

Reedwater Adventure No. 1

Unwanted Wizards



POWERED BY
FATETM

AD
ANDERIAN DESIGNS

Designed by A. R. Cowley

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty/free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 © 2000, Wizards of the Coast, Inc.

Fudge System 1995 version © 1992/1995 by Steffan O'Sullivan, © 2005 by Grey Ghost Press, Inc.; Author Steffan O'Sullivan.

FATE (Fantastic Adventures in Tabletop Entertainment) © 2003 by Evil Hat Productions LLC; Authors Robert Donoghue and Fred Hicks.

Spirit of the Century © 2006, Evil Hat Productions LLC. Authors Robert Donoghue, Fred Hicks, and Leonard Balsera. The Dresden Files Roleplaying Game: Volume 1: Your Story and The Dresden Files Roleplaying Game: Volume 2: Our World © 2010, Evil Hat Productions LLC.

Starblazer Adventures © 2009, Cubicle 7 Entertainment Ltd.

Strands of Fate © 2010, Void Star Games

For purposes of this license, the following things are considered to be Product Identity in addition to anything covered in section 1, above: Any maps, layout, characters, location descriptions, "colour" quotations and dialogue, names, and examples. Product Identity, may be reprinted for free for noncommercial purposes, and may not be included in any professional publication without written authorization from Andorian Designs Ltd.

For purposes of this license, the following things are considered to be Open Game Content: Abilities and skills, all rules mechanics.



ANDERIAN DESIGNS

ANDERIAN DESIGNS

Foreword

Welcome to the early 13th Century and the challenges that come with living in the Holy Roman Empire under civil war. This book contains an adventure set around the Arcane Guild of Reedwater, wizards and fey that live there; as well as the ordinary townsfolk of Ingolstadt.

The details herein are for you to make your own, modify, adjust, use and abuse as you see fit; to tell a story that your players will love. The Fate system, with its aspects and stunts, gives you a great toolbox for playing the NPC's that are listed; to both challenge and amuse.

The adventure has many approaches that may be taken to it, which one works is up to you as the GM and the players. The game deals with adult themes, including infernal powers and the Djinn as well as the summoning and actions of these creatures. The adventure is a work of fiction and should be treated as such.

Credits

A heartfelt thanks to everyone who has contributed to making this book possible.

Campaign and Adventure Design: A.R.Cowley

Illustrations: A.R.Cowley

Play Testing: Steven Betney, Simon Baker, Alex Wyile.

Creative Contribution: Steven Betney, Simon Baker, Alex Wyile, Stephen Turner.

Editorial Support: Stephen Tuner & Christopher Booth

Inspiration: Edward E Simbalist and Wilf Backhaus for C&S, Everyone who has had a hand in making FATE what it is. The creators of Ars Magica

Dedicated to:

A great friend for over 40 years, who over the last three years has fought with cancer with courage and dignity. A courage that has given me great inspiration to strive onwards even when things are hard. Time is not on his side in this fight, he will leave a big hole at the gaming table and an irreplaceable soul taken from my life.



The authors assert the moral right to be identified as the authors of this work

All of the characters events and places in this book are works of fantasy and while they may have a resemblance to actual persons, living or dead such are purely coincidental. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted in any form or by any means, electronic or otherwise without the prior permission of the publishers and the copyright owner except for the purposes of review.

Contents

Foreword	3	Agature Greyvale	23
The Unwanted Wizards of Ingolstadt	5	Spriggan	23
Introduction	5	Young Truff	24
The Guilds of The Holy Roman Empire	6	Púca	24
The Arcane Brotherhood	7	The Hook	25
The Archons	8	Slobdan Gretsovich	25
The Archmage	8	ENCOUNTER	26
Arcane Guilds in the Holy Roman Empire	9	Nobility on the Road	26
Drondenberg	9	Archbishop John de Gray	26
Swartzbroc	9	Sir Geoffroy de Donjon	27
The Staff of Arbelius	9	Hospitaller Knights	28
The Black Mask	9	Lord Richard de Clare	29
Avongrond	10	ENCOUNTER	30
Reedwater	10	Robbers on the Road	30
Magus Priamunda	11	Bandits	30
The City of Ingolstadt	12	Sir Balin Riven	30
Mayor Fardinand	12	Ambush Zone Map	31
Bishop Eichstädt	13	ENCOUNTERS	32
The Black Wolf Inn	13	Robbers in The City	32
The White Hart Inn	13	Northgate Guild	32
The Rams Head Inn	14	Southbank Guild	32
Seigbert the Weaponsmith	14	City Zone Map	33
Desperate Men	14	Token of Healing	34
The South Gate Guild	14	Potion of Brute Strength	34
The North Bank Guild	14	Lotion of Bursting Speed	34
Hingely Thief	15	Mask of Shadows	34
Vanela Priestess of Venus	15	Rewards	34
Vogit	16	Epilogue	35
Paulina Treeboar	17	What's Next?	36
Sgt of the Guild	17		
Footpads of the Guild	17		
Rogues of the Guild	17		
The Wayward Wizards	18		
Gameplan	18		
Adolf Blackwill	19		
Spirit of Delusion	19		
Pazuzu Creator of Tempests	20		
Barbazú Fury of Discord	20		
Samael The Accuser	20		
Urazeal the Tempter	20		
Afreet Minions	21		
Antonio Darkwind	21		
Minions of Air	22		
Alsatayir (Blower of Curtains)	22		

Reedwater Adventure No. 1

The Unwanted Wizards of Ingolstadt

Introduction

The adventure is set in the early part of the 13th Century, in the Holy Roman Empire; during a period of civil war. Two nobles are warring over the throne of Emperor to this vast and powerful empire. The first is Philip of Swabia, he as the support of the Barons and Dukes in the south, using their support he has been crowned King of Germany. The other is Otto of Brunswick, he has the support of the Clergy and less powerful nobility in the North. He has crowned himself as Emperor; however, has used copies of the holy regalia and none recognise his ascension to the Imperial throne. And so the war goes on.

Most knights fight, because that's what they do. All of their existence is based around military advancement of their power, it was one of the reasons for the crusades, to give the warring nobles something to strike at rather than destroying their own. There are some knights, landless household knights, who have had enough of the fighting; they have given up and turned to banditry, or jousting others - taxing passage on the road or for armour and weapons.

The ordinary man-at-arms, he fights for the booty, the man next to him or his sense of loyalty to his liege lord. There are those who see no profit in the war, or on Philip's side they take the lack of church support seriously and turn away from the fight. Some go home and hope they don't get found out. Others take to the forest trails and turn to highway robbery of the guildsmen who walk the paths from town to town.

The land is not a safe place to be right now. If it's not bandits, robber knights or highwaymen; then it's Knights pressing men into service by force. This happens in the larger towns and cities where the numbers of men are collected together and it's easy to get

them drunk. However, there are those who prefer the slash and burn technique; they burn down a village then force the men into service telling them that the only way they can support their family now is to fight for war booty.

Into this mix is thrown a secret guild of wizards, part of an arcane brotherhood. They live on a magical Island located on the Danube river just outside the city of Ingolstadt. There are quite a few wizards there, some great and unfathomable in power, some who are just beginning their magical tuitions. All of them have sworn oaths to bind themselves to the laws of the Arcane Brotherhood. Laws that if broken would mean their destruction. These laws came about from the turmoils of the old age, when wizards walked the lands openly. Their powers were used by kings to secure their lands, then used for evil and destruction in their greed and avarice for treasure, power or women.

This adventure is one of great peril, for it surrounds the appearance in the local city of three wizards who have broken the code. They are powerful and in their desperation to bring down the order that has spurned them they have allied with dark and evil entities. The characters must take down these enemies of the brotherhood, however they must not break the code; the trick is how to do both?

The characters should be of a high level of experience, with fantastic skills or legendary capabilities. The challenges of the fight are all the more greater as they must do their best to keep the ordinary folk oblivious to the existence of the arcane guilds, their opponents have no such cares. Of course things that happen, can often be explained away with natural or supernatural causes and that's fine, the brotherhood

often uses this as a cover for the things they do. However wizards being seen to cast spells is not good for the order.

Casting spells without obvious words and gestures is a difficult thing, each one of these techniques you miss out when casting a spell will give you a -2 penalty to your activation rolls. Then there is the essence

of the town to take into consideration, this essence is one of order, dogma and stability and is directly opposite to the conducting of magical spells. Any magic attempted in the town will have a -1 penalty to the activation and use. Therefore you add those up and a silent, still spell cast in a town has a -5 penalty to activation and a -1 penalty to attack with.

The Guilds of The Holy Roman Empire

There are many guilds within the Holy Roman Empire, all having the same structure and all of them very political.

At the bottom of the tree is the apprentice. A youngster, who could be as young as 5 or 6, is taken from his family and lives with the master. The master is to give him his training in the trade. From a start the youngster is pretty much treated as a slave, he is expected to clean up, to prepare the fire and set out materials, fetch goods etc. Any task that no one else wants to do and that's what the apprentice is sent off to do. For his service he gets a floor to sleep on and a meal every day.

Once he has matured and strengthened up enough he begins to get to do more serious works for his master. He might be allowed to rough out a piece, getting the thing started before the real craftsmanship begins. He will look after his master's tools and make sure the workshop is kept clean, often giving this duty to the apprentices under him.

At the age of 16 or later he will be given the title of Journeyman, he has enough experience in his trade to be able to assist other masters, He is expected to travel around and find other masters to work for and get experience of different ways of working. He has the right to ask for work from a master who has to give him at least one week work by the guilds laws. Most stay longer, it is only if the master already has journeyman and apprentices working with him that he will turn away someone after the week. All the time he is travelling and making new connections it is his duty to be preparing his master work, his opus magna. This is the work he will show to the Guild

Master (not to be confused with a master within the guild, this is a political appointment). If the work he presents is deemed good enough to represent the guild, then he is given the title of Master.

For most the striving stops there, they settle down, get their own shop or stall or barrow and start trading as a master, paying their cut, usually 10% of their profit, to the guild as dues. For the money, they get certain benefits. Guilds often had grants of 'letters patent' by a monarch or other authority to enforce the flow of trade to their self-employed members, to retain ownership of tools and the supply of materials. Guilds were denounced by the Catholic clergy for their "conjurations"; the binding oaths sworn amongst the members to support one another in adversity, kill specific enemies, and back one another in feuds or in business ventures. The occasion for these oaths were drunken banquets held on December 26, the pagan feast.

For some however, getting their own business in town and having work sent their way is just not enough. They see the favouritism and blatant bribery that goes on and they want in on it. They need to get into the guild political structure, they need to be voted as a guild syndic. This is a complicated process of bribery, promises and threats that ends with a vote at the guildhall in the town. The voting procedure and numbers of syndic seats is different for each town. As long as a seat is available a candidate can stand for the office. If elected, then now he gets the bribes and decides who get the best materials.

From among the syndics in town, one is chosen to be the Guild Master, the man in charge of it all. The one

who drinks and eats with nobles like he was almost an equal. The one who is at the top of the bribery pyramid. There is only one Guild Master in a town, though many exist across the empire. His position is also elected, however from amongst the other syndics. The process is the same, many threats, promises

and bribes as well as large banquet feasts. The success in gaining the seat of Guildmaster seems to be directly related to how much money you were prepared to spend on parties and bribes.

The Arcane Brotherhood

The characters come from the Arcane Guild of Reedwater a guild of wizards who reside on a magical island on the river Danube. You can find all the details of this guild in the **Reedwater Campaign and Adventure on DriveThruRPG or RPGNow**. This module will give you all the details of the wizards, their men at arms and all of their fey allies and enemies. You can run this adventure without that book but you might have to adjust some of the material to fit with your world and NPC's

Reedwater is just a single point of arcane light in the whole that is the Arcane Brotherhood. Each guild is able to run their own affairs as they see fit, with the only requirements being that they all swear an oath. This oath has to contain a certain minimum language promises that are meant to protect all wizards from being burned out by the angry mobs.

Each of the Arcane Guilds is an entity in its own right, with members and rules; however, they also answer to a higher power called the Arcane Brotherhood. This higher power is a collection of elected incredibly powerful and ancient wizards who enforce the overall oath that the guilds are ordered to swear to. This overall oath has several elements that must be included, though most guilds add other details to the oath that are pertinent to their own ideals, politics, geographical location etc.

The Arcane Brotherhood is made up of 12 of the most powerful and venerable of the wizards from all of the guilds. They are voted in to their position by the other wizards from the various guilds around Europe, once a position becomes available. A grand conclave is called when an Elder Brother leaves, usually because of health or death, as once you are in the 12, no one can get you out of your position.

The oath must contain certain items:

The wizards must swear to not reveal their powers to ordinary folk and threaten to expose the guilds. Any effects they create must be explainable or only visible to those who are to be killed in defence. Those who find out about the wizard's powers, must be bound to secrecy or slain.

A wizard must not use his powers to advance the status or temporal power of others. For instance using you magical powers for a lord, noble or even king, is forbidden. Selling spells, or permanent magical items is forbidden. A wizard may gift items that have limited uses to a companion.

A wizard is entitled to his own sovereignty, therefore he can not be harmed or killed by another wizard. His spells, items and research are his alone and may not be copied without permission.

Grievances are to be investigated by a guilds elected consigliere or inquisitor and punishment enacted by a guilds elected Praetorian.

Guilds may declare war on other guilds, once the declaration is accepted by the Arcane Brotherhood, as long as their war does not break any of the other rules in the oath. After the reasons for the declarations is accepted, the wizards may kill each other but still must not use their powers in a way that will reveal the guilds to the ordinary folk.

Each wizard must leave a will, dictating who gets his research, money and belongings. Usually his master or one of his apprentices.

It is the duty of the wizards to find others who have magical abilities and to take them as apprentices,

teaching them their craft.

Guilds are mostly set up in proximity to towns or cities but in out of the way locations that have some level of magical essence tied to the area. It is the magical power of the area that gives the wizards greater control of their spells and research. Often they are abandoned ancient ruins that have a reputation for being haunted already, as the innate magical powers often give rise to such events.

Magic is a vast subject and only a tiny number of wizards are able and have a long enough life to learn anywhere near all of what can be learned. Therefore most wizards specialise in one specific part of magical study, an element, or the complexities of the mind, transmutations, etc.

Individual guilds will have their own amendments to these basic required rules. These are often things like rules on sharing the guild's library and magical items. They might also include rules on interacting with the local nobles and merchants or recruiting travelling companions.

Each wizard should have his own space inside a guild though space in some of them is limited and it is not unknown for wizards to have to share their labs, often causing robust arguments. As listed in the oath these disagreements must be investigated by the consigliere or inquisitor and enforced by the guild praetorian.

The Archons

The Arcane Brotherhood, enforces a guild like structure upon its members, with the same system of apprenticeship, Journeyman and Master qualifications and training. However after this they diverge.

Where the ordinary guilds have a syndic who deals with political issues in the guild, the Arcane Brotherhood has a council of 12 members; each member is called an Archon or amongst themselves Elder Brother. These are the most reliable and trustworthy of the wizards, those who have served the brother-

hood long and dutifully. Often these positions are filled with heads of guilds, Praetorian or Inquisitors. However is no vote on who becomes a council member and gets the title of Archon, it is only by invitation from the other council members. Even then, as the position is for life, a seat has to become available. This can be from a wizard dying or perhaps ascending to become the Archmage.

Archons have great power in the structure, they can cast out a wizard or an entire guild. They can rule that a war or conflict between wizards or guilds is or isn't legal. It is these Archons that both the Praetorian and the Inquisitors have to answer to for the judgments that they hand down. The Praetorians are their army, wizards who have taken aspects of war, policeman, torturer. There are those who see their work as necessary but have great distaste for the violence. Then there are those who do the job because they love the blood and screams. The Inquisitors are their spies, their detectives, the sneaks, the thought police. It is the Inquisitor who brings word of wrong deeds to the ears of the Archons.

The Archmage

He has the task of breaking any deadlocks between the Archons, and he himself is of course able to act as an Archon with regards to the political powers he has. Often he is a venerable figurehead, one whose glory days are far behind him. He still has powerful spells but he probably can't afford to cast them. Time takes its toll on everyone eventually, even with magic being able to prolong a life, the attributes of wizard start to fall. Handling magical powers with a failing endurance is inadvisable. Characters who are over the age of 50 should start to get Aging aspects given to them. These can be tagged to give them a re-roll or a penalty on casting. Magical items, such as talismans and potions can be made to offset these aspects; however eventually they won't be enough and casting becomes a gamble.

Arcane Guilds in the Holy Roman Empire

Here are some examples of the main players in the guilds of the area.

Drondenberg

This is one of the most powerful guilds in the empire, with dozens of masters and many skilful warriors to back them up with fighting capabilities. It is noted for having the best library of magical tomes in the entire brotherhood and was the place that the first Archmage studied at. It dates back to 600AD. The guild is open plan inside the great walls, with little in the way of planning. Rough paths lead from one building to the next and wizards are rarely seen moving about preferring to remain in their studies. Day to day running of the guild has been taken over by a select few ordinary folk. This is a relative term, yes they aren't wizards; however the magical essence (Animal and Creature Based) of the place, is such that they have been changed. For example the head of the warriors has the head of a shark, with sharp teeth, grey thick skin and dead black eyes. This guild lies deep within the Black Forest Region.

Swartzbroc

This is the second most powerful of the guild in the Holy Roman Empire and they are at war with the guild of Drondenberg. It is located in the black forest too, but it's location has been hidden by

The Staff of Arbelius

This was created by the great Roman wizard Arbelius in AD 47. It is a long staff made of dark woods with a spiral of bright colours metal inlays up the shaft that glow softly. It can be used as a weapon.

Enchanted Weapon WR +3 (fate point) Str or Agil Attack. Ignores armour inflicts mental damage.

+1 to affinity scores when used with metal spell attacks
+2 to activation rolls with mental spell attacks
+4 WR with mental spell attacks.

The Black Mask

Power Level: Legendary NPC

ASPECTS

- **Master Mage of Swartzbroc Guild**
- **Convinced people are stealing my secrets**
- **Knowledge is the path to power and domination**
- **I have ancient texts, whose secrets must remain hidden**
- **Unlocking ancient mysteries is worth the loss of a civilization**
- **Master of the Mind**
- **Specialist in Research**

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	4	Craft	2	Deception	4
Strength	1	Knowledge	5	Empathy	3
Endurance	2	Reasoning	4	Persuasion	3
Perception	1	Willpower	3	Resources	1

Physical Stress: 3 Mental Stress: 7 Social Stress: 4

Arcane Affinity: 5 Affinity Stress: 8
Fate Points: 5

Languages:

German, Goblin, Latin, Arabic, Aramaic

Equipment

Leather Armour, AR -1, 3 Stress.

Light sword, WR +2, **"Swift Striker"**

Stunts:

Aura of Antipathy For the cost of a fate point she can cast out an aura of antipathy. She place the aspect of **"This is too much bother (p)"** on all the zone around her. The aura last for the scene and may be extended with the expenditure of additional fate points.

Instinctive Charm Anyone who makes a range attack against her must make a contested willpower roll or the attack resolves against the nearest ally to her attacker. The aura last for the scene and may be extended with the expenditure of additional fate points.

Fiery Bolts She can create bolts of fire that unleash from her fingertips out to a range of 5 zones. She makes an Arcane affinity roll of Dif: 4 to activate. Her attack is made with her affinity score. The attack has a WR +4

Rays of Frost he can create rays of frost that unleash from her fingertips out to a range of 5 zones. She makes an Arcane affinity roll of Dif: 4 to activate. Her attack is made with her affinity score. The attack has a WR +7. She can spend spin to force the target to make an endurance roll dif: 7 or gain the aspect **"Restrained (p)"** This may be removed by the target as an action on his go with an endurance check dif: 7

Corrupt the Mind She can invade the mind of her target up to 5 zones away with thoughts they think are their own. She makes an Arcane affinity roll of Dif: 4 to activate. Her attack is made with her affinity score. vs targets willpower. Any success and she can place a persistent aspect on them. **"Hatred of Superiors" (p)** **"Sickened" (p)** **"Sleep" (p)** This may be removed by the target as an action on his go with an endurance check dif: 4

Repel the Unworthy She can create an outburst of mental energy that forces those who are unworthy of her presence to flee the area. She makes an Arcane affinity roll of Dif: 4 to activate. Her attack is made with her affinity score and the targets must defend with an affinity score, Arcane, demonic, infernal,

fey whatever they have. If they have no affinity score then they defend with a zero add to the dice. The attack has an ER of +7 and affects her zone and all zone around out to 2 zones. Consequences taken reflect the desire to flee the scene.

Mindlock She is able to cause her targets mind to go around and around in circular thoughts. The target looks like he is frozen in thought unable to act or speak. She makes an Arcane affinity roll of Dif: 4 to activate. Her attack is made with her affinity score vs the targets willpower. The shifts she obtains are a blocking value against any rolls for movement or physical actions. The attack must be repeated each round to maintain the Mindlock.

Fireball She makes an Arcane affinity roll of Dif: 4 to activate. Her attack is made with her affinity score and an ER of +7, she affects two zones.

Thought out of time. For the expenditure of a fate point she can gain two extra actions. She can only do this once per exchange and can only use the extra actions to make magical attacks, she can not take physical or social actions for these extra actions.

Invisibility She can affect the mind of all who see her so that they do not register her presence. She gains +6 to her rolls to avoid being noticed. She makes an Arcane affinity roll of Dif: 4 to activate and the ability lasts for the duration of the scene.

magics for fear of the wizards of Drondenberg. The guild is a large obsidian tower, a broc, that stretches up 90 feet into the air with a solitary staircase spiraling around the outside of its featureless walls. The walls are thick 15' or more and have inside them the wizards studies and all manner of secrets. There is no way into the guild other than up that 2 foot wide staircase. All of the doors and windows are on the inside of the broc at the centre of which is an open courtyard.

The guild is made up of 13 wizards, modelled after the structure of the Archons and the Archmage. They are very seclusive and rarely venture out, all except for their one wizard, Imolatrix, he is more adventurous and walks about finding ways to destroy Drondenberg.

The broc sits on top of an unseelie grotto and the wizards have been tainted by the energies and powerful creatures there. The wizards are evil, for sure; however ,the brotherhood has no concerns with moral ambiguities and doing evil per se is not against the oath.

I will be detailing the guilds of Drondenberg and Swartzbroc in another adventure module. This will have all of the wizards and their magic items, allies etc. and cover the war that is being fought between the two guilds. This will be a titled adventure and

a larger module than these numbered adventures. It will be available in PDF and soft & hard cover copies with free PDF. One of the more powerful and outward wizards of the guild, The Black Mask is detailed here for your reference of their power levels.

Avongrond

The guild of Puzzles, they are located to north of Nuremberg in the uplands, and the whole guild in underground. Many tunnels lead for miles into the darkness there and the wizards have discovered many secrets hidden in it's labyrinth.

They have recently had one of their number go rogue. The guild is built upon an old Roman underground fortification, which itself was built upon a much older construction. In their explorations, they found an ancient temple to the god Thoth. There were many great mysteries there to be unlocked. The greatest of their number dove into the mysteries with gusto, however he became unstable and somehow corrupted by the magics.

Now the guild is overrun by fey and at war with itself.

This will be detailed further in an upcoming adventure module where the characters are sent to recover the lost temple of Thoth from the rogue wizard who has gone insane. This will have maps and details of the ancient labyrinth and all of the magical treasure of the temple as well as its monstrous guards.

Reedwater

It's best to review the Campaign module for the full details and all of their dirty little secrets. Here is a copy of the head mage of the guild from the main campaign book.

Magus Priamunda

Power Level: Epic NPC **Size:** 0

ASPECTS

- *My loyalty lies with my teacher Magus Bulvie*
- *Team building exercise is critical for performance.*
- *Let me show the correct way!*
- *A weakness for rare items*
- *Speciality in fighting other magi*
- *Widely Travelled*
- *Tainted by the infernal*
- *Lies lies lies!*
- *Mistress of the magic of the mind.*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	2	Craft	2	Deception	4
Strength	1	Knowledge	3	Empathy	3
Endurance	2	Reasoning	3	Persuasion	3
Perception	1	Willpower	4	Resources	2

Physical Stress: 3 **Mental Stress:** 7 **Social Stress:** 5

Arcane Affinity: 6 **Arcane Affinity Stress:** 10

Fate Points: 5

Stunts:

Always Alert: She get +1 to her initiative score and is always looking out for dangers. In an ambush she can spend a fate point to defend her self normally.

Peer into the Mind: Activate with an arcane roll dif: 4. Make an attack roll using arcane affinity against willpower (-2 penalty to defend if asleep or unconscious) If you get spin on the attack the target is unaware of your peering into his mind. Any failure on the attack also deals shifts of stress damage to your arcane track.

To gain info she must inflict consequences

A Minor Consequence results in a single word answer to a question.

A Major Consequence results in a simple sentence answer to a question, or a bit of sensory information like a mental image, a sound, or even a smell.

A Severe Consequence results in an answer consisting of a few sentences, or the character may experience an entire scene the target was present for as if he himself had been there.

An Extreme Consequence results in the character learning just about any fact the target has in his mind.

Clean the Slate She is capable of removing another person's memories. When activated, arcane affinity dif:4, make a mental attack against your opponent using your Affinity, and the target may resist using his Willpower. If your attack generates Spin, the target will not remember your intervention. If you fail to deal any stress you suffer an amount of stress to your Arcane Stress Track equal to the difference. Each time your mental attack causes the target to take a Mental Consequence, you may remove some specific range of memory from your victim's mind.

A Minor Consequence results in the ability to erase the events of a single scene of little importance to the victim.

A Major Consequence results in the ability to erase about a day of time, or you might be able to erase the memory of a

scene that was important to the character.

A Severe Consequence results in the ability to remove a week or so of memory or a critical day in the character's life.

An Extreme Consequence results in the ability to erase about a month of time or forget a week that was very important to the character.

Mental Blast: "*Neuronic Destruction Beam*", "*Visions of Suicidal Self Doubt*" Roll arcane affinity to activate dif: 4. Make an attack roll using your affinity to a range of 6 zones. WR +7 Mental stress. Physical armour does not protect.

Burning the midnight oil: She can for a fate point ignore sleep for as long as she keeps spending fate points. Each time she has to spend one extra point. So first night she goes without sleep she spend one, the next night two etc.

Ride the weak mind: Roll an affinity Dif: 4 to activate. Make an attack roll against the targets willpower. Any consequence inflicted and you have insinuated your mind into his, able to ride his consciousness and move his body at your will. Your body goes limp and lifeless, totally vulnerable.

If she tries to force a character to act against his basic morals and goals (aspects) then he may spend a fate point to trigger another mental conflict.

Description & Tactics

Description

She has a very momsie look to her, being slightly overweight, but still incredibly pretty. She has long chestnut brown hair and olive complexion. She dresses in dowdy fashions preferring utility over attractiveness. Mostly she wears a black full length gown with a white pinafore and a simple white scarf. She has dark blonde hair and a pale white complexion, her only concession to looks is that she wears bright red lipstick.

Relationships

She is the current head of the guild, the former head (Magus Frederick Einstorm) having been slain by the Giant. The role of the leader while never in doubt was decided by Arcane battle between Priamunda and Sandor who knew the rigours and rules that would befall everyone if Priamunda was leader. She Still has strained relations with her praetorian who remains silent on just about every matter sulking that he was, as he sees it, tricked out of being the head of the guild

She likes to get attention by clapping her hands like a school teacher, and shouting "Shush now, I am talking". She often gives out team building exercises and expects them done. Punishment is a season or two tending the damn tree. She has doubts about the loyalty of the new librarian, Jame Alghibbar the air elemental.

Tactics

It is forbidden in the guild charter for her to use her magical powers on the mind of other members of the guild or their companions. She is not forbidden from using her cunning wiles. She has a good read on all the wizards, making pushing their buttons easy. Assume that she has discovered all of the magis aspects and can compel or tag them once for free. In combat she uses her mental blast spell, if there is a weak minded but overwhelmingly powerful fighter in the opposing side then she might risk taking over his mind.

Goals

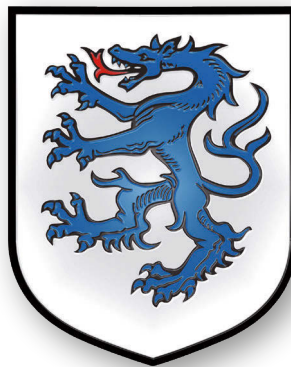
She would dearly like to get Sandor back on her side, but is at a loss what to do with him. He sulks continually and always votes

against her in the council.

Bringing new wizards into the guild is a priority for her after taking the losses from the giants attacks. She wants wizards of some skill and prestige offering them a position only after she has interviewed and tested them.

While she is loyal to her master, his dabbling with infernal powers has left a bad stain on her reputation. She would love to get out from under this; however she needs to do it in such a way that she does not betray her loyalty to her master Bulvie.

She knows that the guild library of magical texts is below par, she needs to get someone out looking for new tomes. While she suspects that Magus Einstorm might be alive, she would never give word to these thoughts. He was a great man for sure but his return would be the end of her reign over the guild.



Ingolstadt Coat of Arms

The City of Ingolstadt

Mayor Ferdinand

Power Level: Expert NPC

ASPECTS

- *Important political figure*
- *Does whatever it takes*
- *Broker of Deals [Persuasion]*
- *Born of Old Money [Resources]*
- *Imperial Contacts [Persuasion]*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	2	Craft	3	Deception	2
Strength	2	Knowledge	2	Empathy	1
Endurance	2	Reasoning	2	Persuasion	2
Perception	2	Willpower	2	Resources	3

Physical Stress: 4 **Mental Stress:** 4 **Social Stress:** 4

Fate Points: 5

Languages: German

Stunts:

First Impression: A +2 bonus to his first persuasion roll to impress or attract someone.

Litigator: A +2 bonus to any interaction rolls when dealing with the law.

Streetwise: Gain a +1 bonus to rolls for gathering information and persuasion from the street folk

Description & Relations

Description

He is a large man, with a barrel chest and black hair, he has a well kept beard. He is married with four children and is aged 32 years old. He lives in a well appointed town house that has been in his family for generations. He takes his appointment seriously and tries to do his best for the town, even if that means a few people get hurt or killed in the process.

Relationships

His wife Gertrude is something of a whore, she only sleeps around with the travellers and men-at-arms that pass through the town, keeping her liaisons as secret as she can. Her husband knows of her activities but needs her families connections and so puts up with her.

Goals

He is trying to handle both the church and their building projects as well the new influx of Jews that is causing tensions amongst his guildmasters.

The main town in the area and soon to become a city, it has a large population and is even now considered to be the capital of the region. It has a tall and thick town walk and moat out to about a mile, this is still under construction but thousands of workers are in the town to help build this and the cathedral. Given the current state of affairs workers have been moved from working on the cathedral onto the completion of the wall. Some sections are at full height, most of the gates are completed however large lengths of wall are still just foundations.

Bishop Eichstätt

Power Level: Expert NPC

ASPECTS

- *Likes Children*
- *Sees the devil everywhere*
- *Happy to burn the heathens*
- *Top notch education [Knowledge]*
- *Great public speaker [Persuasion]*
- *Faith is in himself [Willpower]*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	2	Craft	1	Deception	2
Strength	1	Knowledge	3	Empathy	2
Endurance	1	Reasoning	2	Persuasion	3
Perception	2	Willpower	3	Resources	3

Physical Stress: 2 **Mental Stress:** 5 **Social Stress:** 6

Fate Points: 5

Languages: German, Latin

Stunts:

Canon Law: Gain a +2 bonus to rolls when dealing with clergy or canon laws.

Mediator: Gains a +2 bonus to his Persuasion to clam others

Astrologer: Make a free assessment with Reasoning to gain aspects if you know their Birthsign.

Description & Relations

Description

He is a small man with hawk like features, he knows that the devil can come in many forms and challenge him, so he trains rigorously physically and martially. Despite his training his weak frame and short height hamper him.

Relationships

He is in Ingolstadt, on and off, to oversee the building of the cathedral and is quite unhappy at the distraction of the current internal war. He believes that it is all the doing of the devil and preaches this openly, saying that "Whoever wins will be the one on god's side".

Goal

His hubris is such that he believes that if he could get Philip and Otto together he could broker a peace between them. Once the building is on track he intends to go to Rome and ask the pope to name him as a mediator between the two rivals.

The cost of goods and services has risen steadily over the last three years, the trade routes are being disrupted by the civil war and all items are becoming expensive and a great deal more scarce. Deserters and landless knights are turning to banditry to support themselves and avoid the conflicts and sieges that rage across the lands. Travel in the forests or on roads without an escort is asking for trouble and any groups encountered on the road will be ready to defend themselves. Guildsmen are looking for sturdy and trustworthy mercenary men-at-arms to get them to their destination safely.

The Black Wolf Inn

The largest and most popular of the inns in the town, it is a massive building that also does horse exchanges for those riding through on important business. It has a large corral for horses at the back and a central square courtyard cobblestoned and overlooked by the rooms of the inn. A large stuffed boar's head is hung outside the half stone half stucco and timber building with it's golden thatch roof.

The place is always a bustle of activity and so many workers rushing around serving and helping out. Prices are average as is the quality but you are always guaranteed to meet someone interesting and it is located in the centre of the town. It mostly attracts guildsmen and merchant travellers as well as the odd adventurer.

The White Hart Inn

Smaller than the Black wolf Inn it has fewer rooms but is still a very popular place to stay, attracting mostly gentlemen visitors of knightly birth. It is quieter than most with a roaring fire and hearty food. Prices are higher than average but then so is the quality of service and food. The building is all timber and stucco construction and centres around a main circular common room.

The entertainment here is not so bawdy as other places and a troupe of entertainers are retained from spring into the beginnings of winter. They put on small plays and shows for the guests.

The Rams Head Inn

The smallest of the three inns and the cheapest to stay at, the quality however is as low at the prices they charge. The building is all wooden construction and is located close by the towns gates. Rooms have two bunk type beds in them and wooden shutters in the winter the rooms are very drafty and cold. Freelance entertainers work here and that includes ladies of the night. They are mostly frequented by soldiers and river folk

Seigbert the Weaponsmith

Power Level: Good Minion

ASPECTS

- *Quiet and mysterious demeanour*
- *Ultra protective of his Half-blood fey wife*
- *Doesn't stand for being told how to work by his clients*

Craft: 3

Willpower: 3

Persuasion: 3

Description & Relations

Description

A bit of an enigma, he sells his weapons here, but no one knows where his forge is located, everyone assumes in the forest somewhere; though some have declared that his work is such that they are craft by the fey.

Relationships

His wife Aleria, is hardly ever seen he keeps her in a log cabin some miles away in the forests. She is of both fey and human heritage having some rabbit like features to her looks. Long velveteen ears and a white fluffy tail. Her half-blood nature means they have no children, both are now in their forties however Aleria shows no signs of ageing and still looks in her teens.

Goal

Siegbert would love to find a way that he and his wife could have offspring. He wouldn't care what they look like he would love them as much as he does Aleria.

Desperate Men

When a city is in chaos, as is Ingolstadt, then men of desperation find ways to make ends meet. Details of the two rival gangs in the city.

The South Gate Guild

These are into protection and gambling and like to keep the streets free of pickpockets and cut-purses. However, Entertainers are welcome to rip people off and con them out of their money. No burglaries either! Made up of talented thieves who pride themselves on their skills and being able to make a coin or two and not destroy the town in the process.

They are a secret organisation filled with hand signals and whispered languages only they can understand. They leave secret sigils over the city, each one with a unique meaning. *Safe here, trouble, good hiding spot* etc. They have safe houses all over the southern side of the city and use them if the North Bank guild are raiding into their territory or the city guards decide to have an arrest day and boost their favour with the nobility.

Most of their members are recruited from the streets or from journeymen who aren't going to make it into master status and have some skill in other areas. They are taken in and trained as though they were guildsmen - given tuition and support. In exchange they swear their loyalty to the guild master and gain protection from the law and the lawless alike.

Not much else is openly known about them, no one knows where there HQ is. It is suspected that like the other guilds this is one faction of a much large organisation spread across the Empire.

The North Bank Guild

These are all about the lift, getting the money out of the purse. Taking on dangerous burglaries and slitting throats in the night, or day for that matter. These are some nasty men who have little in the way of morals. It is made up of military men who have seen too much and run away. They will fight rather than be captured and they enjoy fighting.

Most of them have little real skill in thievery and what they know they have learned through their own hard work and mistakes. In this organisation no one gets help or training.

So why join?

Well, they don't give you a choice, they are active in seeking out those practicing thievery in the city and giving them two options, join or die. If you join you have to pay up 25% of your take to the higher ups in the guild. For this you get nothing, other than you are still breathing.

Hingely Thief

Power Level: Expert NPC

ASPECTS

- *Grotesque Pock Marked Man*
- *Have to keep out of the limelight*
- *Knows the tunnels under the city well*
- *Skilled at hiding and sneaking.*
- *Cover his sins with a mask of white*
- *Cunning Trap Master*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	3	Craft	3	Deception	4
Strength	2	Knowledge	2	Empathy	1
Endurance	2	Reasoning	3	Persuasion	1
Perception	3	Willpower	2	Resources	2

Physical Stress: 4 **Mental Stress:** 5 **Social Stress:** 3

Fate Points: 5

Languages:

German, Goblin

Equipment

Leather Armour, AR -1, 3 Stress.

Short sword, WR +3, *"Swift Striker"*

Stunts:

Super Sneak: He gets +4 to hide as long as he is not moving and has some cover, or +2 to hide with no cover or if moving.

Con Artist: May use his Deception as a defence against melee.

Light Fingers: He gets +2 to his agility when used to pick pockets or open locks.

Backstabber: If he attacks from hidden or goes unnoticed as an enemy before he attacks he adds +2 to his WR.

Description & Relations

Description

He stands an average 5'3" with black hair and dark complexion. Hingley was victim of small pox when he was younger, he survived the pox but only to be scarred. When in public he wears a mask to cover his features. The mask is made from fine bone china and has a delicate red scar painted on its left cheek; this was Vanela's idea

Relations

Hingley is the man who gets things done. Hingley has a girlfriend who is very, very beautiful. His girlfriend only loves the money, the power and the danger. She is a secret priest of the goddess Venus and uses her making love to this monster as tribute. Hingley has the best knowledge of the cities tunnels out of all the thieves.

Tactics

If he is in a stand up fight then his chances of wining have dropped. He likes to start fights and finish them before his opponent knows what's going on. Striking from surprise and playing dirty are his best weapons.

Vanela Priestess of Venus

Power Level: Heroic NPC

ASPECTS

- *A beauty beyond worlds*
- *Knows just what to say*
- *Agile and sensuous movements*
- *Skilled at lovemaking*
- *Could seduce a statue*
- *You never see the blade coming.*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	3	Craft	3	Deception	3
Strength	2	Knowledge	2	Empathy	1
Endurance	3	Reasoning	3	Persuasion	3
Perception	2	Willpower	1	Resources	2

Physical Stress: 4 **Mental Stress:** 4 **Social Stress:** 4

Fate Points: 5

Languages:

German, Latin

Equipment

Poingard, WR +2, *"Swift Striker"*, *"Concealable"*

Stunts:

Con Artist: May use her Deception as a defence against melee.

Backstabber: If she attacks from hidden or goes unnoticed as an enemy before she attacks he adds +2 to his WR.

Great Looks: She gets +2 to her persuasion checks to influence men.

Blessing of Venus: For a fate point she can make an attack roll using her Persuasion vs Willpower. If she wins she places the aspect *"Seduced"*, If she wins with spin she can place *"In Love with Me (p)"*

Most of the rogues use short swords, daggers and short bows, while the fighters and warriors are less subtle and can use anything from a Longsword to a warhammer. The footpads will usually work in groups of three, one senior one ordinary and one junior who normally stands lookout. The thugs will go in two's one sergeant and one Rogue to press the money from whomever. In an offensive action against an independent or a mark then four or more might go well armed and armoured.

Description & Relations

Description

She is very good looking, though irritating beyond belief once you get to know her. She is fairly tall standing 5'8" and has long blonde hair and a tanned complexion with blue eyes. Her figure is perfect and many men have died at the hands of Hingley for looking at her, some are still in the process of dying for touching her.

Relations

She is working Hingley as a sacrifice to her goddess. She has altered his mind on many subjects and has had him destroy many men at her insistence that they have looked at her or touched her. Each time she dedicated the suffering to her goddess.

Tactics

She, like Hingley, will never make it in a stand up fight, so she uses her womanly wiles against men, waiting for the right moment so she can strike them in the back with her hidden dagger.



Vogit

Power Level: Heroic NPC

ASPECTS

- *On my way to the top*
- *I can broker this deal*
- *Can't put down a mystery*
- *Skilled at hiding and sneaking.*
- *Cover his sins with a mask of white*
- *Cunning Trap Master*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	3	Craft	3	Deception	4
Strength	2	Knowledge	2	Empathy	1
Endurance	2	Reasoning	3	Persuasion	1
Perception	3	Willpower	2	Resources	2

Physical Stress: 4 Mental Stress: 5 Social Stress: 3

Fate Points: 5

Languages:

German

Equipment

Leather Armour, AR -1, 3 Stress.

Dagger, WR +2, *"Swift Striker", "Small"*

Stunts:

Super Sneak: He gets +4 to hide as long as he is not moving and has some cover, or +2 to hide with no cover or if moving.

Con Artist: May use his Deception as a defence against melee.

Light Fingers: He gets +2 to his agility when used to pick pockets or open locks.

Backstabber: If he attacks from hidden or goes unnoticed as an enemy before he attacks he adds +2 to his WR.

Florentine Fighting Style: He can make two attacks in an exchange, both attacks get a -2 penalty.

Eye for Crime: He get +2 to his Perception or Reasoning to assess a scene for clues, assess a building for weaknesses, or detect any thievery in progress.

Description & Relations

Description

He stands 5'10" tall with an average frame, he has brown hair and dark complexion but has blue eyes.

Relationships

Vogit is the Lieutenant that is most likely to overthrow Hingley as guild master; he is adept and charismatic and his grasp of politics is very much appreciated by the lesser thieves of the guild; who while cunning and chaotic prefer a predictable leadership.

Vogit has developed a cover as a merchant and in this guise has made several powerful allies and many contacts. He spends most of his time finding facts about Hingley and trying to win his lesser thievish brothers friendship against Hingley.

He has cultivated a small following of Rogues and more importantly Fighters who have sworn their allegiance to his banner and between them; they are biding their time before making their move on Hingley's little empire.

Paulina Treeboar

Power Level: Expert NPC

ASPECTS

- *On my way to the top*
- *I can broker this deal*
- *Can't put down a mystery*
- *Skilled at hiding and sneaking.*
- *Cover his sins with a mask of white*
- *Cunning Trap Master*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	3	Craft	3	Deception	3
Strength	2	Knowledge	2	Empathy	1
Endurance	2	Reasoning	2	Persuasion	2
Perception	3	Willpower	2	Resources	2

Physical Stress: 4 **Mental Stress:** 4 **Social Stress:** 4

Fate Points: 5

Languages:
German

Equipment
Dagger, WR +2, "*Swift Striker*", "*Small*"

Stunts:

Super Sneak: She gets +4 to hide as long as she is not moving and has some cover, or +2 to hide with no cover or if moving.

Con Artist: May use her Deception as a defence against melee.

Light Fingers: She gets +2 to his agility when used to pick pockets or open locks.

Eye for Crime: She get +2 to his Perception or Reasoning to assess a scene for clues, assess a building for weaknesses, or detect any thievery in progress.

Natural Climber: She can ignore penalties to climbs for slope and slipperiness, Moving at her normal speed despite BV for terrain that needs to be climbed.

Description & Relations

Description

She is a typical gal on the street with average height and weight and Bavarian physical features. She uses her nonde-script nature to avoid being detected or picked out in a crowd.

Relationships

Paulina is a bit out of her depth as the third lieutenant of Hingely with both Hingely and Vogt exploiting her. She does have a knack at stealing though and has earned her position through thieving not politics or backstabbing. She has no friends or associates and keeps to herself; hoping to avoid any upcoming rogue wanting to take away her position.

Tactics

She prefers to run off and steal another day. Fighting is not really her thing.

Sgt of the Guild

Power Level: Good Minion

ASPECTS

- *Hide amongst the crowds*
- *Fleet of foot*
- *Intimidating demeanour*

Agility: 3

Deception: 3

Persuasion: 3

Languages:
German

Equipment
Dagger, WR +2, "*Swift Striker*", "*Small*"

Footpads of the Guild

Power Level: Fair Minion

ASPECTS

- *Hide amongst the crowds*
- *Fleet of foot*

Agility: 3

Deception: 3

Languages:
German

Equipment
Dagger, WR +2, "*Swift Striker*", "*Small*"

Rogues of the Guild

Power Level: Fair Minion

ASPECTS

- *Hide amongst the crowds*
- *Brutal Fighter*

Strength: 3

Deception: 3

Languages:
German

Equipment
Short Sword, WR +3, "*Swift Striker*"

The guild currently has six sergeants, twelve footpads and twelve rogues. They tend to operate as individuals, unless they are taking protection money then they will gang up. Generally it will be a Sgt, with a stack of 4 Rogue Minions.

Mugging gangs, generally gang up into a Rogue with 4 footpad minions.

The Wayward Wizards

Gameplan

The three wizards who have come together have one goal. That is to bring about the open disclosure of the Arcane Brotherhood and hopefully it's downfall by angry mob. To do this they plan to get the wizards to disclose their powers by fighting them in the streets of the local town of Ingolstadt.

They have come together with their otherworldly allies, infernal, fey and elemental. They will keep some of these in reserve for the main conflict as they know that the wizards are powerful. Their initial trick will be to set the Northbank Guild of thieves upon the city, and give them magical aid in the form of talismans and trinkets to allow them to do wondrous things. The thieves have been told that some scholarly types might try to stop them and that they should be taken out if they want to keep their new magical items.

One approach is that the players characters gain the support of the Southgate guild against a common enemy and the fight in the city is played out between these two proxies. Both wizardly sides giving magical aid to their team. This can only go on for so long, as this really isn't developing the outcast magis agenda at all.

Their next move is to have their elemental allies create a little havoc, surely then the wizards will have to show themselves and their powers to the city. Clever players will be ready with natural explanations for the high winds and strange things that are going on. They might even find a way to break the binding spells that have forced the elementals and into slavery.

The next move is to send in their fey allies, however, they do not like the daylight so using the dark as cover these unseelie creatures will try to scare the town-folk. The players wizards however can also move about more easily in the dark and use their powers;

darkness covers both sins and explains away strange things seen at night.

The wayward wizards use their final allies and send in their infernal troops. These use their powers to corrupt and set husband against wife, lord against vassal. Spread lies and envy and hatred. This sends the city into chaos with fights breaking out all over.

The players wizards might be tempted out to fight the infernal powers, however if they have figured out the endgame of the wayward wizards they will realise that this is a plot to draw them out. The actions of the infernals is easily explainable, as men are often given over to rage and greed. The players wizards can play the waiting game, leaving the risky moves for when the real threat shows itself. At this point they should have enough clues to ascertain what is going on, but not who is behind it all.

After this game of cat and mouse with their allies fails the wizards themselves will have to take the centre stage. They will make their attacks directly upon the wizards, using as much of their magics as they can to alert the populace to the presence of the wizards rather than spells that can do more damage.

This is the part where the players will need to be most cunning in their solution. Whatever they come up with should be given a decent chance of success. This endgame is not about if they defeat the wizards, though that should be a high goal on their part. This is about keeping the existence of real wizardry out of the minds of the townsfolk.

Some explanation, some diversion, perhaps a spell that alters the crowds memories, perhaps some spell to shroud the fight from their eyes. However they decide to work it out. Give it a fair chance to work. Feel free to mix up the rogue wizards tactics too.

Adolf Blackwill

Power Level: Mythic NPC

ASPECTS

- *Declared Rogue by the Arcane Brotherhood*
- *Master of the magics that bind Spirits*
- *Dominating Willpower*
- *Evil hearted child of a whore*
- *Fat and lumbering*
- *Wants what everyone else has*
- *Sensitive about his girth*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	1	Craft	3	Deception	2
Strength	2	Knowledge	3	Empathy	1
Endurance	1	Reasoning	2	Persuasion	2
Perception	2	Willpower	4	Resources	2

Physical Stress: 3 **Mental Stress:** 6 **Social Stress:** 4

Arcane Affinity: 4 **Arcane Stress:** 8

Fate Points: 5

Languages:

German, Latin, Arabic, Infernal

Equipment

Dagger, WR +2, *"Swift Striker"*, *"Small"*

Stunts:

Dread Glimpse of the Inevitable Demise: Arcane affinity Dif: 4, range 5 zones. Roll affinity vs willpower as a manoeuvre to place the aspect *"Dread Glimpse of my Inevitable Demise (p)"* for the scene.

Lightning Storm: affinity activation dif: 4 Chose a zone up to 5 zones away, that zone is filled with lightning with a hazard rating of 5 that lasts for the scene. The zone gains the aspect *"Lightning Struck (p)"*

Beam of Fire: Roll Affinity Dif: 4 to activate. Make an attack roll with affinity vs Agility Range 1 zone, WR +4

Zone of Lies: Roll Affinity Dif: 4 to activate. She places an aspect on a zone *"Must NOT tell the Truth (p)"*

Description & Relations

Description

A large corpulent man who definitely enjoys eating, his infernal allies love his sin of greed. He is only 5'6" tall but must be at least that around his waist. He is getting on in his years, maybe 40 years old; however it is difficult to tell because of his weight and the ravages that his summonings have taken upon his looks.

Relationships

He is the instigator of the cabal of unwanted wizards, the infernal allies bullied him into it, giving him the locations and names of the other two wizards. Now the internals feed off their sins too. He is more than a little jealous of anyone who has magical abilities, always seeing something that he doesn't have and wants.

He can go from jolly fat man to angry wizards in the blink of an eye, especially if you have something he wants.

He has allied with dark infernal entities who are happy to teach the wizard strange spells and help him burn down the town.

Spirit of Delusion

Power Level: Heroic Monster **Size:** 1

ASPECTS

- *Scary beast of the Hellpits*
- *Have confidence in my presence*
- *Speaker of sly and devious words*
- *Trailed by the smell of Brimstone*
- *Can't harm the innocent*
- *Weakness in the face of True Faith*
- *Bound to service by Blackwill*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	1	Craft	2	Deception	2
Strength	4	Knowledge	2	Empathy	1
Endurance	3	Reasoning	2	Persuasion	3
Perception	1	Willpower	2	Resources	2

Physical Stress: 7 **Mental Stress:** 4 **Social Stress:** 5
Infernal Affinity: 4 **Infernal Stress:** 8

Fate Points: 5

Languages:

All

Tusks: WR+5

Stunts:

Dread Glimpse of the Inevitable Demise: Arcane affinity Dif: 4, range 5 zones. Roll affinity vs willpower as a manoeuvre to place the aspect on the target *"Dread Glimpse of my Inevitable Demise (p)"* for the scene.

Beam of Fire: Roll Affinity Dif: 4 to activate. Make an attack roll with affinity vs Agility Range 1 zone, WR +7

Zone of Lies: Roll Affinity Dif: 4 to activate. He places an aspect on a zone *"Must NOT tell the Truth (p)"*

Incite Berserk Fury: roll affinity Dif:6 place the aspect *"Berserk Fury (p)"* on a zone.

Immune to fire: He takes no damage from elemental fire attacks

Description & Relations

Description

Otherwise known as the brute demon, when manifest this demon stands at least 12 feet tall with a squat, pot-bellied body, massive arms, and thick, rounded legs. Its head resembles that of a trunkless and tusk-less elephant. Four great backward curving horns sprout from its head behind its eyes. Its skin is slate gray with darker areas on its underbelly and back.

Tactics

While it is a capable combatant, it gets most joy from bolstering the courage of others, especially the weak so they try to fight un-winnable battles.

Pazuzu Creator of Tempests

Power Level: Good Minion

ASPECTS

- *Scary Beast of the Hellpits*
- *Trailed by the smell of Brimstone*
- *His presence brings Fury*

Strength: 3

Deception:3

Persuasion: 3

Languages:

All

Whip: WR +2 Reach 1 zone

Stunts:

Incite Berserk Fury: roll persuasion vs willpower to place the aspect "*Berserker Fury (p)*" on a target.

Immune to fire: He takes no damage from elemental fire attacks

Samael The Accuser

Power Level: Good Minion

ASPECTS

- *Scary Beast of the Hellpits*
- *Trailed by the smell of Brimstone*
- *His presence Reveals Secrets*

Strength: 3

Deception:3

Persuasion: 3

Languages:

All

Pitchfork: WR +3

Stunts:

Reveal the Dark Secret: roll Persuasion vs Willpower to place the aspect "*Confess to the Dark Secret (p)*" on a Target.

Immune to fire: He takes no damage from elemental fire attacks

Barbazû Fury of Discord

Power Level: Good Minion

ASPECTS

- *Scary Beast of the Hellpits*
- *Trailed by the smell of Brimstone*
- *His presence brings Discord*

Strength: 3

Deception:3

Persuasion: 3

Languages:

All

Claws: WR +2

Stunts:

Incite Discord: roll Persuasion vs Willpower to place the aspect "*Argumentative (p)*" on a Target.

Immune to fire: He takes no damage from elemental fire attacks

Urazeal the Tempter

Power Level: Good Minion

ASPECTS

- *Scary Beast of the Hellpits*
- *Trailed by the smell of Brimstone*
- *His presence brings Greed*

Strength: 3

Deception:3

Persuasion: 3

Languages:

All

Bite: WR +2

Stunts:

Incite Discord: roll Persuasion vs Willpower to place the aspect "*Take it all (p)*" on a target.

Immune to fire: He takes no damage from elemental fire attacks





Afreet Minions

Power Level: Good Minion

ASPECTS

- *Made Completely of Smoke*
- *My visage is fearsome*
- *I burn things*

Strength: 3

Endurance: 3

Agility: 3

Languages:

All

Flaming Fist: WR +4

Stunts:

Immune to fire: He takes no damage from elemental fire attacks

Immune to Weapon attacks: He takes no damage from none enchanted weapon attacks

Weakness: Takes Triple damage from Cold Attacks

Antonio Darkwind

Power Level: Mythic NPC

ASPECTS

- *Sexy Mediterranean sweet talker*
- *Master of the magics that bind Spirits*
- *You have to see it from my point of view*
- *The Clothes maketh the man*
- *Addicted to Hashish*
- *Wants what everyone to love him*
- *Cares about little children*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	2	Craft	2	Deception	2
Strength	2	Knowledge	3	Empathy	2
Endurance	2	Reasoning	2	Persuasion	4
Perception	2	Willpower	4	Resources	3

Physical Stress: 4 **Mental Stress:** 6 **Social Stress:** 7

Arcane Affinity: 4 **Arcane Stress:** 8

Fate Points: 5

Languages:

German, Latin, Aramaic, Djinn

Equipment

Dagger, WR +2, "*Swift Striker*", "*Small*"

Stunts:

Summon Allies of Air: Once per scene he can pay a fate point and summons to his aid 10 Air Elemental minions. These are combat minions of fair quality. Listed in the call-out box.

Summon Allies of Smoke: Once per scene he can pay two fate points and can summon 10 Afreet minions. These are combat minions of Good Quality. Listed in the call-out box.

Cone of Burning Smoke: He rolls an activation of dif: 6 and then makes an attack with his affinity vs Endurance on everyone in an adjacent zone with an ER +4. If the attack succeeds with spin the target gains the aspect "*Blinded*" as long as they are in the zone. The Zone has the aspect, "*Filled with choking smoke*" for the rest of the scene.

Alternate Movement: Flight; Activate with affinity Dif: 4. Gains flight average, steady.

Description & Relations

Description

He is a swarthy Italian sorcerer who has a charming smile and seductive way about him. He is short only 5'4" with curly black hair and dark complexion. He wears black flowing robes and always has to have the latest of fashions.

Relations

He has allied with a spirit of smoke and air, a Djinn. The djinn has no stomach for what he is ordered to do, however he has been bound by magics that date back to the times of Solomon and he must obey his new master.

Tactics

He likes to play innocent and justify his evil actions to make it sound like he is the hero and doing the right thing. He will even try to recruit into his evil with twisted words, making right sounds wrong and visa versa.

Minions of Air

Power Level: Fair Minion

ASPECTS

- *Made Completely of Air*
- *Only dust reveals my presence*

Strength: 3

Agility: 3

Languages:

Djinn

Blast of Air: WR +3

Stunts:

Immune to Weapon attacks: He takes no damage from non enchanted weapon attacks

Weakness: Takes double damage from Cold Attacks

Description & Relations

Description

His personal form is that of a wavering in the air, roughly in the shape of a humanoid only much larger. Often accompanied with some mist or wafts of smoke that give him a form.

Tactics

He won't do anything unless he is directly commanded to do so by his master Antonio Darkwind. He hates being bound like this and tries to twist his commands so that they are less evil and might hurt or infuriate Darkwind.

Alsatayir (Blower of Curtains)

Power Level: Legendary Monster **Size:** 2

ASPECTS

- *Spirit of Air and Smoke*
- *Genie of the Elements Combined*
- *Not Part of any World (p)*
- *Hospitality is an obligation*
- *Master of Illusions*
- *Bound by Oaths to Magus Darkwind*
- *Manipulator of The Realms of Man*
- *Collector of Secrets and Knowledge*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	8	Craft	6	Deception	1
Strength	4	Knowledge	8	Empathy	1
Endurance	2	Reasoning	4	Persuasion	2
Perception	6	Willpower	4	Resources	0

Physical Stress: 6 **Mental Stress:** 8 **Social Stress:** 2

Arcane Affinity: 8 **Arcane Stress:** 12

Fate Points: 5

Languages:

All

Scimitar: WR+5 *"HUGE (P)"*

Stunts:

Alternate Movement: Flight; slow and agile

Has no Body: Immune to damage from physical attacks.

Weakness: Takes double damage from Electrical and Magical Attacks.

Wish: For a fate point he can create any items with a value up to his affinity score. The items last for the scene, unless another fate point is spent.

Shape Change: Affinity activation roll against Dif: 6. He can rearrange his levels in physical attributes and gains an aspect to describe his new form. "Elephant", "Tiger" etc. His size can be any size smaller or equal to his size.

Illusions: Affinity activation dif: 4. He makes an attack roll against targets willpower. May target all in a zone. ER +8. Consequence are mental and indicate the belief in his illusions.



Agature Greyvale

Power Level: Mythic NPC

ASPECTS

- *Changeling from the Fey Groves*
- *Outcast of two societies*
- *Ruled by chaos and frippery*
- *Afraid of ageing*
- *She enjoys playing pranks*
- *Master of Nature Magic*
- *Walks through the veils between worlds*
- *Can not turn down a riddle (p)*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	3	Craft	2	Deception	2
Strength	2	Knowledge	3	Empathy	2
Endurance	2	Reasoning	2	Persuasion	2
Perception	3	Willpower	3	Resources	2

Physical Stress: 4 **Mental Stress:** 5 **Social Stress:** 4
Fey Affinity: 4 **Fey Stress:** 7

Fate Points: 5

Languages:

German, Arcadian

Dagger: WR+2 *"Swift Striker", "Small"*

Stunts:

Scream of the Banshee: Activate with an affinity roll dif: 6 Range 4 zones. She may chose multiple opponents taking a penalty of -1 for each target. She makes an attack roll with her affinity, targets must spend a fate point for each shift she gains or be taken out.

Storm of Thorns: Activate with an affinity roll dif:4 Range 4 zones. A stream of large sharp thorns issue from her hands and spread out striking her chosen targets. She may chose multiple opponents taking a penalty of -1 for each target. The thorns strike with a WR +7

Frippery of the Fey: Activate with an affinity roll dif:4 Range 4 zones. A stream of bright golden light issue from her hands and spreads out into a zone in range. The light creates the illusions in the minds of the viewers of all their dreams of wildest avarice. However they are being shuffled about by pixies and nixes who keep them just out of reach. She makes an attack with her Affinity vs willpower. Target must spend a fate point for each shift or take the Extreme consequence *"Chasing the Dream (p)"*

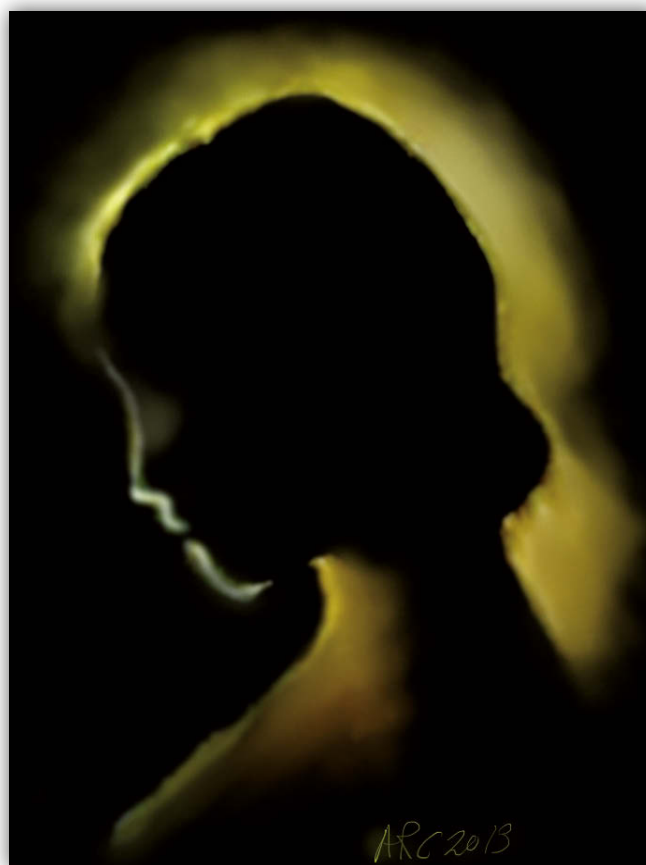
Description & Relations

Description

She is a thin and dainty female wearing bright colours and lots of layers with all manner of conflicting styles. She has loaded herself up with everything she fancied in the shops. She has long blond hair and bright blue eyes that scan wildly.

Tactics

She prefers to watch her fey minions doing the dirty work; however if she needs to get involved she will try out some Fey Frillery or if it gets nasty she will hit them with a storm of thorns. Only if her life is in danger will she use her scream.



Spriggan

Power Level: Good Minion

ASPECTS

- *Cruel and Unfeeling*
- *Memories of an ancient past*
- *Sworn to protect*

Strength: 3

Agility: 3

Perception: 3

Languages:

Arcadian

Claws: WR +2

Stunts:

Fey Growth: You can spend a fate point from the GM pool and the Spriggan grows to size:1 and gains +4 to his WR for a single exchange.

Perfect Bodyguard: The Spriggan gets +2 to perception checks to avoid surprise and on initiative rolls.

Feyturnatural Speed: You can spend a fate point from the GM pool and the Spriggan can take an action out of turn. This can only be used once per exchange.

Grotesquely ugly, wizened old men with large child-like heads. They are to be found at old ruins, cairns, and barrows guarding buried treasure. Although small, they are the ghosts of giants with the ability to swell to enormous size. They were also said to act as fairy bodyguards.

Young Truff

Power Level: Legendary Monster **Size:** 1

ASPECTS

- *Slow and Plodding*
- *Knowledge of the Ages*
- *Too proud to lie*
- *Lust and Charm of a Nature Beast*
- *Spirit of the Trees*
- *Ridden by deadly Fungi*
- *Strength of the mighty oaks*
- *I am Truff !!*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	1	Craft	3	Deception	0
Strength	7	Knowledge	4	Empathy	3
Endurance	7	Reasoning	4	Persuasion	3
Perception	3	Willpower	4	Resources	0

Physical Stress: 14 **Mental Stress:** 8 **Social Stress:** 3

Fate Points: 5

Languages:

Arcadian

Branched Fist: WR+5 *"HUGE (P)"*

Stunts:

Create Nature: The truff can spend a fate point and can manifest any none intelligent things from nature. Water, grass, trees etc. He does this over a number of zones equal to 1 + his size. Truffs have been known to grow to size 3 or more. Though they are less and less seen in these days. Place the appropriate aspect on those zones *"Filled with X"* where X is the natural thing that has been created. These creations are permanent.

Fungal Bloom: The Truff can shed the deadly spores of the fungi that lives on its bark. Make an attack against everyone in the same zone. ER +7. Those who take a consequence are infested with growths that start to rot their flesh, word them appropriately.

Create Potion: Either from its leaves or sap or bark, it can create a potion that can have varying effects. Pay a fate point and create the potion that when drunk places an aspect upon the user. Such as *"Healing (p)"*, *"Stronger (p)"*, *"Invisible (p)"* The aspect lasts for the scene.

Death Burst: When the truff takes the *"Taken Out"* consequence, it bursts wide open; spilling out all of the magic within it. This places the aspect *"Forest of Plenty (p)"* in double the number of zone it could normally affect with it's Create Nature power.

Description & Relations

Description

The are like the treant of Tolkien, but more accurately look like the forest god from Hellboy II. Sickly one's look like Groot from Guardian's of the Galaxy.

Relations

In days of old these were worshiped as gods. They gave the people freely of their potions and natural creations of fruits, nuts and berries. They protected them from supernatural harm and gave them knowledge of all things natural. When man learned of wizardry their branches and sap were used in magical rituals and the wood for use in magic arrows and polearms. They were hunted down and so they fled into Arcadia.

Truffs cultivate and nurture all manner of fungi, especially prized is the Truffle and the Turkey Tail.

Tactics

Easily distracted by natural beauty. They fight with their mighty fists, smashing and crushing those in their way.

Rule of scale: An optional rule for scale of large creatures. For each scale difference take +2 to hit larger creatures for each size difference but -4 WR for each size difference. Take -2 to hit smaller creatures for each size difference but +4 WR for each size difference.

Only if they are backed into a corner and can't run off will they use their fungal bloom power.

Púca

Power Level: Good Minion

ASPECTS

- *Friend or Foe*
- *Form of an Animal (p)*
- *Mounted Beast*

Strength: 2

Agility: 2

Craft: 3

Languages:

Arcadian

Natural attack: WR +2

Magical Chains: WR +3 *"Noisy (p)"* *"Enchanted by Magic"*

Stunts:

Trip: If they succeed on an attack with spin, they can place the aspect on the target of *"Prone"*

Ride By Attack: Can be used as a mount when in an appropriate form, Giant Boar, Horse, etc. When the Púca moves more than one zone it can make a free attack on a target in one of the zones.

The Púca can have dark or staunch white fur or hair. The creatures were said to be shape changers which could take the appearance of horses, goats, cats, dogs, and hares. They may also take a human form, with various animal features, such as ears or a tail.

The Hook

The guild of Reedwater has in it's employ many spies and servants, scattered across the local area. These might be folks who take coin, or those who have been helped by the wizards and now owe them their service. One of these servants is Slobdan Gretsovich from the cold mountains of Slovina. He came looking for work and was mobbed by locals, they would have killed him or at least done permanent harm. The wizard Alban and his men were in the area and interceded to save his life. Now he works as a spy in the city of Ingolstadt.

He arrives at the guild looking to meet with his patron, he has made his best speed from the city and is in some disarray. Have the character who is playing the wizard meet him. There is no reason why everyone can't play a wizards in this game.

He tells the wizard(s) of what he has seen.

"It was late and I was coming back from the Rams Head tavern in the Northgate area. I know that there are thieves in the area, but it's cheap there and I have friends to talk to while I drink. Anyway on the way back to my home I saw some thieves robbing a clergyman. Nothing unusual about that, however several of the city guards came to answer the clerics call. In the fight the thieves used magical talismans, their wounds were cured on the spot".

"They must have someone making magic for them. I know that's one of the things you told me to look out for".

"I've done good right".

He says holding out his hand for some gratuity.

The Rules of the Arcane Brotherhood are clear, you must not expose the ordinary folk to magic, unless they are brought into the secret under magical oaths, or slain straight away. Those who practice magic must be approached and given the chance to join the Arcane Brotherhood and swear it's oath by joining one of the Arcane guilds.

A group must be sent to the city of Ingolstadt to see what is going on. If it is a guild wizard then he has broken the oath is a rogue and must be destroyed. If it is some new practitioner outside of the secret of the Brotherhood then he must be given the offer to join.

These facts can be asserted by Priamunda the head wizard and she can give out the task to the characters as their mission. If you have the Reedwater campaign book then they can take anything from the room of magical items that they think will aid them in their mission.

If they are characters that are newly created then you might want to give them something like a one off item, a potion or token.

Other characters should prepare for a couple of days journey through forest paths where they are likely to meet up with those who would do them harm. The forest here are filled with robber barons, brigands, bandits and all manner of deserters from the war.

Slobdan Gretsovich

Power Level: Fair Minion

ASPECTS

- *Hide amongst the crowds*
- *See's what's really going on*

Deception: 3, Perception: 3

Languages:

German, Slav

Equipment

Dagger, WR +2, *"Swift Striker"*, *"Small"*

Flint and Steel, Backpack, Trail Rations, Canvas Tarp, 2 x torches

ENCOUNTER

Nobility on the Road

The characters come across a troop of Noblemen of England. They are the Archbishop John de Gray and his bodyguard of Sir Geoffroy de Donjon and five knights of the order Knights Hospitallers. At their lead Lord Richard De Clare the Herald of king John of England.

John de Gray has travelled to see Otto of Brunswick to tell him of the inheritance his foster father King Richard of England has left him. They now travel south across the mountains to Venice where they have other business with the issue of the Crusaders building up there. Richard willed Otto the Earldom of York and 25,000 marks.

The nobles are well favoured of sharing a camp for the night, seeing that they can provide security for the players characters. They are quite chivalric and follow the code.

Points of Talk

- The Sacriments
- The Crusade and the nature of the soulless paynims
- Should fey creatures be killed outright, or are they just gods creatures.
- The Duty of a good Christian
- Let us Pray together.

The characters need to be on their best behaviour, any disrespect to the Archbishop or to god and they will have a fight they might not be able to win. At the very least disrespect would be cause for some through beating.

Archbishop John de Gray

Power Level: Heroic NPC

ASPECTS

- *Archbishop elect of Canterbury*
- *Political Mover and Shaker*
- *Top man in the Churches of England*
- *Backed by the gold of god*
- *Educated and Well Read*
- *True Faith*
- *Bound to service by the Pope*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	2	Craft	2	Deception	4
Strength	2	Knowledge	3	Empathy	1
Endurance	2	Reasoning	3	Persuasion	4
Perception	2	Willpower	4	Resources	3

Physical Stress: 4 Mental Stress: 7 Social Stress: 7

True Faith Affinity: 2 True Faith Stress: 6

Fate Points: 5

Languages:

English, French, German, Latin

Stunts:

Con Man: He can substitute Deception for Empathy when performing an assessment to discover a persons aspects, he can make this assessment as a free action after only a few minutes conversation.

Lawmaster: He gains a +2 bonus to his social rolls if the subject deals with the law.

Reputation: He gains a +1 bonus to his social attack rolls as long as everyone knows his identity.

Sharp Tongued: He can spend a fate point and gain a +3 WR on his persuasion attacks made to force a target into action.

Untouchable: Once per scene he can ignore the damage from a social attack.

Forgive sins: Make a True Faith affinity check dif: 4 to activate. He can then make an Affinity roll with a difficulty equal to the social consequence of the sinner. If he succeeds then the consequence is removed.

Strength of the Holy: Make a True Faith affinity check dif: 4 to activate. He then makes an affinity check and the target can add the shifts as a bonus to any Strength rolls he makes for the scene.

Rebuke Evil: By presenting his holy cross and making an affinity activation check dif: 4 he can force unnatural and supernatural creature to flee. He makes a True Faith affinity attack roll vs Willpower against all such creatures in his zone and all surrounding zones. The attack does mental damage and has an ER +4



Description & Relations

Description

Grey haired and in his late forties he presents a jovial spirit wrapped up in a keen political mind. He walks as though he is frail and weak.

Relations

He doesn't do anything unless he can see some political or social favour in doing so. His belief in Christ and God are unshakable.

Tactics

He likes to throw out questions for debate so that he can judge a man's soul. He likes to hint at the confession and penance that will save, as well as the dispensation that comes with golden marks.

As for fighting he lets others do that for him that's why we have holy fighting orders after all.

Sir Geoffroy de Donjon

Power Level: Heroic NPC

ASPECTS

- *A Canny Military Man*
- *Poster Boy for Chivalry*
- *Pious and Strong of Faith*
- *Hilt of Sword has powerful Relic*
- *Grandmaster of the Knight Hospitallars*
- *In his physical prime*
- *Bound to service by the church*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	2	Craft	2	Deception	2
Strength	4	Knowledge	2	Empathy	2
Endurance	3	Reasoning	2	Persuasion	3
Perception	2	Willpower	4	Resources	3

Physical Stress: 7 **Mental Stress:** 6 **Social Stress:** 6

Fate Points: 5

Languages:

English, French, Latin

Stunts:

Specialist with Longsword: He gets a +2 bonus to attack with a longsword that he has trained with.

Strength of Faith: Once per scene, as a free action, you may select one ally who can hear you speak. That ally may immediately clear any Minor Physical or Mental Consequence (your choice) he has suffered, as well as any stress associated with it.

Mounted Knight: You gain a +2 bonus when making rolls to determine how well you can ride a warhorse

The Great Blow: May spend a fate point to increase the WR of next attack by +3

Charge: Your weapon's Weapon Rating is increased by +2 on a single attack in which you first move into another zone before making a melee attack in the same turn

Armour: Plate Armour AR -4 Stress: 6, *"Restricting (p)"*

Shield: Heavy Shield: AR: -3, WR+3 *"Large"*

Plated Fist +3 (WR +1)

Longsword +6(WR +4) *"Large"*

Lance +4 (WR+5) *"Huge (p)"*

Treasure Parcel: +3 in coins

Description & Relations

Description

Tall and muscular he has finely chiselled features, with long light brown hair and brown eyes. He speaks with a soft and even tone like he has never been upset or angry, ever in his life.

Relations

He has given himself and his sword over to the will of god.

Tactics

He is favoured of fighting on foot with his longsword and shield, though he is a competent rider and happy to charge into battle with his lance levelled at his enemies.

Hospitaller Knights

Power Level: Good Minion

ASPECTS

- *Pious and Strong of Faith*
- *In Physical Prime*
- *Specialist with Longsword*

Strength: 3, **Agility:** 3 **Endurance:** 3

Languages:

English, Latin

Equipment

Armour: Plate Armour AR -4 Stress: 6, *"Restricting (p)"*

Shield: Heavy Shield: AR: -3, WR+3 *"Large"*

Plated Fist WR +1

Longsword WR +4 *"Large"*

Lance WR+5 *"Huge (p)"*



13th Century Plate Armour

This is not the sort of plate armour that you see in the movies. The full coverage, articulated joint plate armour. This is single plates of metal armour to protect joints and shins, and these were worn over a mail hauberk. Eventually, late 13th Century and onwards, armourers gradually developed skills in articulating the lames or individual plates for parts of the body that needed to be flexible, and in fitting armour to the individual wearer like a tailor.

Lord Richard de Clare

Power Level: Heroic NPC

ASPECTS

- *Court Herald of King John*
- *Constable of Pembroke, Lord of Hertford*
- *Non-Confrontational Bargainer*
- *Stalwart Defender of the King's Position*
- *Emotional Tactician*
- *Large Lands in England & Wales*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	2	Craft	2	Deception	3
Strength	2	Knowledge	3	Empathy	4
Endurance	2	Reasoning	3	Persuasion	4
Perception	2	Willpower	4	Resources	3

Physical Stress: 4 **Mental Stress:** 7 **Social Stress:** 7

Fate Points: 5

Languages:

English, French, Latin

Stunts:

High Born: Character Aspect to reflect your relationship to your house. In addition, you gain a +1 bonus on Persuasion rolls when interacting with those of lesser status.

Lie Detector: You know what physical quirks to look for when someone tells a lie, and you are good at spotting them. Spend a Fate Point to gain a +4 bonus on rolls to detect a lie.

Opportunist: You are especially adept at spotting flaws and weaknesses in your opponents and taking advantage of them. Once per scene, during a conflict, you may attempt to perform an Assessment on one opponent as a free action.

Armour: Leather AR -1 Stress: 3 boxes

Shield: Light Shield: AR: -2, WR+2 *"Large"*

Longsword WR +4 *"Large"*

Description & Relations

Description

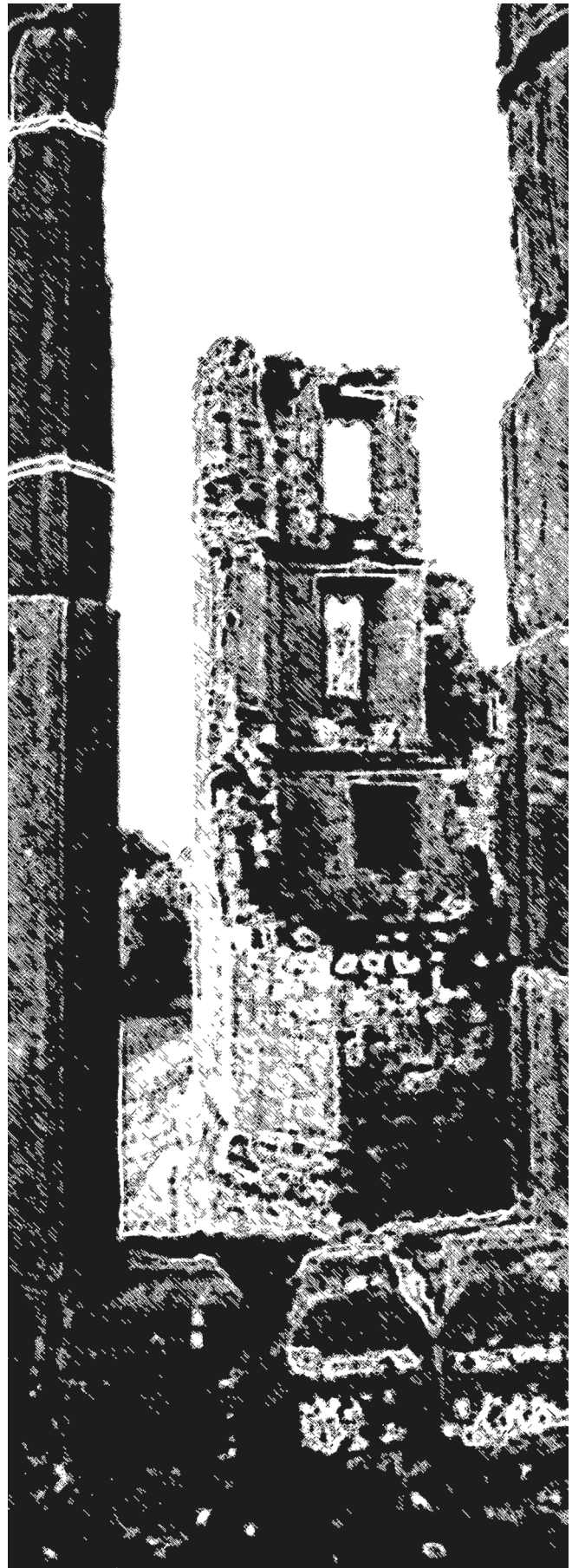
A tall thin man who looks like he has just recovered from the flu. His eyes are sunk into his head and he eats like a bird pecking at food as though every mouthful might be a poison. He is in his late forties stretching into 50's and has seen better days physically though his mind is keener than ever.

Relations

At the point in Time he is staunch advocate of John, though he was at the coronation of King Richard he despised the level at which Richard hated England. He saw him take everything from the people and never set foot on English soil again; he never even bothered to learn English. This steadfastness to King John changes however; after he see the state of tax King John puts on the lands and then in 1215 he sides with the barons after having his castle and lands at Tonbridge taken away.

Tactics

Read his opponent and then tag and compel his aspects without mercy.



ENCOUNTER

Robbers on the Road

The characters are travelling the paths from their Island on the Danube river to the city of Ingolstadt. The road is forested and up and down as you have to cut into the forest to make any headway and then cut back to follow the river. The going is hard even ground is unheard of here and the thick pine needle covered floor seems to drag at you feet, pulling you back and sapping your energy.

Sir Blain Riven has come to the end of his wits with the war. He has taken some of his men and deserted the front, resorting to robbery; as he has no lands to return to and all of his money was spent keeping himself and his horse in the field.

He has set up by the fire pit and is pretending to be morning over some burnt dead corpse of a body. His horse is lying down, playing dead next to him. Hiding in wait in the storage area are his few but hungry men. He will use the ruse of being attacked on the road to draw the group in and then have his men fire upon the group when in range while he gains his horse and attacks from mounted. Once he engages the others will draw swords and join in the battle. Anyone who looks like they are worth something will not be killed. "Taken Out" means they are knocked unconscious. They will be traded for ransom. Others who look like they are servants etc. Will be slain out of hand and get no mercy.

Bandits

Power Level: Average Minion

Group of 10 (gives +4 bonus when Attached to Sir Riven)

ASPECTS

- *All for the Money*

Strength: 3, **Agility:** 2

Languages: German

Equipment

Shield: Light Shield: AR: -2, WR+2 *"Large"*

Spear +6 WR+3 *"Large"*

Shortbow +5 WR +3 Rng 1 *"Slow Firing", "Large"*

Sir Balin Riven

Power Level: Heroic NPC

ASPECTS

- *Young Knight*
- *Shield of Black*
- *Master of the Slippery Tongue*
- *Rusty Chain Armour*
- *A strong connection with his horse*
- *Landless Deserter*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	2	Craft	2	Deception	2
Strength	3	Knowledge	3	Empathy	2
Endurance	3	Reasoning	2	Persuasion	2
Perception	2	Willpower	3	Resources	1

Physical Stress: 6 **Mental Stress:** 5 **Social Stress:** 3

Fate Points: 5

Languages:

German

Stunts:

Warhammer Specialist: Gain a +2 Attack Modifier on attacks using Warhammer.

Good Looks: You gain a +1 bonus to Persuasion rolls when dealing with members of the opposite sex, or homosexual members of your same sex.

Mounted Knight: You gain a +2 bonus when making rolls to determine how well you can ride a warhorse.

The Great Blow: May spend a fate point to increase the WR of next attack by +3

Armour: Leather AR -1 Stress: 3 boxes

Shield: Light Shield: AR: -2, WR+2 *"Large"*

Warhammer +5 attack WR +4 *"Large"*

Treasure: Coins - Treasure Parcel Great +4

Description & Relations

Description

He has seen better days, his tunic hangs on him, a good meal has not been in his belly for many days. His face is pale and drawn and he generally looks worse for wear.

Relations

He has a fragile bargain with the men who have joined him, he promised them a better life but so far they have done no better than when they were fighting on the front. They still kill for money. He has to keep them in line with cash and beer from the people they waylay

Tactics

He does what he learned to do as a knight, fight from horseback and keep moving

Ambush Zone Map



BV = Blocking Value: Creature must make a Strength (athletics) roll with a penalty equal to the BV value and generate an average or better in order to enter or leave the zone.

ENCOUNTERS

Robbers in The City

The group of unwanted wizards are using the thieves of the Northgate Guild to attract any guild wizards who might be watching. Some might ask, *"Why don't they just stand in the town and do magic if they want to reveal magic to the world"*. Well that's not their goal, they want the guild to be revealed. Also it's dumb they would be killed for it, likely burned at the stake and that's what they want the other wizards to do. They have to get the wizards of the guild to be the one's who reveal their magic and the guild to the world. Let them be burned by angry mobs.

Their first trick is to give the thieves of the Northgate guild some simple magic items that they have created. There use will be sure to gain attention from the citizens of the city and from thence it is but a short time before some spy of the guild will take word back to his masters. This is of course what has happened and Slobodan has taken the word to Reedwater, where the guild sends out a troupe to assess and deal with the situation.

Once they realise that guild wizards are in the city they will up their game and start to bring more magical havoc into the streets in the hope that the wizards reveal themselves to the populace.

Northgate Guild

Listed Members of the Guild

- **Guild Master Hingely** - Scarred and dangerous man
- **Vogit Lt.** - Upcomng talent
- **Vanela** - Priestess of Venus

Influence: 2

Fate: 3

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Logistics	1	Craft	3	Relations	1
Perception	2	Knowledge	1	Connections	2
Security	2	Morale	2	Resources	2
Stress Lvl	4		3		4

Aspects:

A ruthless guild of Thieves
Join us or die
No Subtlety
Pay up or Get cut up

Membership Benefit
 You keep your life.

Organisation Roster
 Hingely Guild Master
 Voigt Lt
 Vanela Priestess of Venus
 6 x Sgts
 12 x Rogues
 12 x Footpads

Southbank Guild

Listed Members of the Guild

- **Guild Master Frederick Shultz** - talented old veteran.
- **Syndic Roseamuin** - Enchantress Songstress
- **Syndic Goram** - Master of Jest
- **Syndic Yonda** - Mistress of Lust

Influence: 2

Fate: 3

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Logistics	1	Craft	3	Relations	2
Perception	2	Knowledge	2	Connections	3
Security	2	Morale	2	Resources	2
Stress Lvl	4		4		5

Aspects:

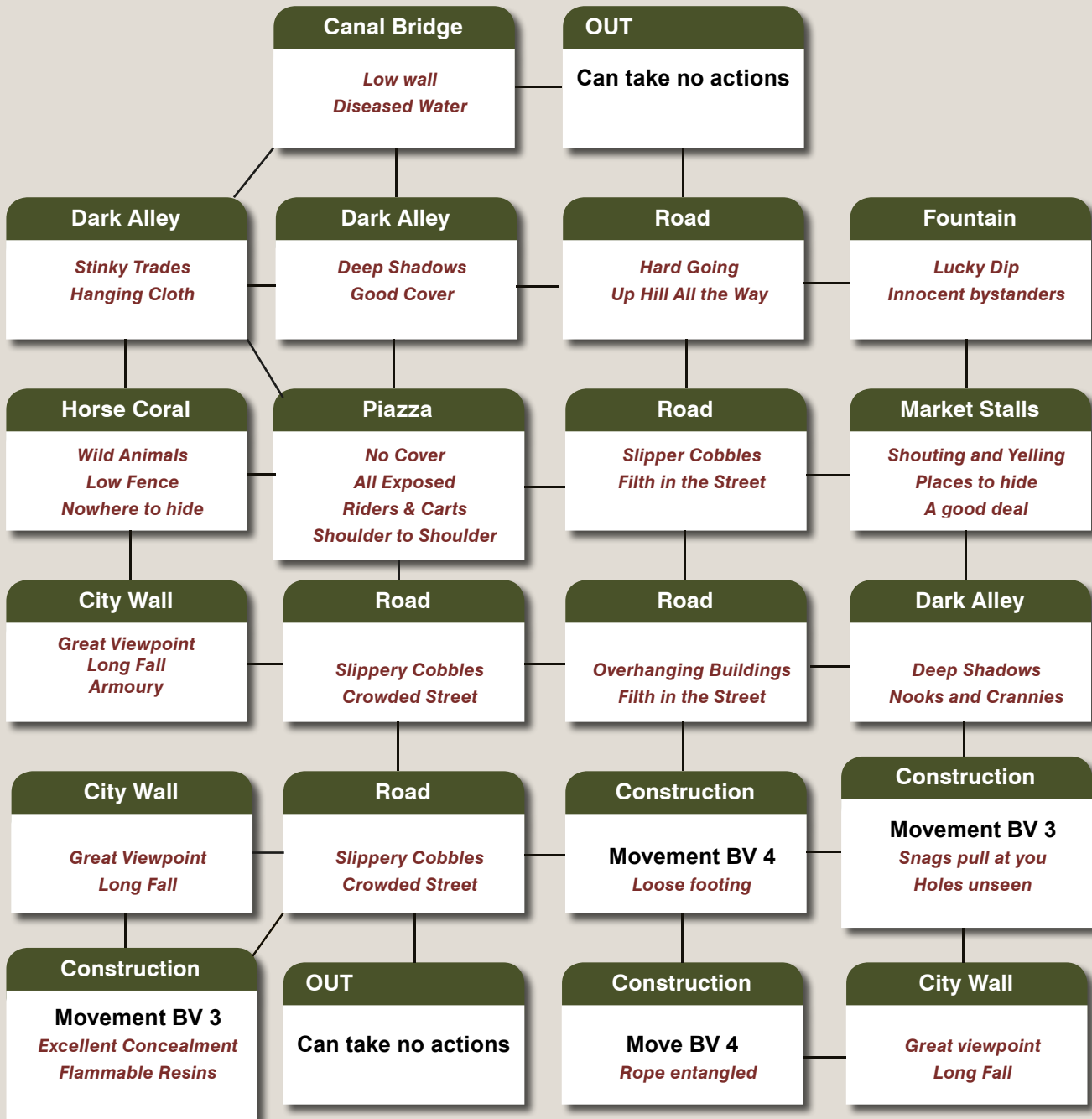
A skilled guild of Thieves
Discretion is the better part to play
Subtlety above all
It's not stealing if they give it to you

Membership Benefit

Safe Houses: Access to safe houses throughout the city regardless of personal resources.

Organisation Roster
 Guild Master Frederick Shultz
 Syndic Roseamuin
 Syndic Goram
 Syndic Yonda
 12 x Prostitutes
 12 x entertainers
 6 x tricksters.

City Zone Map



BV = Blocking Value: Creature must make a Strength (athletics) roll with a penalty equal to the BV value and generate an average or better in order to enter or leave the zone.

You will probably run several encounters in the city. You can make cards with these titles and aspects and then just rearrange them for different encounters, changing the way they connect and the flow of the road and the alleys.

Token of Healing

Cost to use: None
Duration: Permanent
Action: Supplemental

This is a talisman made from the bark of a Truff. The bark has a lovely soft golden glow to it and a very dark grain in a light wood.

When rubbed hard, the magic from the talisman is activated. The character can cross off a Major physical consequence and the damage associated with it.

Once used the golden glow fades and the item is just a piece of pretty wood.

Potion of Brute Strength

Cost to use: None
Duration: Scene
Action: 1 Action

This is a Liquid made from the sap of a Truff. The liquid has a lovely soft golden glow to it and a very dark head of froth in a light coloured thick drink.

When drunk, the magic from the sap is activated. The character gains the aspect "**Brutish Strength (p)**" for the duration of the scene.

All of the sap must be drunk and a vial contains only one use.

Lotion of Bursting Speed

Cost to use: None
Duration: 1 Scene
Action: 1 Exchange

This is a talisman made from the crushed berries off a Truff. The liquid has a soft green glow to it and a very crusty lard like covering.

When rubbed onto the legs and arms, the magic from the lotion is activated. The character gains the aspect "**Enhanced Reflexes (p)**" for the duration of the scene.

All of the lotion must be used and a vial contains only one use.

Mask of Shadows

Cost to use: Fate Point
Duration: Scene
Action: Supplemental

This is a mask made from the smoke of the Djinn.

When placed over the face the wearer becomes like smoke to those who look upon him.

He gains the aspect "**Insubstantial Like Smoke (p)**" for the duration of the scene.

Once used the mask fades away into nothing.

Run several encounter with the thieves against the players characters. Let them interrogate them, find out about the origins of the magic items. Descriptions of the wizards who are working with the guild and the wizards strange allies.

This should lead the characters to the headquarters of the Northgate guild in the city. However before they reach the guild HQ the wizards will have prepared an ambush for them, use one of the wizards main allies and his minions against them. Make up an encounter zone map using the tiles from the city example zone map.

After the character defeat this enemy they can move on to sorting out the guild members at the HQ. These will give them the information they need to attack the wizards directly. However the chances are they will be too weak to attack them after fighting two serious battles.

This is when the second wave of the wizards allies attacks, while the characters are resting up. Send in another wave of main ally and minions, you choose which one's depending on the groups abilities to cope.

The final battle could be fought anywhere in the city, however the characters have to keep in mind all the time that they must protect the Guild Laws and not reveal themselves to the world. So they have to be sneaky or have natural explanations at the ready for the spells they cast. This final battle will be with all of the wizards and remaining ally and minions. A tough fight to be sure!

Rewards

The Guild has many chests filled with silver and gold as well as gems and stolen art objects and Jewellery.

Coins: Treasure Parcel Superb +5 & Fantastic +6
Jewellery and Objects: Treasure Parcel +5
Gems: Treasure Parcel Superb +5

Magic:

The Djinn, if defeated, tongue is worth +4 essence of air based spells and eyes +2 essence of Illusion based spells each.

The Spirit of Delusions tongue is worth +4 essence of Mental based spells.

The Truffs root is worth +4 essence of nature based spells its heartwood +4 essence of creation type spells.

* **Essence use is described in the Reedwater campaign.**

Epilogue

There are no guarantees of the defeat of the enemy in this game. They each have capabilities that would let them escape to fight another day, though without their allies to aid them it would be a long time before they felt confident enough to make any direct actions against the guild or it's members.

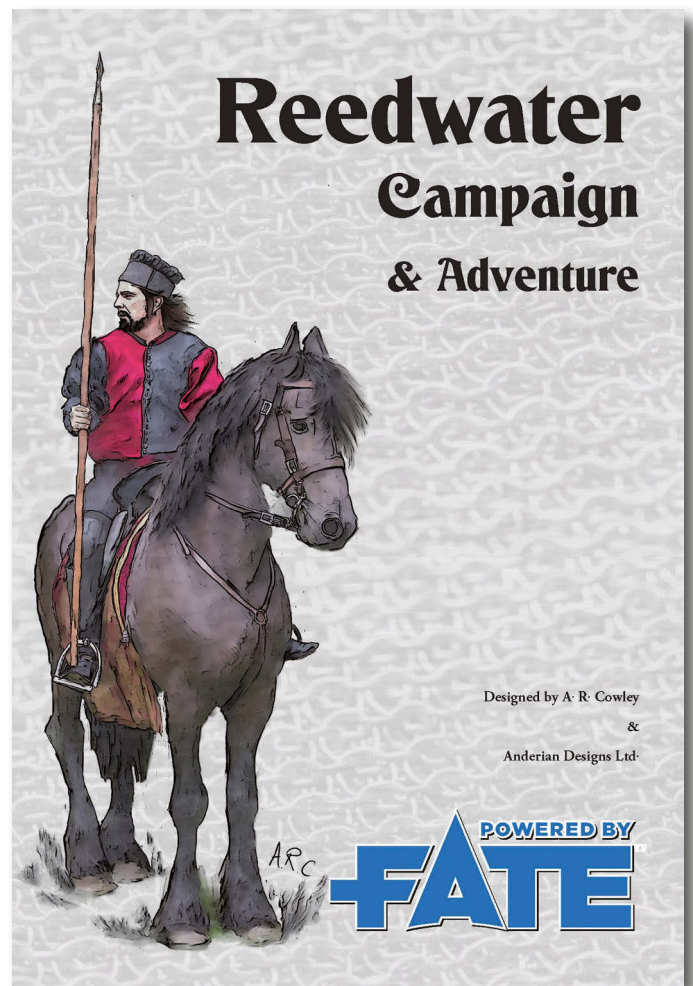
The allies are not all serving willingly, the Djinn especially could be turned into a great ally for the guild or the wizard cunning enough to break the enchantments binding him.

It might be fun to have these as a recurring nuisance to the guild turning up when least expected to ruin some plan a player wizard has put together. This works well if you have the Reedwater Campaign book and can fit it together with the wizards there and the politics of the area.

The events and encounters can be played out over a short time in game terms or over a longer period of time making this months of play for the characters as they try to eke out the secrets of the guild of thieves and who their new masters are. Fighting blow for blow as the unwanted wizards fight with dirty tactics hit and run against the players.

Maybe the players decide to do the same thing and use the Northgate Guilds enemies, the Southbank guild as their puppets. Then you have a shadow cold war situation where it is organisation vs organisation. The characters and unwanted wizards being added to the organisations roster to do battle in the campaign time frame where each strategy and attack is taken over weeks of time.

You could introduce new players to the war, perhaps a nobleman can see the benefits of having some magical aid in his fight in the civil war that is raging all over Germany. He might become a third wheel, taking more physical actions to capture a wizard for himself. This puts the characters in a situation for they would have to protect their enemies from falling into the hands of the noble in order to keep the guilds secret.



Why not make this adventure even better! You can get the Reedwater campaign exclusively from. <http://www.drivethrurpg.com/product/215694/Reedwater>



More info and product details from company the web site.



What's Next?

Adventure Series

Released over the next few months, a series of five adventures set in the same campaign world as Reedwater. They will develop new areas and NPC's as well as explore further the politics of the Noble houses and that of the Arcane Brotherhood and it's control over the Arcane Guilds. They can be played with the same characters or new one's if you are just diving in.

Each adventure will be roughly 30-40 pages and go on sale for just \$0.99

The Greed of Lord Vargonax

Two travelling wizards have been taken by Lord Vargonax, a warlord of King Philip. They intend to push them into service as magical artillery for the battle against Otto. The Arcane Brotherhood forbids this. Vargonax must pay and the wizards recovered. The characters are sent out to deal with the situation; however all is not as it seems.

Trade with Gnome King

The guild is going through a building phase, it needs to defend itself in case the war comes to its shores. The characters are tasked with bargaining with he gnome king for Earth based Magical essence that will be used in spells to fortify the walls. They must first however get past the kings son, Prince Volgorond.

The Willow Maid and the Mistletoe King

The seasons turn, animals, farmers and travellers bank on the seasons changing, Spring becomes summer, becomes autumn and autumn becomes...

However this time autumn does not end. What is going on, trouble in the land of Arcadia threaten the real world. The characters have to interact with the trickster fey in order to bring back the order to the world.

Evil in Munich

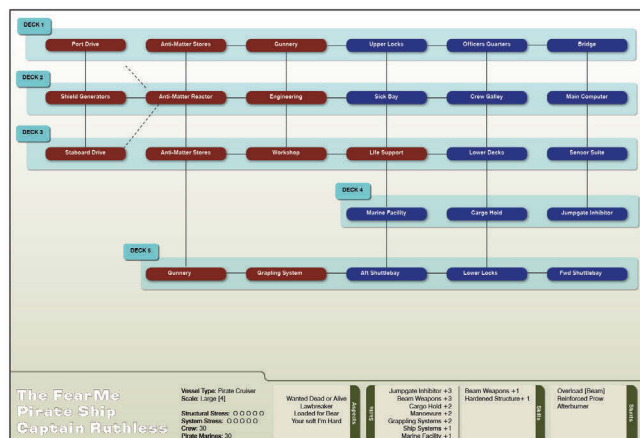
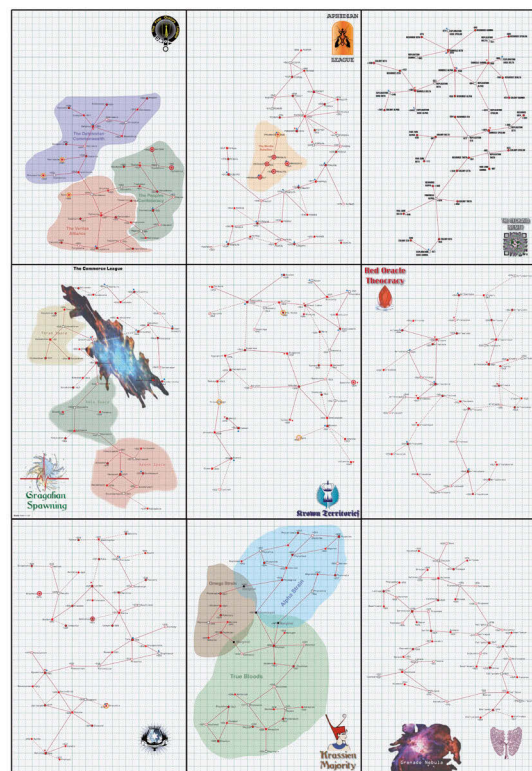
Two wizards turn up to the Guild of Reedwater, two of their fellow wizards have been killed. They seek the service of an Inquisitor to determined who has done this, they are eager to declare war on their rival guild. Can the characters find out who is responsible and stop any further killings. Events spiral out of control and all of the group will be tested as everything is not as it seems.

Maps, Deckplans and Zones

A collection of maps, deck plans and zone maps for science fiction and fantasy games in a Hi-res PDF suitable for printing on a colour printer to enhance your FATE games.

Available July 2017

Price: \$2.49



New Imperium Campaign & Adventure

A 150 page campaign and adventure

Available in either watermarked PDF or Full Colour Hardback

Set in a future space Empire at the beginning of the 35th Century, the campaign centres around a disparate group of Noble house all wanting the same thing - Power! They are jealous and conniving each trying to promote their own agendas and advance one of their own to the seat of Emperor. All the while they are tearing at each other's throats, ordinary folk have extraordinary adventures in the space lance of the Imperium. Space is filled with strange creatures, nefarious organisations and ancient aliens sites waiting to be discovered. A campaign in the style of the great space opera writers such as Heinlein, Laumer and Asimov.

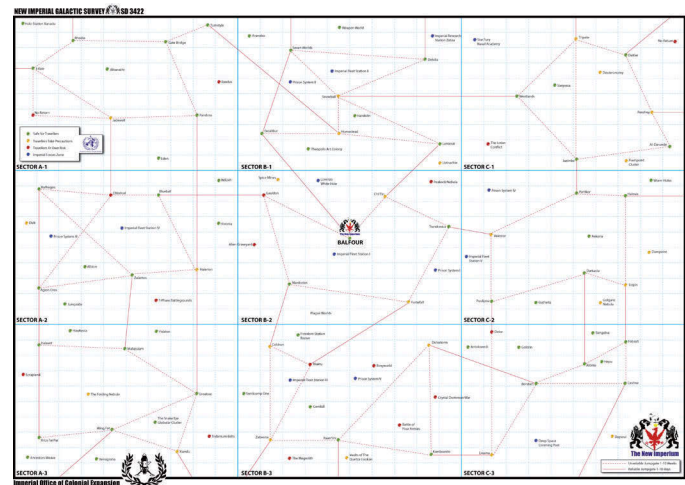
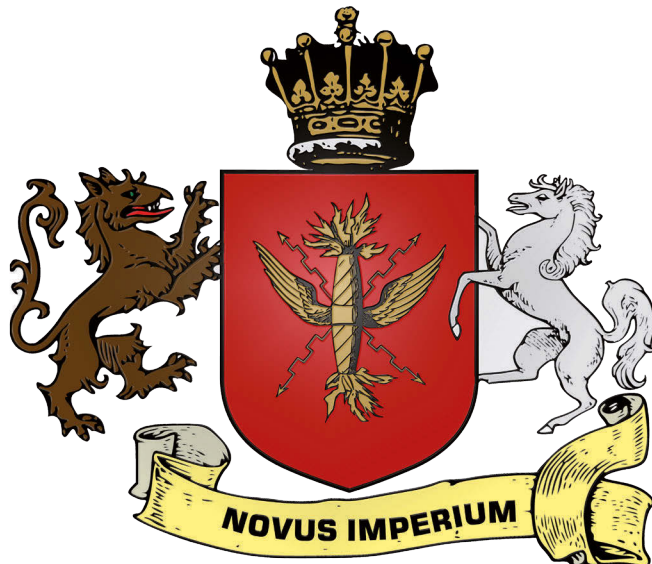
Available Next Year

Price \$9.99 for Watermarked B&W (Printer Friendly) PDF

Price: \$14.99 for Watermarked Colour (hyperlinked) PDF

Price: \$34.99 Full Colour Premium Heavyweight Softcover

Price: \$49.99 Full Colour Premium Heavyweight, Hardcover collectors edition



Introduction

Deep in space, in fixed points around many stars, there lies mechanical devices that allow travel to other stars in the blink of an eye. These mechanisms are called Stargates and mankind once used them to populate the Galaxy; however they were not crafted by the hand of man. These Stargates were already in orbit around earth when, all those centuries ago, man first took his teetering baby steps into space.

It was the dawn of a new cycle in the Baktun calendar, many had prophesied doom for the earth, many had read tomes from the beginning times and said that the ancients were returning and yet others that it was all just myth and nothing at all would happen.

It was on the 21st February 2019 that the exploration unmanned vehicle named Amundsen discovered the first Stargate. Amundsen was tasked with better under-

standing the moon Iapetus, the third largest moon of Saturn. Iapetus had been the talk of the conspiracy community for many years prior to the mission and had put pressure on NASA to fund an expedition to discover what lay behind the strange looks of the moon. Readings from the ground penetrating radar and other fine instruments on the vessel showed that the moon was practically hollow and that it contained vast caverns and rooms; also energy sources.

It took man another 56 years to come up with a ship that could take a survey team to Iapetus and see for themselves the structure and complexity of what had been discovered. It took mankind over a hundred years to understand and fix what they discovered inside. The entrance to the Stargate was the most watched programme and everyone watched as the astronauts 3d cameras relayed images back to Earth in real time. The leader of the Mission Ed Samuels could barely contain himself as he broke through

the last yard of debris and his lights caught site of an ancient control room.

It was 107 years later that the great outer disc of the Stargate turned and a new exploration ship was readied, one that would let man set foot onto a new world, in a new solar system many thousands of light years away. Many had conjectured about what life new forms would be discovered and what strange things would be brought back to change the lives of the 11 billion inhabitants of a crowded Earth.

The truth was more shocking than tentacled aliens for they discovered humans were already out there, seeded from some other planet and using the gates to travel to distant solar systems. We were greeted by our brothers from the stars who seemed to be enlightened and wise. They gave us many technological and sociological advancement over the next decade and we gave them war, bloody war on a vast scale.



Welcome to the early 13th Century and the challenges that come with living in the Holy Roman Empire under civil war. This book contains details of the ordinary townsfolk of Ingolstadt, as well as the two thieves guilds that vie for power in the streets, each with it's own views on how to hold the reigns of power.

The game is set in the spring of the Year 1200 and located in the area of the Holy Roman Empire, around the important city of Ingolstadt. The Empire has seen the death of a great leader in the person of Henry VI and he leaves behind a young son Frederick; too young to rule as Emperor. Philip of Swabia and Otto of Brunswick vie for the seat as Holy Roman Emperor casting the whole land into a civil war.

Philip has the support of the majority of the nobles in the south and has used this to crown himself king of Germany; however, without the support of the church he can not become Emperor. Otto has the support of the church but not the support of the powerful Dukes and Barons. Both have large armies that continually skirmish and siege throughout the Lands of the Holy Roman Empire.

The players can play wizards or wizard and their company who have been sent on a mission to ascertain what is going on in the city, magic is turning up in the hands of thieves and something has to be done. How will they balance achieving their goal with keeping the secrets of the Arcane Brotherhood from the knowledge of the ordinary folks of Ingolstadt.

Designed by A. R. Cowley & Anderian Designs Ltd.

© 2017 A.R Cowley & Anderian Designs Ltd.

- Registered in England & Wales No. 10799436

76 Queens Drive
Rowley Regis
West Midlands
B65 9JJ
United Kingdom

Email: admin@anderiandesigns.com
Web site: <http://www.anderiandesigns.com>



ANDERIAN DESIGNS

Designed by A. R. Cowley