I can navigate the stars and bring us to safety.”  
“I’ve traveled all throughout the realm; I know the way.”  
“Foreign customs are well known to me.”

Name, description, and approaches should be determined by the player as per usual (the character should start the game with 3 refresh). Stunts can also be assigned freely, however, here are some that might be especially pertinent (You should start the game with no more than 2 stunts):

Because I was trained by the great Scarabindi, my skills with a rapier give me +2 to **Flashily** fight foes.

Because I worked as a cabin boy in my youth, I have +2 to **Quickly** maneuver around ships.

Because I traveled as part of King Goodwall's entourage, I get +2 to **Sneakily** talk my way out of uncomfortable situations.

Because my father was the royal food taster, I can sense if something has poison on it once per game session.

Because I made deals to acquire gunpowder for the queen, I can call on reserve artillery once per game session.

Typically you will start the game (or "story arc" if this is just one side-chapter in a larger campaign) with no stress points, no consequences, and 3 refresh. Unlike a typical game of *Fate: Accelerated*, if you use up your stress and consequence boxes (or the text dictates a specific outcome); you must adhere to the outcome provided in the text (this might mean you are **Taken Out** of the game through death, entrapment, or some other means and must start over with a new character). Like a normal *Fate: Accelerated* game, the four basic actions in this game (Gain an Advantage, Overcome an obstacle, Attack an opponent, or Defend against a threat) are determined through dice rolls. Unlike a normal *Fate: Accelerated* game, the text will prompt you as to what Approaches you can use. When you roll to perform an action, you can also **Invoke an Aspect**. Invoking an Aspect costs you 1 Fate point and gives you a +2 to your roll or the chance to re-roll. This is allowed as long as you have fate points to spend, but remember, Invoking an Aspect should only be done when it fits within the context of the scene. You can also use a **Stunt**, if the text calls for it or it makes sense to do so. Just keep in mind, certain stunts can only be used once for the adventure! Sometimes the text will **Compel an Aspect**, which results in you gaining a Fate point. The text will specifically prompt you when this happens (for example you might see a sentence like: "If you have the Aspect 'I know the ship like the back of my hand.' go to section 93.").

Although there are situation aspects that arise from time to time (these are established using dice rolls), any significant changes to the character's Aspects should only occur at the conclusion of the adventure (see the section entitled "Aftermath" for more details).

When you have prepared your character, read the introduction below:

## Introduction

Floating just above the clouds, your ship, "The Kestrel" is a magnificent sight. 300 tons of hand-crafted wood, wrought iron, coiled metal, and fine sail cloth, it's a rare breed of sailing galley and spring-driven flying machine. You've worked hard to make the ship your own, spending a lifetime on perilous voyages, gathering trusted men and women, and plowing the unknown seas to prove your title as ship's captain. There are those, however, who would seek to discredit you and your crew. "Thieves, bandits, pirates, and scalawags" are all aspersions that have been tossed at you and your men. But even as tensions have risen throughout the kingdom of Kosara, you have remained steadfast and loyal to the crown. Ours is a world plagued with intrigue, with the naval fleets of several kingdoms vying for supremacy of sea and sky.

For a fortnight, you've traveled towards the city of "Goldmyar" on the coast of Bolshar and home to the queen Annalise who rules over the kingdom of Kosara. Your crew is thirsty and hungry, having made few stops to reach your destination in time for the a momentous event. The queen's cousin, Richard, has proposed marriage to the princess Xi Kai of Cartai, a land far to the east. Such a union would bring with it unity for your two kingdoms. You've spent much of the time aboard your ship anxious and pensive about how you'll be received. Will the court see you as heroes faithful to the crown and her majesty? What of the skirmishes (actions secretly supported by the queen) that have richly fueled the royal navy and its allies? What if the members of court instead accuse you of treason? How far will your charm and sagacity reach to mend division and hatred from victim's of your exploits? What if they regard you simply as mercenaries with loyalty only to the he whose coffers are well stocked? You laugh as your mind races, "If that's the case," you muse, "I would make a poor banker." "As well as a poor chef!" cries the ship's cook and first mate, a large hulking fellow by the name of Lafferty. You take one final look out of the brimming blue seas and sigh regrettably, wanting to turn the ship around and avoid any court intrigue altogether. Pushing aside the pleadings of your crew, you strengthen your resolve and point to the patch of land off on the horizon, "Duty calls!" you announce, "And as servants to the queen, we must answer!"

At midday, you descend through the clouds and make landfall. Anchoring the ship in an impressive bay filled with fishing schooners, klippers, sail boats, and last but not least the queen's royal navy. The ships are richly decorated, flags and banners from both Cartai and Bolshar are strewn along the gangways and boardwalks and the peasantry waves to you as the ship settles into port. Lowering the gang plank, you lead your ragged crew towards the palace. A few cynical faces glance at you from the ruddy streets, but overall there is a rich sense of merriment everywhere you turn with villagers, young and old, dancing in the streets at the prospect of peace for years to come. You make your way to the main thoroughfare through town, a boulevard sure to be crowded by nightfall as the drunkards and revelers pour into the streets. A burly pair of guards stops you at the front gate of the inner city. After inspecting your papers, they let you pass (even allowing your arms to stay on your person - quite an honor). You realize so late in the day that the ceremony is likely already underway, so you waste no time but race to the cathedral and slowly make your way to a spot along the far wall. At the far end of a huge nave, the royal couple stand about to exchange their vows. You see the queen, off to one side, a look of winsome approval and pride radiating from her face.

Suddenly, from out of the congregation, you hear a strange whirring sound. You stare in horror as a man dressed all in black rushes forward and plunges a dagger into the princess Xi Kai's back! Guards rush the mysterious stranger intent on bringing him to his knees. In the struggle, the cloak is torn from the man's body and underneath a collection of spring-driven cogs and metal rotors reveal the clock work assassin's true nature. With strength far greater than any man, the automaton knocks several of the soldiers away as if they were playing cards. Turning to face the congregation, a hollow haunting voice rings out above the din of wails and shouts, "I bring a message from Cartai - Death to all who plot against the crown!" With that, the figure laughs wickedly, the sound echoing off the tall pillars and stained glass. One of the guards swings his poleaxe looking to silence the clockwork figure. The blow lands just right, the fierce blade plunging into the gears and pulleys embedded in the creature's chest cavity. The whirring and movement of gears cease as the creature winds down suddenly, crumpling to the ground in a lifeless pile of wood and metal. The prince rushes forward, cradling the still form of the princess in his arms. You try to get closer, but the mass of onlookers keeps you from getting a better view of the proceedings. The guards clear a path as the princess is rushed to the palace infirmary. "Will she make it, do you think?" Lafferty says, trying not to sound too cynical. "If she doesn't," you reply, "It could mean all-out war."





1) Two hours later, you are summoned to the queen's private chambers in a high tower of the palace. You find her pacing nervously back and forth, an open letter in her hand. Her lanky trusted counselor and confidant, Lord Flu, stands by watching, a look of stern disquietude etched into his long face. "The fiend!" she mutters under her breath, "The cowardly fiend!" "You sent for me?" you interrupt, strutting forward into the chamber. "Ah, you've come just in the nick of time," the queen says. "Does my queen know who is behind the attack?" you say, after stopping to bow customarily. "I think I may have an inkling," she explains taking a seat and ushering you to join her, "For many years, our glorious land has benefited from the new flying apparatus and spring-driven turbines that power our navy, our mills, our harvesters, and our foundries."

As she speaks, you quickly realize where she is going with all this, “But it was not always so. When my father was still king, the land was ravaged by famine and partially closed off from other lands by the jagged reefs which encircle our island. Then a stranger came to court, Leonidus Da Minci from a land far to the south, and promised to build the king a contraption “so powerful, so revolutionary” that it would change our world for generations to come and open up a path to exploration beyond the known realms. This contraption, one of several Da Minci had invented, allowed sea-faring ships the ability to take flight and float using a system of hot-air and spring-driven motors. For his effort, all the inventor wanted was the fair hand of the king’s daughter in marriage. The daughter refused and King Dormas being the good king that he was, honored her decision. The inventor, furious that his gifts and technology had been exploited by the king, stormed from the court in rage, vowing his revenge on the land “one day.” My dear friend,” she continues, her age-worn hands clutching the note pensively, “that time has arrived.”

“You mean —“ you begin to ask, but the queen cuts you off. “Yes,” she exclaims, “I was that young girl who so resolutely stood up for herself all those many years ago.” She stands then, looking deep into the fireplace as the words trickle out, “And for my actions, the whole island of Bolshar may suffer with the terrible consequence of war.” “But surely,” you begin to rationalize, “King Ma Kai would be able to realize that the assassination was staged!” “True perhaps, good friend. But the king has long harbored suspicions and only allowed his daughter to marry on account of her steadfast insistence. Once he hears of the attempt on the princess’ life, he may well send vessels to wage fiery war. No. If Da Minci is truly behind all this, he has spent a lifetime to ensure that our nations will come to war - and if that happens - no family, rich or poor, will be spared the terrifying grip of death.”

“But there must be something we can do!” you insist, but the queen, wise in her old age, is already one step ahead of you. “Three things, in fact!” She begins to explain as she ushers you over to peer closely at a map of the realms. You recognize the major kingdoms and waterways as you yourself have played a part in plotting them for the last several years. The queen continues, “Legend has it that Da Minci’s castle lies somewhere to the north of Bolshar, hidden high in the clouds. If you could somehow gain access to his fortress, you could deliver an important message,” the queen hands you a elaborately gilt music box with a floral motif inlay around the base, “Perhaps then he will repent his anger and help mend divisions between the two nations.” You stare a moment at the music box, but not daring to inquire further the queen continues, “A second path is open to us. If we could gain the confidence of Ma Kai’s emissary, Ong Bai, who even now may be attempting to leave the island with news of the attempted assassination, then perhaps we could convince him to speak on our behalf to forestall war.” The queen hands you an enclosed letter with her personal seal in red wax to give to the emissary. “I am ready at your command,” you begin to announce, but the queen cuts you off, “You have not heard my third option.” she says then leaning in so only you can hear, “The princess still lives. But not for long. The attacker used a poison-tipped dagger. The antidote is very rare, indeed. Unless you can retrieve a lotus from the Isle of Khora, she will most certainly perish. And with her death, all hope will be lost to building a bridge of unity between our two nations.” “Then a dire fate for our land is most certainly assured” you ascertain, allowing the ramifications of her words to fully sink in. So, dear adventurer, what course of action will you take?

Will you plot a course for Da Minci’s floating castle? Go to 36.

Track down Ong Bai and have him deliver a message of peace to King Ma Kai? Go to 14.

Set sail for the Isle of Khora to retrieve the lotus? Go to 25.



2) Rain droplets begin to fall under graying skies as you and the emissary from Cartai face off. The man moves quickly for his size and build, wielding his straight sword with destructive ease. You parry the first three jabs with your weapon, studying his technique. You counter his blows with a few of your own and realize he is almost your equal. The clashing of steel quickly draws a crowd, but you and your opponent ignore the commotion around you. Momentarily caught off guard, Driven by some unknown fury, the man rushes you with sword raised and you take advantage of the opening to run him through his side. Dropping his sword, he crumples to the ground clinging to his wound. "Talk!" you say, your weapon against the man's throat, "Who is behind the attack on the princess? Why did you attack us?!" You see Lafferty standing back among the crowd that has gathered, never in doubt of the outcome of your fight. Between deep breathes, the emissary begins to explain himself when suddenly a crossbow bolt sails through the air and lodges in his chest, instantly killing him. "No!" you cry out, quickly scanning your surroundings. Amidst heavy breathing, you spot the tall, hooded figure from the "Salty Crane." For a brief moment, he stands motionless at the top of the hill then steps back into the shadows and vanishes from sight.

Go to 44.

3) You follow the star for several miles as the setting sun looms in the western sky. The cold northern air bites at your skin as you and the crew don heavy furs in an attempt to keep warm. "There!" you cry, pointing to the gem-like facade of Da Minci's castle nestled high along a mountaintop. As you draw closer, you see the outside is carved from granite and alabaster stones. "Amazing!" you whisper in awe, as the ship flies over the surrounding ring of clouds that give the castle its nickname and you take in the vast immensity of the citadel. You and the rest of the crew are speechless as you settle down in the snowcapped courtyard of the towering structure. "We two will go on alone," you explain to the rest of the crew, "Da Minci may feel threatened if more than that approach his domain." The sound of shifting ice echoes off the walls of the surrounding mountain as you and Lafferty approach the front gate. On either side of two enormous doors stand giant suits of plate armor. "Da Minci sure knows how to decorate!" Lafferty quips, walking alongside you as you ascend the granite steps to the door. "Should we knock?" he asks, turning to you for an answer.

If you have the **Aspect** "I can navigate the stars and bring us to safety.", go to 6. Otherwise, you must **Cleverly** try to guess how many knocks will open the door (Roll to Gain an Advantage +4). If you fail, go to 10. If you tie or succeed, go to 6.

4) "There!" you cry, spotting the "Draco" star high in the sky. You travel along at a steady rate, the whirring of the turbines a constant reminder of Da Minci's impact on your kingdom. "I hope he's a reasonable sort, if and when we finally meet him," Lafferty says, like you not sure what to expect when you arrive.

Go to 3.

**5)** “Hold it, right there!” a familiar voice cries out. Turning around, you are confronted by Lord Flue and several guards. “I knew you couldn’t be trusted, what have you done with the emissary?” he questions. “I don’t know anything!” you explain “I discovered the room was in shambles just now —!” The duke interrupts, “Hah! A likely story from a pirate!” Then waving his hand, he gives the order, “Guards! Seize this traitor!” You have no time to act, will you:

**Forcefully** try to plow your way through the guards (Roll to Attack +4). If you fail, go to 81. If you tie or succeed, go to 82.

**Cleverly** forge an escape (Roll to Overcome +2). If you fail, go to 94. If you tie or succeed, go to 48.

**6)** You know the Draco star is also known as the “Third Knot.” “What the heck!” you say, grasping hold of the huge ring and giving it three clear knocks. Slowly, the giant doors swing open. You and Lafferty cautiously step inside.

Go to 28.

**7)** You pull your musket from your belt strap and carefully aim the weapon, knowing you may only get one shot.

Quick roll a fate die. If you roll a “-“, go to 41. If you roll a “blank” or “+”, go to 93

**8)** You and Lafferty pull open the door in front of you. A small salmon-colored chamber filled wall-to-wall with precious artwork leads to a wide stone staircase leading up into a larger chamber. In the center of the gallery is an ornate bronze clock with figures representing youth and old age encircling a large sphere. “I bet this stuff is worth a fortune!” Lafferty says, eyeing the artwork greedily. “C’mon!” you urge insistently, we’ve got a job to do!

Go to 13.

**9)** Rushing to investigate, you try to catch up as tall shadowy figure duck ducks around the corner at the end of a long hallway. When you come to the end of the hall, you are standing at the steps of the grand plaza as dignitaries and nobles mill about, waiting for good news of the princess. You scan the audience, hoping to spot the suspicious lurker, but to no avail. Then you hear Lord Gurley fretting to his wife that they are due to take a holiday on the nearby island of Migtail, but can’t leave under pain of death. “The queen has her guards at every port!” the man exclaims. Then dangling her jewels in front of her husband’s face, she wryly opines, “Perhaps, but every man has his price —!” “You mean, buy our way onto a merchant ship? Balderdash, woman!” he admonishes, “Only thieves and murderers would consider such a thing!”

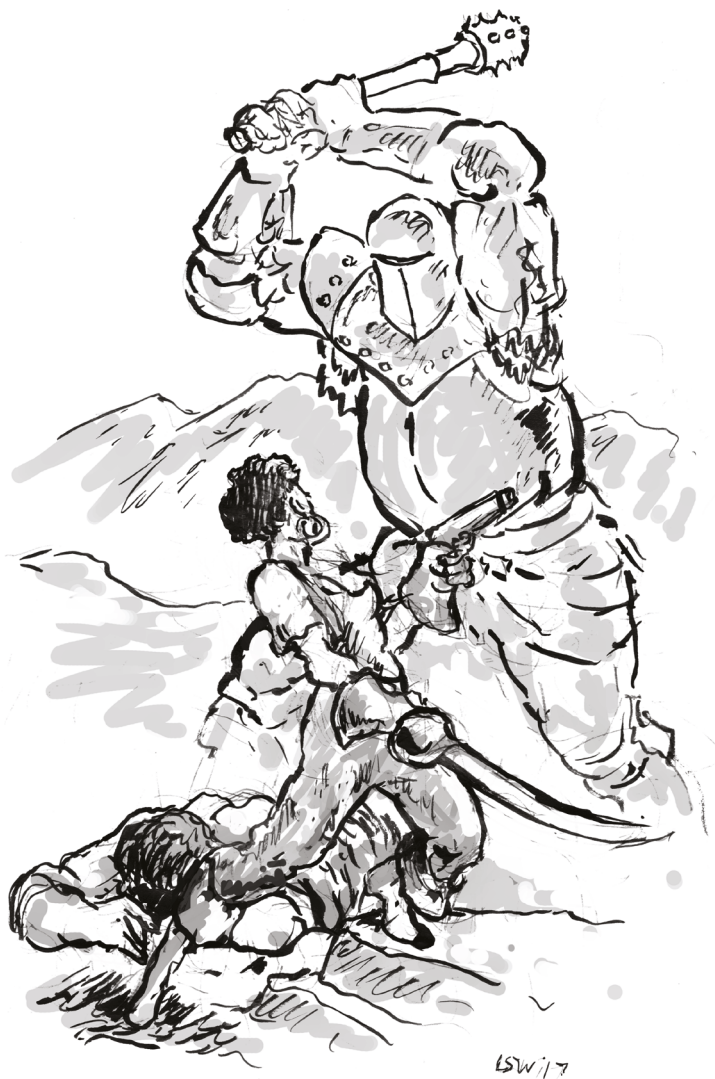
“The shipyards!” you think to yourself, “That’s it!”

Quick hurry to 18.

**10)** You knock twice and then step back to see what happens. Slowly, the giant doors begin to swing open. You and Lafferty stand in awe as the hall beyond comes into view. Suddenly, you hear the cry of your friend as he is knocked senseless at your side. Towering above you are the two armored knights, the sound of whirring and ticking gears making it clear they're two of Da Minci's clockwork creations. You left the heavy artillery back at the ship, but it would sure come in handy now! The one who struck Lafferty steps forward. Raising a colossal morning star high above its head, the metal monstrosity prepares to strike you down! You have little time to act, you must choose:

You may **Carefully** try to aim for a weak spot in the golem's armor (Roll to Attack +4). If you fail, go to 55. If you tie or succeed, go to 21.

You may **Quickly** try to evade the golem (Roll to Defend +4). If you fail, go to 55. If you tie or succeed, go to 26.



**11)** You tie rope around your waist and take a running leap. You are just strong enough reach the cage and grab on as it swings back and forth. You build momentum up so that the cage is close enough to the ledge, then using a dagger, you break the lock holding Lyssa captive. “Jump!” you cry out as the cage swings over the ledge. You and Lyssa both tumble to safety as the rope holding the cage snaps and falls crashing into the giant orrery.

Go to 84.

**12)** The two rogues are through talking. Ignoring your words, they charge towards you with weapons drawn.

You may **Quickly** try to disarm the two rogues (Roll to Attack +1). If you fail, go to 23. If you tie or succeed, go to 29.

You may **Forcefully** clobber the brigands senseless (Roll to Attack +2). If you fail, go to 23. If you tie or succeed, go to 31.



**13)** You make your way up the staircase and enter a vast chamber with high, vaulted ceiling and a huge glass dome. In the center of the chamber is a huge orrery, showing the sun, the moon, and several planetary bodies. The mechanism slowly rotates at several points, reflecting the motion of each sphere in the solar system. As marvelous a sight as it is, you are brought down to earth again by the cries of a young woman suspended from a cage above the orrery. Over the din of the machinery, you can just make out the words, “Beware the owl!” as she calls out to you. You look up, just as a pair of giant metal talons come tearing through the air and towards you and Lafferty!

You may **Forcefully** try to deflect the owl’s attack (Roll to Defend +4). If you tie or succeed, go to 40.

or You may **Sneakily** try to ensnare the owl (Roll to Overcome +3). If you succeed, go to 86.

If you fail either way, go to 35.

**14)** You leave Lafferty to tend to the rest of the crew and make a b-line for the emissary's quarters, which are in a high tower at one end of the palace. You see that there are guards patrolling everywhere, to ensure no one gets in or out. Not wanting to expose the queen's plan, you wait until the guards pass by and swiftly scale the outer wall to the emissary's chamber. You climb through the window expecting to find him seated at his desk, but he is nowhere to be found and the room is in shambles. Has he fled? Been kidnapped? Is he part of a conspiracy? All of these questions and more race through your head as you desperately search for a clue.

If you have the **Aspect**, "I've traveled all throughout the realm; I know the way." Go to 15.

If not, Roll to **Cleverly** find clues to Ong Bai's location (Roll to Gain an Advantage +1). If you fail, go to 20. If you tie or succeed, go to 15.

**15)** You sift through the scattered letters and leftover belongings of the emissary. In one discarded purse, you find some rare minted coins from a distant island to the east. Correspondence reveals that an individual with the code name "Black Hood" has promised the emissary riches and power in full cooperation with "the mission." You aren't sure what all this means exactly, but a dire picture begins to form in your mind. And although the emissary has done a terrible job at covering his tracks, you have no idea where he may have gotten off to. Just when you have almost given up hope as to the location of the emissary, you recall that 15 years ago the city was under quarantine after plague broke out. The only way off the island was to buy passage on a merchant vessel and flee under cover of night. "Of course!" you say, smacking your head as the realization hits you and you head for the door, intent on catching up with emissary before it's too late.

Go to 18.

**16)** You ready yourself for a fight, but just before the tall one has a chance to make his move, a massive hand comes down on his shoulder and he whips around to face the interloper. "You'd best not be toying with that one, matey," You recognize Barold the Barkeep as the owner of the establishment, "Ye heard of the Scourge of the Seven Seas? We'll that be them right thar ya, see?" The two drunkards look to you and then back at the barkeep, momentarily pondering their choices, then they sink back into their stools at the bar.

Go to 39.

**17)** You and Lord Flue prepare to fight. You know that he is a good fighter, but you're skill with a sword is legendary. The tall man jabs at you once and then again, hoping to draw you in or trip you up. Each time, you see the trap coming, diving or blocking out of the way. He slashes one of queen's tapestries, tossing the heavy brocade over your head and dashing for the exit. You easily cast off the heavy cloth and lunge at him. The force of your assault is enough to knock him over the edge of the balcony and he lands with a loud \*crash\* on the floor of the banquet hall below. You turn to the queen, tossing your blade aside and await her judgment.

The queen stares at you a long time, seemingly weighing her next move. Then taking hold of your sword, she addresses the crowd: "Today, my friends, we've seen great courage in defense of the kingdom," then turning back to you, "Thank you for your service to the crown. With the flower in our grasp and the threat of war abated, we will soon have much to celebrate." She smiles then and the crowd erupts in cheers and clapping. "Go ahead," Lafferty jokes, "take all the credit!" All you can do is shrug in return, happy to have pulled through the ordeal in one piece. You look at Lyssa then and nod, tears of gratitude streaming down her face.

Go to 58.

**18)** You quickly make your way towards the shipyards and the city's most shady gambling house and drinking establishment, the "Salty Crane." Well known as a hot spot for scum and villainy, the occupants regularly pay off a few corrupt guards to "look the other way" as fighting, murder, theft, and extortion, are common place along the more civilized quarters of town. Even now, you surmise, the emissary is likely to be negotiating his way off the island. In any case, you work your way along the eerily-silent streets and towards the back alleys and crossway of the city's bay side. Outside the "Salty Crane" a guard stands wearily keeping track of the comings and goings along the street. He begins to hold up his hand to halt your passage, but the queen's seal silences him before he can speak a word and you sally forth into the shady establishment.

As you step down into the dark parlor of the alehouse, wafts of heavy tobacco float past stifling the air and bringing tears to your eyes. The loud shouts and clamor of a wild game of cards drowns out all but the faint plucking of a lute, as a majority of the bar's inhabitants crowd around a long table near the fireplace. You spot Ong Bai among them, his long blue-green robes contrasting with the wild baroque fashion of other brigands and cardsharps in your midst. You watch as a tall hooded figure leans in towards the emissary and hands him an envelope with a familiar red seal. Before you have a chance to act, a couple rough-looking sailors get up from their seats and approach you. "So!" cries out the taller of the two as he cleans his fingernails with the sharp edge of his dagger, "You think you can show your face in here, eh?" "Clearly my reputation precedes me," you think as the sailors brandish their weapons in your direction. "That was a big mistake," says the other one carrying a leather sap which he repeatedly slaps in his outstretched palm, "Your last!"

Quick, if you have the **Aspect** "Scourge of the Seven Seas," go to 16.

If not, you may still try to **Flashily** impress the rogues (Roll to Overcome +3). If you fail, go to 12. If you tie or succeed, go to 16.

If you want, you can try to **Sneakily** deceive the two (Roll to Overcome +2). If you fail, go to 12. If you tie or succeed, go to 19.

**19)** "Ah aaah!" You hold up a hand, "If you kill me, I'll never tell you what you want to hear." The taller one looks to his companion, then turns back with a smile. Alright then, a simple drinking game. If you win, we'll let you out of here alive. If not, then—"!" he makes a motion with his knife as if he's slicing open his own throat; you pick up on the meaning instantly.

Go to 24.

**20)** In the midst of your search, you think you hear someone outside the room lurking about.

If you have the **Aspect**, "The queen suspects I'm behind the assassination." go to 5. Otherwise, you may **Quickly** attempt to chase down the lurker (Roll to Overcome +2). If you fail, go to 9. If you tie or succeed, go to 71.



**21)** You aim your blade just right as your armored foe advances, thrusting the sword right into its exposed knee joint. As the plates come together, they instantly lock up and the giant automaton topples over knocking his partner off balance. The other suit of armor falls against the stone wall, struggling to regain its balance. You waste no time, but run your sword through a vent in its chest plate, locking up the gears and preventing the giant from recovering. You stand back at a distance as the plate-armored monstrosity tries to stand up only to tumble sideways down the granite staircase. “Lafferty!” you cry out, rushing to the side of your friend. “It was merely a flesh wound,” he says, rubbing his scalp, “I’ll be all right.” The two of you turn your attention to the grand hall and what lies beyond.

Go to 28.

**22)** You never even got a good look at your assassin, but as your vision fades and your world is smothered in the blackness of death, you think you hear the whispered words of your assailant as he utters, “Justice is served!” You have just been **Taken Out** (You’re dead!) and must roll up a new character and begin again at the Introduction.

**23)** You expertly dodge the first rogue’s knife attack, calmly pivoting out of harm’s way as he takes a jab at you. You don’t see the other thief’s attack until it is too late, however, and the heavy leather sap lands hard against your right temple, knocking you senseless.

Go to 56.

**24)** You and the brigands gather around a table. You see Ong Bai and others stop what they are doing to take an interest in your game. “Here’s the rules!” announces the tall one, “I spin my dagger and whoever it lands on must take a drink!” The barmaid brings over a tray filled with pints of strong ale, while the shorter one licks his lips thirstily. The barmaid slaps his hand away, pointing to you and the tall one as if to say, “Pay attention!” “Whoever’s left standing gets to walk out of here with their skin intact,” the brigand says with a threatening tone. “So what are we waiting for then?” you retort, “Let’s begin!”

If you have the **Aspect**, “Ho, ho ho, and a bottle of rum!” or “I’m good with cards.” go to 32.

If not, you must roll 1 fate die. If you roll a “-“ or “blank”, go to 34. If you roll a “+”, go to 32.

**25)** You are greeted with grim stares aboard the Kestrel as you make preparations for your voyage to the Isle of Khora. “Is the journey absolutely necessary?” says Lafferty, winding up the ship’s anchor. “The Isle of Khora is home to the legendary Sapphire Lotus and we must find it!” you say, handing your first mate a map. “But to get there, we’ll have to go right past Reaver’s Cove! Redbeard won’t stand for it!” he says warning you, “What if we get airborne?” “It’s a good idea,” you argue, “but too risky. Redbeard’s cannons are known for shooting ships out of the air like clay pigeons. No — I have another idea..” You point to a narrow strait to the east, “We travel east to the Strait of Gorbalos. The waters are treacherous there and we’ll be trapped if we try to get airborne, but at least we can avoid pirates.” “Neither option sounds good to me,” says Lafferty. “I know,” you say, “We’re between a rock and hard place!” Do you:

Sail due South past Reaver’s Cove? Go to 46.

Sail southeast through the Strait of Gorbalos? Go to 65.

**26)** You duck and roll through the golem's iron legs, just as the morning star comes crashing down on the granite steps. You take a few steps back, as the two giant mechanical creations step over your friend and raise their weapons to crush you. You glance behind you and realize the platform ends in a sheer drop 20 feet down. You pivot just in time as the other golem, battleaxe in hand, lurches forward and topples off the platform onto the jagged rocks below. With not a split second to lose you weave right, the remaining golem's morning star pulverizing the ice-caked facade of the castle. The blow is so great, it sends ice, snow, and other debris in an avalanche down upon you and the golem!

Go to 49.

**27)** "The queen's to blame for all of this!" you say. The guards look at you as if you are mad, then rushing to secure your arms, you are led in manacles to the dungeon. You get used to your new home, well aware that only the kind intercession from the queen could provide a way to freedom. A few days later, the queen indeed comes to visit. "Congratulations!" she mocks, "Now I've got a war on my hands. Fool!" "But wasn't that your plan from the beginning?" you ask, clearly disillusioned. She stares back at you for a moment, then laughs loud and clear with the faintest tinge of sadness in her voice, "You think in my old age I was somehow envious for the couple in their union? How base!" she begins to leave, turning to offer a few more words to chew on, "Remember this, fair rogue. A king is only as popular as his country is safe, a queen knows no happiness unless her subjects are happy first." She then leaves you to rot in your cell for all eternity. Chew on that!

You have been **Taken Out**, must roll up a new character and start over at the Introduction.

**28)** The steady whirring and spinning of gears off somewhere inside the castle replaces the sound of cold, blowing wind as you and Lafferty step slowly into the main entrance of Da Minci's home. Along both walls are elaborate tapestries showing off the elements of earth, sea, fire, and air. At the far end of the hall is a tall obsidian door flanked by two statues of rearing horses. You know from researching Da Minci that he was very fond of horses. Lafferty, perhaps still dazed by the previous assault, doesn't notice the distinctive pattern on the floor, whose diamond motif alternates between the four elements. You call out to him, "Freeze!" but he is already several feet into the room, before you can stop him. He slowly turns to you as if you are insane, pantomiming "What is it?" as you gesture for him to hold perfectly still.

You must **Carefully** determine if there is a threat (Roll to Gain an Advantage +4). If you fail, go to 42. If you tie or succeed, go to 66.

**29)** You duck just as the taller one thrusts his knife in your direction. A quick jab to his wrist disables him and he clumsily falls into a wine barrel in the corner, breaking the cask open and sending the liquid gushing everywhere. A swift kick sends the other rogue's billy club flying out of his hand. In another instant, you've picked up the dagger and have pointed it menacingly at his throat. "You'd best stand down, my portly friend, before you lose more than your club." The rogue pulls away and humbly walks over to collect his fallen companion. The two mumble to each other softly, before limping out of the tavern like a couple of whipped dogs.

Go to 39.

**30)** With all your strength, you fling the assailant over your shoulder. The assassin, shrouded in a blue-green robes, rises to his feet and you get a good look at your adversary. “Ong Bai, you treacherous devil!” you shout. The emissary says nothing, but smiles as he pulls a jian from his side and advances.

If you have the **Aspect** “The best swordsman in all the realm,” you may invoke it now. Go to 2.

If not, you must **Quickly** roll to parry his attack (Roll to Defend +4). If you fail, go to 96. If you tie or succeed, go to 2.

**31)** The tall one thrusts his dagger in your direction. You throw your weight under him just as he pivots forward and toss him high into the air and halfway across the room. He lands with loud \*thud\* against the wall, overturning a bench as he topples to the earth. The rogue with the sap takes a swipe at you, but you dodge just in time and your fist comes up and connects with his jaw. A fierce kick sends him stumbling backwards and he trips and falls over a wine barrel, landing unconscious on the floor. “Serves you right!” says the bartender, laughing as the two brigands pick themselves up and head for the exit.

Go to 39.



**32)** The brigand spins the dagger, which stops with its pointy end facing you. “Down the hatch!” you announce, consuming the liquid with seemingly no effort. Again and again, the dagger lands facing you and you down more and more of the briny ale. The shorter brigand can’t believe his eyes, stopping to peer underneath the table as if to ask, “Where did it all go?” The two are so impressed by your drinking prowess, they raise a toast to you. You’re caught up in so much revelry, you don’t realize that Ong Bai has disappeared! “It’s been real, gents!” as you say, heading for the door. Just then, Lafferty stumbles into the bar. “The nerve!” he says, “Ma Kai’s emissary must’ve been in some hurry. He practically ran me over just now!” “Hurry, my friend!” you exclaim, “We can’t let him get away!”

Go to 64.

**33)** The guard seems to hesitate a moment, then distracted by a barking dog in the distance, waves you on through. You thank him effusively, as the cart rolls past. Then turning the corner, you disappear behind the stables and bring the cart to a swift stop. “We must hurry!” you say, lifting Lyssa from the cart and ushering the two of them through a trapdoor nearby. Within a few minutes, you’ve made it outside the queen’s private chamber, having eluded the guards posted along the way. “It’s the moment of truth!” you say, bursting through the door with your companions at your side.

Go to 67.

**34)** The dagger spins and spins, each time stopping with the blade facing you. You dutifully down one pint and then another and another. “I don’t figure it,” you say to yourself, but by the time you begin to suspect the rouse, you are too drunk to do anything about it. The room begins to spin uncontrollably as you try to stand up. You don’t make it far, however, barreling over in a drunken stupor as the laughing brigands point and jeer at your expense. You blank out as you hit the floor and the world goes black.

Go to 56.

**35)** You try in vein to deflect the sharp claws of the huge, mechanical owl as it swoops down and plucks you off the ground. Unfortunately, you are not fast enough as the owl’s talons grip you tightly and it carries you aloft, finally dropping you from a vast height. When you land on the ground several stories below, it’s not going to look pretty. You have just been **Taken Out** (You’re dead!). Roll up a new character and start over at the Introduction.

**36)** Somewhere to the north you will find Da Minci’s castle. But where is it exactly? Rumor has it that the castle lies somewhere in the direction of the “Draco” star. The crew are in good spirits, confident that any obstacle you face will be overcome. Lafferty gives the order to unfurl the sails and the special spring driven turbines used to lift the boat lower along both port and starboard sides of the ship. With several of your men, working to maintain the ship’s rotors, the Kestrel rises majestically skyward and disappears within the clouds.

If you have the **Aspect**, “I can navigate the stars and bring us to safety.” go to 4.  
If not, you must **Carefully** try to ascertain the castle’s whereabouts (Roll to Gain an Advantage +4). If you fail, go to 37. If you tie or succeed, go to 4.

**37)** “I can’t see anything with the clouds covering our path of sight,” you lament to Lafferty, struggling to line up the pin of your astrolabe. “Take us up higher!” you order to the crew. You hear the spinning of the turbines grow faster, as the ship lifts higher and higher. “I see it!” you exclaim, as you spot the star through your astrolabe. Suddenly, the marine instrument is knocked from your hands and you look around to see a throng of arctic terns crashing headlong into the bow of the ship. “Take us down!” you order desperately. But before you are able to maneuver out of the flock’s path, you hear a brief explosion followed by terrible groaning sound. Looking starboard, you see the turbine is clogged with birds! “I’ve got to get down there!” you cry, pulling yourself overboard. “It’s too dangerous!” Lafferty says, but you ignore his words, intent on saving the ship from crashing headlong into the sea.

If you have the **Aspect**, “Captain of an Airship”, go to 53.

If not, you must **Quickly** try to clear the turbine (Roll to Overcome +3). If you fail, go to 51. If you succeed, go to 53.

**38)** “We can shoot through the bars!” you say, loading your musket with fresh shot. “Back up!” you cry, taking aim at the locking mechanism on the cell door. You know you only have a one-in-three chance of making this work.

Roll a Fate die. If you roll a “-“ or blank or have the **Aspect** “I’m a poor shot”, go to 50.

If you roll a “+”, go to 57.

**39)** “How’s about a drink on the house?” the barkeep says, handing you a flask of ale. You take a swig and then realize, looking around, Ong Bai is missing! “Where did he go?!” you shout at the barkeep, grabbing his tunic and pulling him close. “The docks! He said he was headed towards the docks. I—!” You don’t give him a chance to finish, but shove the portly man back and get up to leave. Rushing to catch up with the emissary, you almost run over Lafferty as he stumbles into the tavern. “Follow me!” you yell out, waving for the big man to join you.

Go to 64.

**40)** You bring up your blade at the perfect moment, slicing the creature’s wing in half. It beats its wings desperately trying to regain altitude, but you and Lafferty leap upon the owl and thrust your blades deep inside its neck. A plume of smoke spouts out of the robot’s neck as its gear seize up and it shudders for a moment before falling into the gears of the orrery. “We beat it!” Lafferty says, a wide grin forming on his face. Just then, you see the orrery catch fire, with the deadly blaze growing rapidly each second. “We’re not out of the woods yet!” you cry.

Go to 87

**41)** “Steady, captain!” Lafferty calls out to you, offering his shoulder to rest your arm against. The musket fires, sending a bullet straight into the beast’s eye. It roars in pain, dropping Jerrold into the mud below. As soon as the boy scrambles to safety, your men let loose with their firearms. The lizard writhes in agony, finally slumping to the ground as the deadly bullets tear through its mottled hide. It gives out a final gasp, as the men gather around in amazement. “Hopefully, not everything on this island comes in that size!” Lafferty says.

Go to 91.

**42)** You glance down at the pattern, trying to determine whether or not anything looks amiss. “Come on, captain! We haven’t got all day!” You first mate says, turning back around impatiently and taking a step forward. Just then, the floor slides out beneath you and both you and Lafferty are sent plummeting down into a chasm below the fortress. When you land, it is with a terrible \*thud\* (Take 2 stress or a Mild Consequence “Hard Fall” and -1 to all Approaches for the rest of the adventure). Looking around, you realize that you are both trapped in an iron prison. You spot the corpse of a richly dressed man lying in the corner. Could it be Leonidus Da Minci? Upon close examination, it appears that he was stabbed in the back and then thrown into the cell to rot. “What do we do?” asks Lafferty.

If you have the **Apsect** “I stole from the royal coffers, but no one (alive) knows my secret!”, go to 89.

If not, you must **Sneakily** find a way to break out (Roll to Gain an Advantage +1). If you fail, go to 38. If you tie or succeed, go to 89.

**43)** The guards are too much for you and your companions. Within minutes, you are cut down by their swords and axe blades. The last thing you hear is the laughter from a tall, hooded figure as he strides through the company of soldiers and stares down at your bleeding, pale corpse. You have just been **Taken Out** (You’re dead!). Roll up a new character and begin again at the Introduction.

**44)** Lafferty rushes to your side as a crowd draws close. You cradle the dead emissary in your arms, a look of abject terror frozen in his cold, lifeless eyes. You reach into his clothing and pull out the letter. “It’s the queen’s seal!” you say, breaking open the letter.

Go to 45.

**45)** You read the letter in silence then explain in hushed whispers to your friend, “It’s a declaration of war!” “But why would the queen —” he begins to ask the obvious, but you cut in before Lafferty has a chance to finish. “The queen also gave me a sealed letter for the emissary to deliver to King Ma Kai; one with a message of peace. I don’t believe the queen knows anything about this.” you say pointing to the emissary’s letter. “You mean — this letter is forged?!” Lafferty says in amazement. “Precisely,” you affirm, “Come, we have much work to do.”

If you haven’t already, you can plot a course for Da Minci’s floating castle. Go to 36. Otherwise, you may set sail for the Isle of Khora to retrieve the lotus flower. Go to 25. If you have already completed both missions, go to 97.

**46)** The sound of seagulls circling high in the air is an early signal that you are getting close to Reaver’s Cove. In the past, you have had run-ins with various pirates, but you’ve always avoided Redbeard because he was considered the worst of the worst. A foul, greedy man with distinctly nasty breath and table manners, Redbeard’s hand was blown off by a cannon which he replaced with a hook. Many a crew has met a terrible end at the hands of his men, as one by one, unsuspecting boats have attempted to pass, only to be blown apart by Redbeard’s awesome artillery. You are hoping to cut a some kind of deal with the pirate in exchange for safe passage.



“Hoist the flag!” you cry out to the deck hand loafing sleepily in the crow’s nest. Within seconds, a familiar white flag can be seen curling and bobbing in the wind. You draw near to the rocky cove, your men at the ready in case of attack. Suddenly, a lone paddle boat emerges from the cove, a large man in red standing resolutely at the helm. “It’s ole’ Redbeard himself!” you hear one of your sailors cry out. You tell the others to keep silent as the boat draws close to yours and ropes are let down to let the pirates aboard.

If you have the **Aspect**, “Because I made deals to acquire gunpowder for the queen, I can call on reserve artillery once per game session,” go to 70.

If not, you must **Flashily** try to impress the pirate (Roll to Overcome +4). If you fail, go to 72. If you tie or succeed, go to 70.



**47)** You decide you will disguise yourselves as performers to gain access to the palace. You fancy yourself an accomplished crumhorn player, and with Lafferty and the girl accompanying you with drum and tambourine in hand, you arrive at the gate in full makeup. The soldiers take to your music right away, but you insist they let you pass. “One more song, players, we beg you!” they say, with cheerful anticipation. The loud clap of thunder catches everyone off guard and a heavy rain drenches you, before you have time to seek proper shelter. When the rain lets up a few minutes later, the lead guard recognizes you from earlier. “Arrest them!” he says, drawing his sword and advancing on you. “Well, it was worth a try!” you say to Lafferty as the two of you prepare to fight.

You must try to **Forcefully** fight your way past the guards (Roll to Attack +4). If you fail, go to 122. If you tie or succeed, go to 95.

**48)** You slowly inch around a large oak table in the center of the room, sword poised out in front of you. “You can’t stop me!” you say defiantly. “Get him!” shouts Lord Flu. As the guards advance, you kick the table over, slowing them down, then grabbing hold of some curtains, leap out the window and repel down the palace wall. You find a horse tethered nearby and make a break for the front gates. The sleepy guards are too slow as you drive your steed through the large gateway and head for the docks. The smell of fish being sold in the market triggers a thought in your mind, “Of course!” you say, abandoning your horse as you near the docks, “Ong Bai is somewhere near. I can feel it!”

Go to 18.

**49)** A thick plume of frost settles over the entrance to the castle as you struggle to pull your bruised and battered legs free (Take 2 shifts of damage or the **Mild Consequence** “Bruised and battered” and apply a -1 penalty to all Approaches for the rest of the adventure). You hear the yawning and crackling sound and stare up in horror as part of the wall next to you begins to break loose. Can you free yourself in time?

You must **Forcefully** pull yourself loose (Roll to Overcome +2). If you tie or succeed, go to 61.

If you fail, you are instantly killed by the falling debris. You have just been **Taken Out**. Roll up a new character and begin the adventure again at the Introduction.

**50)** You fire at the cell door, hoping to break the mechanism holding you captive. The lead shot ricochets off the cell walls and passes right through your ear canal, killing you instantly. You have no idea if Lafferty makes it out alive or if the rest of the crew is able to make it to safety. You have just been **Taken Out**. (You’re Dead!) Roll up a new character and begin again at the Introduction.

**51)** Try as you might, you can’t pull the birds free from the turbine’s blades in time. The ship plunges downward, hitting the surface of the ocean with a devastating force and killing everyone on board. You have just been **Taken Out** (You’re dead!). Roll up a new character and begin again at the Introduction.

**52)** You present the Queen with the forged letter. “How dare you open a sealed letter from the queen!” says Lord Flue, stepping forward to intercept your motion. The queen snatches the letter and stares in disbelief, “These are not my words,” then turning to Lord Flue, “These are not my orders!” Your majesty, why certainly this rogue or one of his companions could’ve forged your hand. “Perhaps,” you say producing the letter the queen entrusted to you earlier, “But the original letter destined for King Ma Kai remains unopened. Who else would have known this letter was meant for the king and who else is familiar enough with the queen’s writing to be able to convincingly dupe the wise monarch of Cartai?” The Queen turns to Lord Flue, growing more and more angry as web of deceit is quickly unraveled. “You see, your majesty, it was he who had access to the Sapphire Lotus and he as well he who tried to convince this poor girl’s father to seek revenge. When the old man refused, Lord Flue struck him down and stole the clockwork man used to carry out the attack.” “Surely you must need further proof!” argues Lord Flue, “To believe these accusations would be foolish!” “Really?” asks the queen, “Guards! Search this man! If he has the lotus on his person, we know he is guilty!” The guards advance, but everyone freezes as Lord Flue procures the rare blue flower and holds it up, “There! Are you happy now?” All I wanted to do was protect the kingdom, but you had to get in the way!” for that, my friend, you will pay with your pitiful life!” Lord Flue then advances on you with his rapier drawn.

If you have the **Aspect**, “Because I was trained by the great Scarabindi, my skills with a rapier give me +2 to **Flashily** fight foes.” you may Invoke it now!

You must **Flashily** defeat Lord Flue in a duel (Roll to Attack +4). If you fail, go to 85. If you tie or succeed, go to 17.

**53)** You land next to the large turbine and begin to pull the mass of birds from the engine blades. You almost slip and fall towards the hull of the ship, but manage to grab hold of Lafferty’s outstretched hand as the blades begin to rotate again. “Thank you!” you say, as Lafferty pulls you on board the ship. “I could do with a little less daring-do myself,” says Lafferty, growing airsick all of a sudden. You pat him on the back as he vomits over the side of the ship. “Easy, old friend!” you say assuredly, “Once we deliver the queen’s music box, we’ll be able to rest easy.”

Go to 3.



**54)** You begin to climb one of the slimy walls, intent on investigating the blue glow emanating from one of many holes. Reaching inside the hole, you feel an intense pain and pull back your hand instinctively. A bright blue frog clings fiercely to your hand, as you frantically reach to pull it off. “That frog is poison!” Lafferty exclaims, looking closely at the wound. But how bad is it?

To find out, roll a fate die. If you roll a “-“, the bite is deadly. You quickly succumb to the frog’s venom and lose consciousness. You have just been **Taken Out**, must roll up a new character and start over at the Introduction.

If you roll a “blank” or “+”, the bite is superficial. You ignore the other “lights” and continue along the tunnel. Go to 63.

If you have the **Aspect**, “Because my father was the royal food taster, I can sense if something has poison on it once per game session.” you have built up an immunity to the poison, continue your journey at 63.

**55)** You're too distracted by the two golems to notice as a giant slab of masonry peels loose of the castle wall and collapses upon you. The last thought you have is for the safety of your crew; but they will have to fend for themselves, because you have just been **Taken Out** (You're dead!). Roll up a new character and begin the adventure again at the Introduction.

**56)** When you regain your senses a moment later, Lafferty is by your side. "Lafferty!" you say with a tinge of relief. You look around for Ong Bai as well, but the gamblers have dispersed. "We gotta catch up the ones that did this," you say rubbing your head, "And track down that devious emissary as well." Lafferty lifts you to your feet with his colossal arms, "If you be meanin' that Ong Bai fellow, I saw him and a couple of nasties heading towards the docks just a few minutes ago!" You slap him on the shoulder and the two of you make for the door, intent on catching up to the trio.

Roll a Fate die. If you roll a "-" or blank or have the **Aspect** "Member of the Royal Navy", go to 76.

If you roll a "+" or have the **Aspect** "I committed a murder, but no one has found the body yet.", go to 64.

**57)** You fire the musket, hoping your plan will work. To your delight, you watch as the shot cuts through the steel rod mechanism holding the door. You and Lafferty kick the door open and poke around the other cells. Not finding anything, you ascend some stairs to the upper level.

Go to 13.

**58)** A week later, the cathedral is once more filled with people as the marriage ceremony for the prince and the princess is concluded. The entire kingdom rejoices as the region recognizes a new era of peace. You and Lafferty grow tired of the joyful merriment, however, heading once more back to your ship, the Kestrel, intent on exploring the lands to the west. To your surprise, the girl Lyssa is ready and waiting when you reach your boat. "All aboard, captain?" she says, offering you a hand as you make your way up the gangplank. "You should know never to offer assistance to a pirate!" admonishes Lafferty as you stare disapprovingly at the girl. The girl begins to stammer out an apology, but then a smile breaks across your face and you laugh loudly with the girl slowly catching on to your joke. "That's what passes for humor on this vessel" Lafferty says, "you've got much to learn about toiling the sea, young sprite. Welcome aboard the Kestrel!"

You have successfully completed the mission and accomplished a **minor milestone**. Congratulations! You may now proceed to the Aftermath.

**59)** You spot a pile of rope hanging against the far wall. "Grab hold!" you say, tossing a weighted end towards the girl. She misses and you try again. No matter how much you try, she can't seem to grab hold. "I've got an idea!" you say.

Go to 11.

**60)** After several feet, the tunnel descends steeply into a larger cave riddled with stalactites and stalagmites. Several mushrooms and algae cling to the walls, a pungent odor filling your nostrils. Several small holes dot the walls and raising your torches high, you think you spot a flickering blue light in several of them. Could it be the lotus?

If you want to investigate the lights, go to 54.

If you want to continue to the next cave, go to 63.

**61)** You strain with every ounce of strength left in you, at last pulling free just as a large column of icy stone comes toppling down and lands on the ground next to you. You struggle to your feet, scanning the area for Lafferty. Spotting his hand in the snow, you rush over to pull him loose. At first, you fear the worst, but after a moment, he opens his eyes and greets you, "Hello, captain," he says, obviously dazed by the Golem's attack, "What did I miss?" All you can do is shake your head in disbelief. After resting for a few minutes, you help your first mate to his feet and slowly enter the hall before you.

Go to 28.

**62)** The guard raises his sword and plunges it into the hay, you hear the horrible death cries as your oldest friend, Lafferty is run through. You are on your feet and about to strike the soldier down, when a crossbow bolt lodges itself in your chest. In the silhouette of the moon, you see the hooded tall man standing at a distance. It is the last thing you see as the world grows dark around you and you topple from the cart and onto the dirt path below. You have just been **Taken Out**, must roll up a new character and start over at the Introduction.

**63)** The limestone tunnel twists and turns for several feet, the sound of dripping water echoing off the cave walls. You see a faint glow up ahead and emerge into a larger cave. High above, the light from an opening in the ceiling casts an ethereal glow in the center of the room. A large pool, seemingly carved from the limestone itself, lies before you. Several shimmering blue flowers float on the surface of the sparkling pool. "The lotus!" you exclaim, reaching out to grab one of the flowers. Pocketing the rare treasure, you hope you will not be too late to save the life of the princess.

You now have the **Aspect** "I have the Sapphire Lotus!"

If you haven't already been to Da Minci's floating castle, go to 36.

If you've already been to the inventor's home, go to 99.

**64)** With Lafferty rushing ahead of you, you round the corner of the street and cut through an alleyway. Just as you are about to emerge on the other side, a thin cord loops around your neck and a dark figure pulls you back into the shadows. Lafferty is too far ahead of you to detect the subterfuge. You have only seconds to live!

You must **Forcefully** break free of the garrot (Roll to Overcome +4). If you fail, go to 22. If you tie or succeed, go to 30.

**65)** You swallow hard as the lookout spots a sliver in the rock wall ahead of you. “The Strait of Garbalos!” you recognize, as your boat draws near. The Strait of Gorbalos is named after the man who discovered it, an old friend of yours. It’s also the name of its first victim. 10 years ago, in a desperate attempt to outrun pirates, you and Captain Gorbalos fled along the jagged shoal and discovered the watery channel flanked by narrow cliff walls. Gorbalos drowned, when the ship you were in capsized.

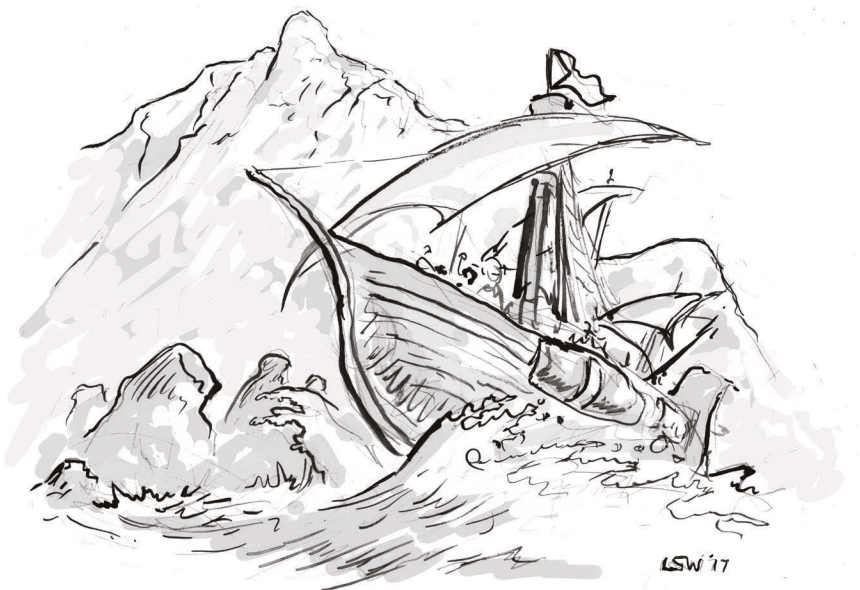
“Quickly!” you call out to your men, “Draw the oars in and secure the sails!” The men act quickly, as the ship nears the tunnel’s edge. Several rocks jut out of the water as you steer the ship, through the narrow passage. Suddenly, the ship lurches violently to one side and one of the crew falls overboard striking his head on the rocks below and dying instantly. You look down and see a whirlpool drawing the boat in. “Hurry! You shout, “If we don’t get the ship free, we’ll all die!”

If you have the **Aspect** “Because I worked as a cabin boy in my youth, I have +2 to **Quickly** maneuver around ships,” go to 98.

You may **Cleverly** make use of your surroundings (Roll to Overcome +2). If you tie or succeed, go to 90.

You may **Carefully** try to steer the ship to safety (Roll to Overcome +4). If you tie or succeed, go to 98.

If you fail either way, go to 100.



**66)** You stoop down and examine the intricate stonework. You observe that the tiles painted white create an even walkway along the center of the room. The other colors of red, green, and blue are each sprinkled evenly across the floor. “Stay off the white tiles!” you warn your first mate, carefully following the pattern as you reach the far end of the room.

Go to 8.



67) “What is the meaning of this?!” the queen cries out in fury, as you, Lyssa, and your first mate Lafferty bust into the room. Off to one side, you see the princess being tended to in the queen’s bed; the prince close by her side. Lord Flue stands just to the right of the queen, a look of astonishment on his long bearded face. “We know who is behind the attempted murders!” you call out, just as you hear guards making their way up the stairs. You realize you have only seconds to make your case, before it’s too late. Do you know who plotted the murders?

If you think it’s Lord Flue, go to 52.

If you think the Queen is behind it all, go to 27.



68) You take a step forward and get sucked into a deadly quicksand trap. The men are too distracted to notice you at first, and by the time you have their attention, it’s too late. You have just been **Taken Out** (You’re dead!). Roll up a new character and begin the adventure again at the Introduction.

**69)** “Help!” you cry out as the sand beneath your feet gives way and you begin to sink. Lafferty reaches out and grabs hold of your hand. “Don’t let go!” you cry out. Quickly fastening a rope to nearby rock, the men struggle to pull you loose of the quicksand. At last, you heave a sigh of relief as the men drag you free of the deadly trap. “Another close one!” you cry out, quite frazzled, “Let’s try to make it the last!”

Go to 60.

**70)** “I told you if I ever saw your kind again!” you hear the pirate cry out as he uses his hook to latch onto the deck railing. A few of your men already have their flintlock pistols drawn and you quickly give the sign to lower them. Two of his men climb up alongside the pirate captain, as the crew of your ship watches ready for action. “Well, well, well!” he says, his eyes settling on you as he plants both feet on deck, “I thought for sure it would be the tall fellow. My cutlass is thirsty for that traitor’s blood!” You have no idea what he is talking about, but decide to play along. “He decided to betray me, so I had my men feed him to the sharks,” you confess nonchalantly. “Ha, ha, hah! Well that’ll teach him to play double cross, now won’t it?” he chuckles, his men tensely shifting their gaze from bow to stern as the three bravely stand their ground. You give a quick sidelong glance at Lafferty and the others. You know if anyone harms Redbeard, the pirates hidden along the cove will send your ship to the bottom of the sea.

Go to 80.

**71)** You peek out into the hallway, just as a shadow disappears into the bed chamber next door. You quickly rush after the mysterious figure, hoping to find some answers as to who is behind the disappearance of Ong Bai. You enter the room, and quietly approach a low-hanging tapestry. With sword in hand, you pull aside the drapery and prepare for a fight. You almost can’t believe your eyes. Cowering in the corner is prince himself! “Please don’t hurt me! I mean you no harm!” he says, his hands shielding his face. “Why were you spying on me?” you ask. “I’m anxious my beloved’s assassin be found. I just wanted to help!” You look at the prince for sometime, weighing whether or not it would be prudent to have him along on the mission, then you come to your senses, “Listen, for the sake of the kingdom — and your betrothed — don’t you think it would be better if you stayed here? Besides, who is more fit to look after the princess, hmm?” The prince ponders your questions, trying not to answer back impulsively. “You speak wisely, good friend.” he says, “The queen chose well to place you on this mission!” He then clasps your hand and bidding you “farewell!” returns to the queen’s quarters and the bedside of his beloved. Staring out the window, you try to think of where Ong Bai could be hiding. Far off in the distance, you see your ship moored along with several fishing boats at the docks. “The shipyards!” you think to yourself, “That’s it!”

Go to 18.

**72)** You and your men stand with weapons drawn as the red-haired pirate and two of his men climb aboard. “Well, well, well!” says Redbeard, looking surprised at the unfamiliar faces of you and your crew, “Just where do you think you’re going with my guns?” You aren’t sure what he’s playing at: Is it a trick to confuse your crew or is he genuinely surprised at your presence?

If you think he is surprised, you may **Sneakily** try to play along (Roll to Overcome +2). If you fail, go to 74. If you tie or succeed, go to 80.

If you think he is trying to trick you, go to 74.

**73)** You work your way along the narrow tunnel, water continually dripping from stalactites dotting the ceiling of the cave. Up ahead, the corridor splits again.

You may take the left tunnel. Go to 77.

You may investigate the tunnel on your right. Go to 79.

**74)** You realize the jig is up. Pulling your sword from its sheath, you rush the captain before he can act. With surprising speed, he rolls to the side just as your blade swoops past, lodging on the deck floor. One of his men falls in a barrage of musket fire, as your crew join in to defend you. Instead of attacking, Redbeard and the remaining pirate leap overboard, landing expertly in the frothy waters below. You hear a loud shrieking sound as a volley of cannon balls rip your ship apart. Through the smoke and fire, you hear the dying cries of your crew as they vainly scramble to abandon deck. You are frantically shouting for your first mate, Lafferty, when a cannon ball strikes you square in the face. You have just been **Taken Out** (You're dead!). Roll up a new character and begin again at the Introduction.

**75)** In your enthusiasm, you turn the key too fast and it breaks off in the lock. As hard as you may, you can't pull the broken piece loose. Days pass and no one manages to find you. "What happened to the rest of the crew?" you ask Lafferty. But by then he is too far gone from his injuries and lack of food and water. Soon, you too are incapable of any action as you slowly drift into madness and the sleep of death. You have just been **Taken Out** (You're dead!). Roll up a new character and begin again at the Introduction.

**76)** You breeze right by the guard standing watch outside the tavern and work your way up the road to the ship yard. "They headed this way," Lafferty says, rushing to keep pace with you. As you reach the emissary's boat, you see the queen's guards already one step ahead of you. They drag Ong Bai out of the ship's cabin and begin to lead him in shackles down the plank. "Excellent work, men!" you shout up at the two guards flanking the emissary. All of a sudden, Ong Bai wrestles free, surprising the two guards as he wriggles out of his manacles and dives into the shallow waters below. "Wait!" you call out, as one of the soldiers fires off a musket shot hitting the prisoner square in the back. You rush up to the edge of the pier, just as the man's body sinks into the inky water. "Fool!" you cry out, turning back to address to guard, "He was carrying an important letter from the queen!" "You mean this?" the other soldier asks, pulling the sealed envelope from his breeches. "I'll take that!" you say, tearing the letter from the guard's hand. While, they're busy fishing the emissary's body out of the water, you pull Lafferty aside to examine the letter more closely.

Go to 45.

**77)** You hear the sound of rushing water in the distance. Small pools of phosphorescent light bounce off the walls of this cave as it turns sharply to the right. The tunnel splits in two with one corridor running straight ahead and another heading off to the right.

If you want to go straight ahead, go to 79.

If you would rather explore the right tunnel, go to 63.

**78)** The tunnel widens as you work your way forward. The smooth limestone rock is replaced by glittering onyx stone and you can make your reflection out in the faint light. Suddenly, you step in something.

You must **Quickly** try to avoid danger (Roll to Defend against +2). If you fail, go to 68. If you tie or succeed, go to 69.

**79)** “I feel like we’ve been here before,” Lafferty says, as you and your crew carefully traverse the limestone cave. A few stalactites reach down to touch the ground and you side-step a few puddles with glowing water. After several yards, the tunnel curves left and splits into three corridors leading off in different directions.

If you have the **Aspect**, “I’ve traveled all throughout the realm; I know the way.” Invoke it now. Go to 63.

If you want to explore the tunnel branching off to the left, go to 78.

If you want to go down the right tunnel, go to 63.

If you want to take the tunnel straight ahead, go to 73.

**80)** “A gift!” you call out to the pirate, waving your hand as four of the crew bring up a cannon and special artillery from below deck, “A cannon made of the finest wrought iron and round shots you can time to ignite at the moment of your choosing!” You offer one to the pirate who boldly examines the spring mechanism used to set the shots ablaze. “Impressive!” he says, rubbing his hook through his beard. “All I ask is safe passage to-and-from the Isle of Khora.” you bargain trying to remain calm. You wait to see what the pirate will say, but at the mention of your destination, he bursts into laughter. “Hah! You think you or your men will make it back from there, eh?” he walks over to you and sizes you up, the grips of your men tightening around their muskets, “Well good luck!” he says clasping your hand in surprise. Then with a laugh, the three are over the side of your boat with the cannon and artillery and you watch as they head back towards the cove. “That was close!” says Lafferty, pointing to the flickering lights along the rocky shore, “They had cannons ready to fire on us the whole time!”

Go to 83.

**81)** You charge into the soldiers, hoping to catch them off guard. You manage to shove Lord Flue aside, but in your haste, you run right into another guard, his sword drawn and pointed at you. The blade is driven deep into your side as you cry out in mortal agony. Slumping over on the floor, you stare up at the guards in sadness, well aware that this will only be the beginning of bloodshed as war will soon be inevitable. Too bad, however, you will not be alive to witness it! You have just been **Taken Out** (You’re dead!). Roll up a new character and begin again at the Introduction.

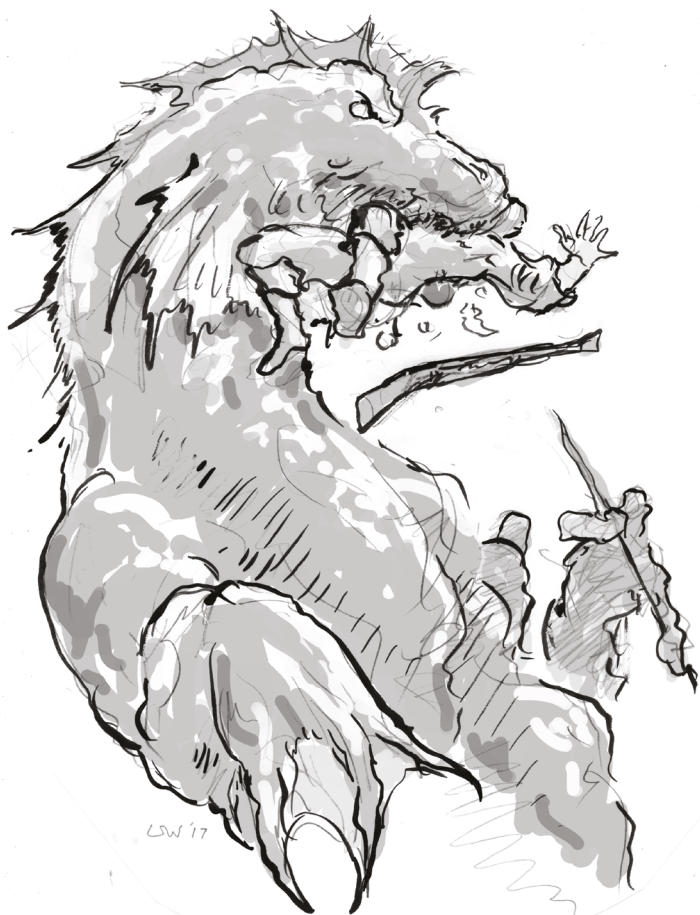
**82)** You grab hold of a nearby chair and fling it at the guards who are momentarily caught off guard. You seize the opportunity and run for the door. Lord Flue grabs you by the arm as you pass, but you give him a swift kick and he’s sent flying into the corner and lands with a \*thunk\* on top of a chamber pot. You race through the doorway and down the hall, concealing yourself behind a long tapestry as the soldiers rush past. “Whew! That was close!” you think, “But I won’t feel safe until I’m back on my boat!” Then all of a sudden it hits you. “Of course!” you say to yourself, “The shipyards! That’s where I’ll find Ong Bai!”

Go to 18.

**83)** A thick mist enshrouds the isle of Khora as you and your men draw near in the Kestrel. You hear the sounds of exotic birds and howling monkeys as the boat slowly emerges on the other side of the mist. Everyone is speechless as you spot the summit of a high crag through the dense fog. The boat lands on a shallow beach and you hand pick a dozen men to accompany you on shore. Carefully, you work your way through the dense undergrowth, swatting giant flies and mosquitoes that bite away at you mercilessly. At the foot of the crag, you catch sight of a cave up ahead. The opening to the cave looks like a wide, gaping mouth. As you draw close to the cave entrance, you hear the sound of your youngest deckhand, Jerrold, crying out. You spin around to see the boy caught up in the mouth of a huge prehistoric lizard!

If you have the **Aspect**, “I’m good with a pistol in a fight.” go to 41.

You may **Carefully** try to free the boy (Roll to Attack +4). If you fail, go to 7. If you tie or succeed, go to 41.



**84)** “Hurry!” you shout, as the structure begins to yawn and creak from the growing fire below. Shielding the young girl, you rush for the exit as the castle walls tremble and shake. You manage to make it out into the frozen courtyard with the young girl safely just as the entire castle crumbles to the ground. When the dust settles, all that remains are shattered remnants of Da Minci’s powerful legacy. You get safely aboard the Kestrel and prepare to depart. Presenting the music box to Lyssa, Da Minci’s daughter, you ponder why the queen would choose such a sign to mediate with the deceased inventor. You watch as the girl, grieving for her lost father, cups the jeweled box in her hands. Then turning the lever that opens the box, you watch as a dancing princess glides and spins across its surface to the dulcet chimes of the toy. “Oh father!” the girl cries out, sobbing uncontrollably as the display comes to a stop.

After regaining her composure, she explains, “The box was a gift to Queen Annalise, a girl herself when she received it. My father told her to return it if her love was not true.” “You mean—” Lafferty begins. “The Queen’s father banished the inventor before he could find out if she did, indeed, truly love him. He carried that anger, for both the king and her, with him the rest of his life!” You stare at the girl, struggling to make sense of the affairs of the heart she has now exposed. “Oh father, everything you fought for is gone!” she says, sighing to herself. “It’s not too late to find his killer,” you say seizing her by the arm. “If you seek justice for his death, come with us!” The girl looks at you, then at Lafferty before embracing you both, “Yes. Justice for me and for your queen. So be it!”

You may set sail for the Isle of Khora to retrieve the lotus flower. Go to 25.  
If you have already been to Khora, go to 99.

**85)** Lord Flue is an expert swordsman, but you’re no slouch either. The two of you square off in the queen’s chamber, trading blow after blow. You have Lord flue almost backed against a wall, when he grabs hold of Lyssa and uses her as a human shield. Your sword passes clean through the girl’s neck and you are so distraught, you lower your sword momentarily. It is all the opening he needs, swiftly driving his blade into your heart and killing you instantly. You have just been Taken Out, must roll up a new character and start over at the Introduction.

**86)** Ducking and weaving, you push Lafferty out of harm’s way, calling out to the owl, “Come get me!” Intent on capturing its prey, it circles for a moment, then takes another dive at you. You just manage to dive out of the way as the owl swoops past. “I think you made him angry!” Lafferty says. Backing up towards the orrery, the owl takes one last lunge at you. Timing your leap just right, you take a running jump through the mechanism of the orrery and land on the other side. The owl, eager to catch you, attempts to make it through the same narrow hole, but gets stuck as the network of spheres and interlocking arms continue their rotation. The owl seems to cry out in agony for a moment, then a loud “Boom!” is heard as orange flame erupts from its eyes and chest plate and the whole structure, wedged solid by the owl, catches fire.

“Help!” you hear the girl cry out above you.

Go to 87.



**87)** You realize the girl is still in danger. Working fast, you climb the stone steps to an observation deck above the orrery and within a few feet of the cage. “Who is behind all this?” you ask, the anger in your voice catching the girl off guard. “It was he — the tall man in dark robes! He came to us, wanting my father to seek vengeance from the queen. But he refused and for that, the tall man murdered my father in cold blood!” The girl is about to continue, but the heat from below distracts her momentarily. “Hold still!” you cry, “We’ll get you free!” But how?

If you have the **Aspect** “I have a gold key!” go to 88.

If not, you must **Cleverly** use the environment to save her (Roll to Gain an Advantage +2). If you fail, go to 59. If you tie or succeed, go to 11.

**88)** “Here!” you say, tossing the key to the girl. She catches it just as it is about to tumble into the orrery below. Quickly, she unlocks the cage and backing up a few feet takes a running jump at you and Lafferty. With remarkable agility, the young lady sails through the air, landing in the arms of Lafferty who gingerly sets her down on the stone floor.

Go to 84.

**89)** “All is not lost, my friend!” you say digging through the pockets of the corpse. You are about to give up hope, when your fingers pass over a hard object hidden in the lining of the dead man’s breast pocket. Using a dagger to pluck out the object, you hold it in front of your partner triumphantly, “A gold skeleton key!” Then hurrying to use it on the cell door, you insert the key and give it a nice, swift turn.

You now have the **Aspect**, “I have a gold key!”

Roll one fate die. If you roll a “-“, go to 75. If you roll a “blank” or “+”, go to 92.

**90)** You call out to the crew, “Get a rope around those rocks and pull!” the crew is swift to follow your lead as the ship bucks and sways in the rapid swirling waters. With ropes secured, the crew begins to heave with all their collective might. For a few moments, your fear the combined strength of you and the crew won’t be enough to pull out, but slowly inch-by-inch, the ship cuts a path through the churning water and soon you are freed from the deadly trap. “One man down,” you murmur looking back as the ship emerges from the tunnel. “It could get much worse,” adds Lafferty, drawing your attention port-side, “We’re coming up on the Isle of Khora!”

Go to 83.

**91)** You reach the mouth of the cave where you hope to find the lotus flower you seek. The men light torches as you carefully make your way into a long tunnel. After a few yards, it splits in two.

If you want to explore the left tunnel, go to 73.

If you want to explore the right tunnel, go 60.

**92)** With a solid \*click\* the door springs open and you and Lafferty stumble out into a dark hallway. The sound of gears and cogs becomes more and more evident as you turn to ascend a spiral staircase at one end of the chamber. “What’s causing that sound?” asks Lafferty. You shrug your shoulders, drawing your sword out prudently, “We’ll find out soon enough!”

Go to 13.

**93)** The musket explodes in your hand, sending black soot into your eyes and blinding you. You stumble forward amidst the screams and wild commotion of your men. You think you hear Lafferty cry out, “Look out!” just as you are crushed to death by the foot of the giant beast. You have just been **Taken Out**. You must roll up a new character and begin again at the Introduction.

**94)** You back up towards the open window, with the rushing wind and busy sounds of people coming and going from the palace. “Don’t try to run!” warns Lord Flue. You ignore him, grabbing hold one of the curtains and launching out of the window. Unfortunately, the drapery is not enough to hold you. It tears apart in mid-air and you plummet to the ground below. You land on your head, instantly breaking your neck. You have just been **Taken Out**. (You’re Dead!) Roll up a new character and begin again at the Introduction.

**95)** You and the lead guard square off. Your speed and agility with a variety of arms pays off as the guard takes one swipe and then another with his sword, striking the muddy ground again and again in frustration. You bring him down with a few blunt blows to the head. Leap frogging over another soldier, you race past the entrance and raise the portcullis for your companions. You let out a loud whistle, and your two companions fight their way back towards the palace. “Now!” you cry out, cutting the iron gate loose just as they are past the gate. The heavy portcullis comes crashing down, pinning two more of the soldiers as you and your companions disappear inside the palace walls. Within a few minutes, you’ve made your way to the queen’s private chamber. “This is it!” you say, not sure what awaits you on the other side.

Go to 67.

**96)** The sky darkens above you as you and your opponent face off, the smell of rain heavy in the air. As rain begins to drop, Ong Bai charges you with his sword. You parry the first two strokes, but he lands a third, giving you a nasty cut on your right thigh. Clearly your opponent is the better combatant, moving with a speed belying his portly frame. He lands several more blows with his sword (take 2 stress or a **Mild Consequence** “sliced up good” and roll approaches with -1 for the rest of adventure). The fury of his attack causes you to stumble and slip on the whetted cobble stones and you fall backwards. But just as you are about to beg for mercy, Lafferty rushes the swordsman locking him in a choke hold and lifting him high in the air. You recover quickly, intent on getting answers out of your assailant. “Talk, my friend, or I’ll have Lafferty here turn you into a pretzel!” Before the man can speak, however, a crossbow bolt sails past, lodging in the man’s chest. You dart around, just fast enough to see a cloaked figure disappear into the shadows.

Go to 44.

**97)** You and Lafferty wait until nightfall to steal your way into the palace. Posing as a stable hand, you climb aboard a carriage filled with hay while Lafferty and Lyssa conceal themselves and make your way through the busy streets to the front gate. The guards hold you up, asking, “What business do you have at this hour?” “We need to restock the stables with fresh hay, it hasn’t been switched out since the prince’s wedding; it stinks!” “Very well,” he acquiesces, “but be quick about it!” But after waving you past, he abruptly taps the carriage with his sword to get your attention. “Wait just one second!” he says, walking over to the cart to get a closer look.

Roll a fate die. If you roll a “-“ go to 62. If you roll a “blank” or “+”, go to 33.

**98)** You and Lafferty rush to the ship’s tiller and pull with all your strength. “It’s no use!” Lafferty says, his arms bulging from the strain. “I’ve got it!” you say, gesturing for Lafferty to pull the tiller in the direction of the whirlpool. He looks at you for an instant as if you’re insane, then throws all of his weight into the tiller, “Altogether now, heave!” As you anticipated, the rapid shift in the ship’s trajectory is enough to slingshot the boat loose and it skims across the water, coming within a few inches of crashing against the cliff wall. You heave a sigh of relief as the boat settles down, drawing near the other end of the tunnel. “We made it!” Lafferty exclaims, pointing to the dense mist in front of you, “The Isle of Khora, straight ahead!”

Go to 83.

**99)** You begin your voyage back to Bolshar, knowing full well that your mission is far from complete. The journey is swift and uneventful, with the wind at your back the whole way. “It’s perhaps a sign, of good things to come!” Lafferty suggests, but you know better. Making landfall by evening, you and Lafferty, with Da Minci’s youthful daughter in tow, head towards the Queen’s palace, intent on delivering the Sapphire Lotus and, if all goes as planned, exposing the mastermind behind the devilish plot against the kingdom. You make it all the way to the front gate, but the queen’s guards bar your passage. You show them the seal, but they still won’t let you pass. “What trickery is this?” you ask. “We have our orders,” pipes up a youthful-looking commander, “And you are not allowed to enter herein. Begone!” “This is absurd —!” Lafferty shoots back, advancing a few feet before the battalion lowers their pole axes threateningly. “They mean it, old friend.” you say, stopping to consider your options.

If you haven’t tried tracking down Ong Bai yet, go to 14.

Otherwise, you may:

**Forcefully** fight your way past the guards (Roll to Attack +3). If you fail, go to 43. If you tie or succeed, go to 95.

or **Sneakily** break into palace (Roll to Overcome +3). If you fail, go to 47. If you tie or succeed, go to 97.

**100)** The whirlpool is too strong as you and your crew desperately struggle to pull the ship loose. The last thing you see as you are pulled under is a skeleton caught on one of the rocks nearby. “Gorbalos!” you cry out, realizing that you are about to meet the same fate as your old friend. You have just been **Taken Out**. (You’re Dead!) Roll up a new character and begin again at the Introduction.



## Aftermath

The rules for handling minor milestones are easily adapted for Solo scenarios, like the one you just completed. Outlined on page 33 of the *Fate: Accelerated* rulebook, you typically have 4 choices:

- 1) You can switch rank for any 2 Approaches.
- 2) Rename a Trouble or Secondary Aspect (to reflect a new goal, provide detail about a mission, or to reflect your status).
- 3) Exchange one stunt for a new one.
- 4) Create an additional Stunt (so you should have a total of three after the adventure).

The change that is likely to make the most sense, based on the free-standing scenario of your quest, is to Rename your Trouble or Secondary Aspect to reflect a new problem/characteristic. For example, if you succeeding in uncovering the plot against the queen, you could switch out “The queen suspects I’m behind the assassination.” with “Blind loyalty to the crown.” However, if you feel that a new goal has yet to be defined or you simply want to update your character in other ways, you are more than welcome to choose another option. Also, any stress and/or mild consequences (like a cut in across the leg) that you’ve endured should clear before your next adventure (whether it is Solo or with a group). Lastly, and I can’t emphasize this enough: Feel free to use your character in further scenarios, whether they are set in a clock punk pirate setting or take place in other campaign worlds of your own creation. There will be more Solo adventures published in the near future, which will utilize elements and story tropes from various genres, while still allowing for cross pollination (after all, anything can happen in a book, movie, or TV show). So don’t be held back by the conventions of normal storytelling, but allow your imagination to sail the seven seas!

## Sample Character

Name: Babs Barbossa

### Aspects

High Concept : Captain of an airship.

Trouble: My brother is loyal to the other side.

Secondary Aspect: Ho, ho, ho and a bottle of rum!

### Approaches

CAREFUL +2

CLEVER +1

FLASHY +3

FORCEFUL +0

QUICK +1

SNEAKY +2

Description: Black female around 35.

Grew up on a sailing ship working for Captain Goralos. As a professional adventurer, she now pilots her own vessel , the "Kestrel."

Refresh:

3

Current

Fate Points:

### Stunts

Because I was trained by the great Scarabindi, my skills with a rapier give me +2 to flashily fight foes.

Because I worked as a cabin girl in my youth, I have +2 to quickly maneuver around ships.

### Stress

--	--	--

1

2

3

### Consequences

2

Mild

4

Moderate

6

Severe



