



Turn Sheet

Use this sheet to Play in the Game. For significant actions that you wish to perform, fill in an Action Box with details of what you want to do, how you want to do it and any other detail you want to add. This should be written freeform.

Character Name:	Turn Number:	Date:
Mellon Cauli	8	18th December 2020

Thoughts

I am confused that no-one can see what I can see - I KNOW that I shouldn't have eaten the root when I was told NOT to but surely the effects of the narcotic should have worn off by now??

Action 1

I must still be hallucinating - If there's any water available I need to quickly rush to get some and pour some on my head- Maybe the shock of the cold water will clear my head and stop these strange visions!

Action 3

If my little friend appears again, I will ignore it. If the creature persists I will do as Fabroen suggested and go buy some Paraset at the Market Place - While there I want to price up a new single-edge kife. If I can get one for less than 5C then I'll get one there and then. If not I shall wait and decide after counting my coins

Action 4

Fabroens kind offer of training with the Sword : I will offer him Beer in exchange and will then knuckle down to learn the basics of the weapon. If Fabroen has anything else to say or teach me then I will be both attentive and appreciative - I get the feeling that Fabroen has an ulterior motive for all this kindness, but if Lund says he is someone to trust, then I will trust him.

Action 5

Go back to the Shrine and speak with Lund. Ask him if he knows anything else about this rumour of Wolf creatures in the woods. Explain to him that I have been having a nightmare about a man following me who, when I turn away and then back again he is a Wolf, then when I turn to flee I eventually look over my shoulder and the man is there again and he is me.

Action 6

Go to the North Gate and just hang around for a while - DO NOT go into the Inn but try and gauge whether anyone is talking about the robbery. See if the Guards at the Gate are the same ones that were there when the robbery occurred.. I don't know! Just see if there's been a cover up because I KNOW that I wasn't involved despite what all the rumours are saying

Action 7

Find a hood of some kind - Hopefully waterproof. If I'm to be stuck here for more than a few weeks I don't want to be remembered, and my appearance is too easy to get stuck in peoples memorys. Do people wear masks in the City? If they do would I get away with wearing one without sticking out like a sore thumb (literally)?
Oh and buy some gloves as well, for obvious reasons.

Action 8

If my training continues, after a few days pluck up some courage and go back to see Fisher down at the Harbour. When I think about it that old man really saved my life on that first day and I want to thank him - Yes, I know that I'm spending most of my time thanking people for their charity. Ask Fisher if he is still heading for the east when his family turns up - If he is, try and tie him down to when he is going, and ask if for a few silver he will allow me to go with them. Ask Fisher what they are taking east.

Action 9

And finally! This week is going to be busy with my training, but I need to go back to the courtyard and that fateful place where I was released a few weeks ago and the first place I heard the voice. When I left I recall it was just a small courtyard and alleyway - I recall the rain and the tumble of water down the drainpipes - Try and climb one of the drainpipes to get access to the roof which leans against the Keep. If theres anyone there or I look like I be spotted by the Watch then DO NOT proceed, but if the coast looks clear I want to have a climb and find a good spot where I can perhaps see a few faces of those in the Keep so I have an idea of my jailers identities

Player Notes

Standing Orders:

Threat

Stop and Passive	<input checked="" type="checkbox"/>	Run	<input type="checkbox"/>
Stop and Aggressive	<input type="checkbox"/>		

Opportunity

Stand and Watch	<input checked="" type="checkbox"/>	Investigate	<input type="checkbox"/>
Talk	<input type="checkbox"/>		

Interest

Look and Leave	<input type="checkbox"/>	Stop and Look	<input checked="" type="checkbox"/>
Stop and Investigate	<input checked="" type="checkbox"/>		

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