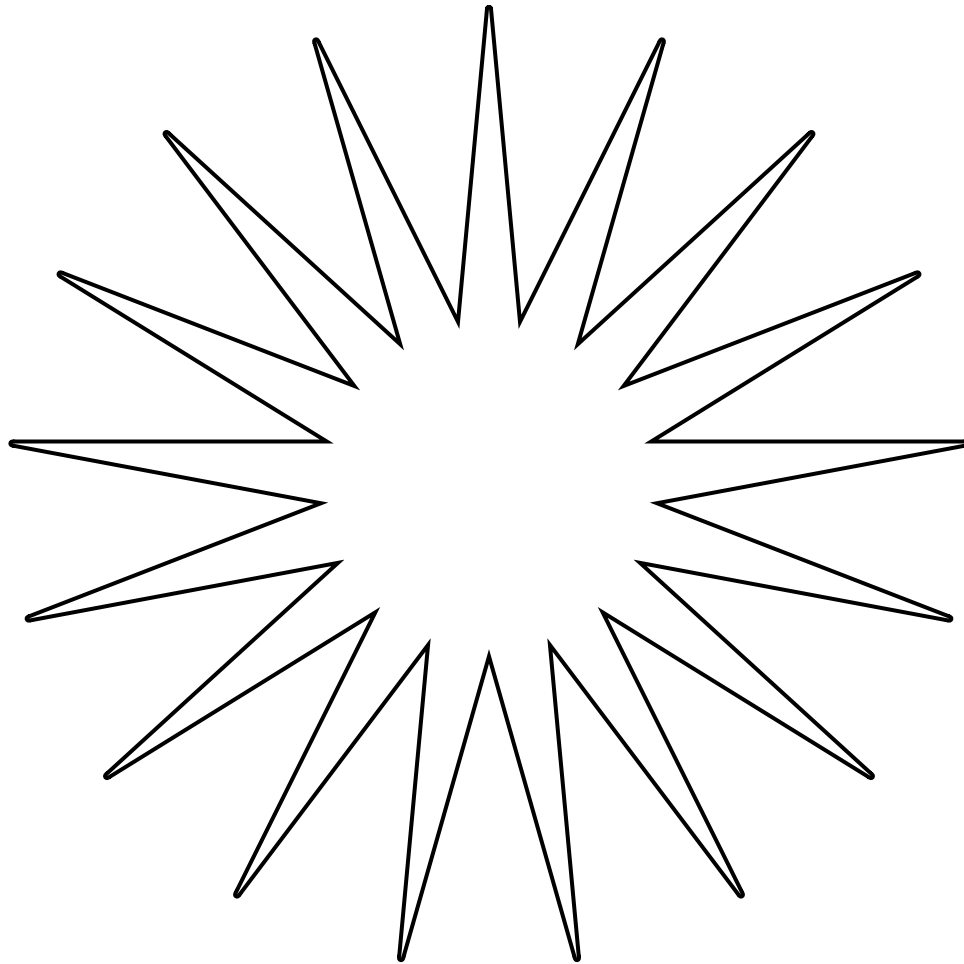


ADRILANKHA



COREY REID

A Playset for the Fiasco story-telling game.

ADRILANKHA

CREDITS

Written By Corey Reid with input from Jody Kline and “Kitesh”.

Obviously the whole thing is based on the works of Steven Brust, who if you don't know is a fantastic writer and you should start with *Jhereg*. Enjoy.

BOILERPLATE

This playset is an accessory for the Fiasco role-playing game by Bully Pulpit Games.

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For more information about Fiasco or to download other playsets and materials, visit www.bulypulpitgames.com.

If you'd like to create your own playset or other Fiasco-related content, we'd like to help. Write us at Info@bulypulpitgames.com.

*No matter how subtle the wizard, a knife between the shoulder blades
will seriously cramp his style.*

TWO WORDS

ON THE SUBJECT OF CRIMINAL ACTIVITIES, WITH NOTES AS TO THEIR LIKELY (NOT TO SAY INEVITABLE) OUTCOME

Life in the Empire's greatest (remaining) city isn't ever easy, but opportunity can appear at the most unexpected moments. A chance encounter, a stolen glance, an inattentive button-man, and the world can be your oyster.

Sometimes, though, you're the oyster, and the world is that blunt knife getting forced in through your shell.

Maybe you're a low-ranking Jhereg enforcer looking to make a little on the side, and you just had a Dragon noblewoman spill her drunken secrets within your hearing. You HAD to tell that old Eastern guy enough so he'd cast that spell, but how were you to know the Left Hand of the Jhereg was ALREADY involved, and now somebody says Sethra Lavode is asking around? It may be time to lie low, or it may be time to start sticking knives into everyone who looks like they need it, and just hope the mound of bodies keeps the Phoenix Guards confused long enough for you to get out from under.

And maybe there's a pearl in there somewhere.

INSTRUCTIVE STORIES

Yendi. Orca. 500 Years After. Dzur. Teckla. The Viscount of Adrilankha. But like we said, start with *Jhereg*.

RELATIONSHIPS...

1. WORK

- Spy and informant
- Artist and patron
- Officer and cadet
- Lord and seneschal
- Craftsman and client
- Merchant and supplier

2. HOUSE

- Pariah and favourite
- Heir and the next in line
- Senior and protégée
- Bitter rivals
- Both outcasts
- Fake House member and the one who knows the secret

3. JHEREG

- Left Hand/Right Hand
- One who does 'work' and the client
- Bagman with a plan and friendly muscle
- Phoenix Guard and Jhereg boss
- Council member and troublemaking punk
- Rival bosses

4. FRIENDSHIP

- Old army friends
- (Nearly) fought a duel
- Best friend's son/daughter
- New arrivals stick together
- Defying the Cycle
- Joined in hatred

5. FAMILY

- Newlyweds
- Rebellious child
- Fractious couple
- Siblings
- 'Noish-pa'
- Estranged, but brought together again

6. ROMANCE

- Unrequited love
- Ex-lovers
- Ex-spouses
- One-time good time
- More than a bit like bestiality
- Ulterior motive

...IN ADRIKLANKHA

NEEDS...

1. TO GET REVENGE

- On the Dzur who humiliated you
- On a family member
- On the Jhereg
- On the Empire
- Because South Adrilankha is burning
- By unleashing chaos

2. TO GET RICH

- By killing that noble
- By unmasking the spy
- By opening a great klava joint
- By robbing an illegal gambling den
- By moving in on a rival's territory
- "I have a friend who does 'work' from time to time."

3. TO GET POWER

- By starting a riot
- By seducing that noble
- By killing the right Teckla at the right time
- By making the Heir look bad
- By stealing a Great Weapon
- By deceiving your lover

4. TO GET ANSWERS

- About who framed you
- From the Heir, about a misplaced letter
- About why that Dzur backed down
- About the knife that was found in her body
- From Sethra Lavode
- About what really happened at that klava joint

5. TO RECOVER

- From your gambling losses
- From the injuries you suffered last time you crossed them
- The respect of a certain Issola
- From your ex-lover's cruelty
- Your long-lost sibling
- The knife you left behind

6. TO ESCAPE

- The hold the Jhereg have over you
- South Adrilankha
- Your father's disapproval
- The demands of your House
- The upcoming duel
- The Phoenix Guard

...IN ADRIKLANKHA

LOCATIONS...

1. THE PALACE

- The Dragon Gate
- The Office of the Exchequer
- The Iorich Prisons
- The Residence of the Discreet
- The Jhereg Wing
- The Empress' bedchamber

2. ENTERTAINMENT

- A theatre
- A packed music hall in South Adrilankha
- A parade
- The Star of Justice
- A brothel
- A gambling den

3. RESTAURANTS

- Valabar's
- A travellers' inn
- A great klava joint
- A good place for a killing
- A quiet bar
- They do a great pepper sausage, and there's a useful room in the back

4. OFFICES

- Above the cobbler's
- In the Dragon Wing
- Haven't had time to furnish yet
- Smouldering ruins
- Meeting hall for angry dissidents
- Looks like a nice klava joint

5. FANCY

- Dzur Mountain
- Hot springs
- Deathgate Falls
- A witch's shop
- A nice open space with plenty of exits
- The Halls of Judgement

6. RESIDENCES

- Castle Black
- An Orca's shipboard cabin
- Tenement with stained walls
- In the back room
- Showing off near the Palace
- How can you live like this?

...IN ADRIKLANKHA

OBJECTS...

1. WEAPONS

- Sharp, pointy, suitable for throwing
- Ostentatious
- The power of Dzur Mountain
- “Has this flashstone been discharged?”
- Stolen
- Morganti, recently used

2. VALUABLES

- A delicate flower
- A painting
- A case full of diamonds
- Valabar’s recipe for stuffed goose
- A bottle of Fenarian brandy
- A pair of boots

3. INFORMATION

- What time the meeting takes place
- Overheard: “He has no idea who his father REALLY is.”
- Compromising letters
- An invitation to Castle Black
- Floorplans of the establishment
- The concealed power of that blade

4. SENTIMENTAL

- Locket with a portrait of a little brown-haired girl
- An untouched whetstone
- A book of poetry
- Rain-slick streets in the old neighborhood
- A little too much brandy
- An engraved case she gave you before she left

5. ALARMING

- A little purple stone
- “Is that an army?”
- Barricades
- A gold cloak, torn and bloodstained
- The temple grows dark
- “This klava is bitter!”

6. MAGICAL

- A crystal, with a face shimmering within
- “Speak into the disk. I will hear your words.”
- The Seriola smith promised it would work
- “So that’s what a human soul feels like.”
- It was in the Athyra’s lab, so it must be magical
- A teleport block from the Left Hand of the Jhereg

...IN ADRIKLANKHA

A LYORN-APPROVED INSTA-SETUP

RELATIONSHIPS IN ADRILANKHA

For three players...

- House: Pariah and favourite
- Friendship: (Nearly) fought a duel
- Family: Estranged, but brought together again

For four players, add...

- Romance: Ulterior motive

For five players, add...

- Work: Craftsman and client

NEEDS IN ADRILANKHA

For three players...

- To Get Revenge: On the Jhereg

For four or more players, add...

- To Recover: From your gambling losses

OBJECTS IN ADRILANKHA

For three or four players...

- Weapons: Morganti, recently used

For five or more players, add...

- Sentimental: An engraved case she gave you before she left

LOCATIONS IN ADRILANKHA

For three, four or five players...

- Residences: Castle Black