

# Reedwater Campaign & Adventure



Designed by A. R. Cowley

&

Anderian Designs Ltd.

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**FATE**<sup>TM</sup>



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# ANDERIAN DESIGNS

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## 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 details of the area around the Arcane Guild of Reedwater, it's magical island and the creatures, wizards and fey that live there; as well as the ordinary townsfolk of Ingolstadt, Donau and Egwell.

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.

At the end of the book, is an Adventure outline with monster details, maps and a hook to get your game going. This can be approached in several different ways. A direct combat adventure or a longer interaction game; where subtly, persuasion, magic and clues become more important.

### Credits

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

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**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

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# Fate Rules & Conventions

The conventions used in describing the Npc's and their stunts has been made as generic to FATE as possible, with the hopes that whatever version of FATE rules you are using there is some familiarity that can be derived to make the campaign work with your rules set. A broad group of attributes have been used for skills, to keep NPC description easy to employ in a game.

This campaign and adventure is not meant to be a dungeon or A - B - C type of game, it is a background and NPC driven story that lays it's emphasis on the details and goals of the NPCs. Keep the action going as the player's characters interact and either join NPC's as allies or fight against them, holding them as villains of the story. It is up to the game master to make these backgrounds and NPCs come alive for the players and FATE is a great game system for story based adventure and giving NPCs an interesting colour by the use of aspects. Rather than the traditional pyramid of skills this uses a broad group of skills that can represent the NPC overall experience and make design and play of them faster for the game master.

## The Skills

**Physical:** Agility, Endurance, Perception, Strength

**Mental:** Craft, Knowledge, Reasoning, Willpower

**Social:** Empathy, Deception, Persuasion, Resources

**Affinity:** A special skill requiring an appropriate aspect to purchase.

### Agility

A measure of the persons manual dexterity as well as balance, hand eye coordination, speed of action and reflexes. This skill is used for any physical rolls that do not in require strength. If the action is about moving one's own body then it is Agility that is required, if it about moving something or someone else then that is a strength roll.

Agility is used in defence against physical melee attacks and ranged attacks that come from within the same zone. Attack from outside the same zone uses perception as the defence skill.

### Endurance

This is the skill that denotes the persons ability to perform physical activity without becoming exhausted or to resist the strain and shock of physical injury, disease and poison. It can also be used against supernatural affects that try to change or alter the persons body.

The skill is a passive skill in general use, with the GM hardly ever needing an action roll from the character for this skill. It is a restricting skill where long duration activity such as a combats stretch on. A combat that goes for more than five or six rounds might have endurance as a limit to the characters fighting skills. A long climb might have the characters mighty agility limited by his endurance. Endurance allows a character to continue to perform at his peak performance when others have collapsed exhausted.

*Endurance + Strength is used to determine the number of physical stress*



## Perception

This is the measure of a characters overall awareness of his surrounding and his ability to react to sudden changes in the situation. If a character needs to notice things or is actively searching for something then this is the skill that he will roll against. It also determines who acts first in initiative.

Characters might be asked to make rolls on this to detect some pick pocket activity, search out a hidden object, or pick up on clues at the scene of an old combat.

Perception is used for ranged attacks where the target is 1 or more zones away and as a defence against such ranged attacks.

## Strength

This tells you how strong a character is, a measure of his raw power or his skill at making the best of the strength he has. If you are lifting, pushing, carrying or breaking then this is the skill that would be rolled against.

Strength is the skill used to attack with fists or melee weapons such as a sword or spear.

*Strength + Endurance is used to determine the number of a characters physical stress boxes.*

## Craft

If you want to create something, like a work of art or a good camp in the mountains, then craft is the skill used. This is often used in combination with other skills like knowledge or reasoning. It is also the skill used to repair or disassemble mechanical items.

## Knowledge

This gives the indicator of how educated or well learned the character is, covering things like history, science, area lore, occult, languages, regional etiquette etc. Often stunts are taken to narrow down a characters expertise, such as survival or some academic talent like astrology.

You must always have in mind however, that knowledge is what you have already learned and know and does not indicate what you can figure out; that is the realm of the skill reasoning. It is a measure of theory not doing and so while you might no how to weave a basket, craft give your actually ability in basketry.

Knowledge can also be used to make declarations that fill in the scene that has been set by the GM, things he may not have mentioned but might reasonably be there. For example a character might make the declaration that the city guard has a first aid kit on him, even though the GM hasn't stated that this is so. The GM sets the difficulty based upon reasonability and always has the chance to veto. However if the player backs up his declaration with a fate point then it needs to be a good veto.

## Reasoning

This is a measure of the characters ability to figure things out, solve puzzles, decipher codes and learn new skills. It can be used to reflect a characters short term memory, while knowledge is the indication of a long term memory. Knowledge and Reasoning are often used in combination.

*Reasoning + Willpower is used to determine the number of mental stress boxes.*



# Willpower

Willpower is the measure of a character's mastery of his own mind and covers things like courage, resolve, mental fortitude, ability to resist, his coolness under fire, the determination to not give up. It also shows his capability to resist supernatural attempts to affect his mind such as mental blasts or illusions. It indicates how calmly a character can remain when all around are losing their heads and running around in panic.

Should a character be exposed to some supernatural event that is shocking and strange, then a willpower roll will determine how well he holds together in the face of such oddness. It might be rolled to avoid acting irrationally in the face of a phobia, addiction etc.

Willpower might be used as a limit or combination skill, much like endurance when situations are stressful or strange. It might be a tougher combat to fight if strange illusions are all around or you are fighting some horrific looking demons for the first time.

*Willpower + Reasoning is used to determine the number of mental stress boxes.*

## Deception

Deception is an indicator of how capable a character is at making people believe the opposite of what is true; either by action or words. Deception attacks are usually resisted by skills such as Empathy, Perception or Reasoning and would be a single roll. Deceptions like long cons, these would be more akin to a combat, where many attack and defence rolls would be made and consequence taken.

Deception should never create behaviour that is at odds with the basic nature of the target; an honest man won't be tricked into stealing, for example, though he

may be tricked into, say, holding stolen goods if he has no reason to think they're stolen.

When Deception is most successful, the target is put in a position where his own nature forces the decision that the liar wanted him to make, much the same way the compulsion of an Aspect does. An honest man won't steal, unless he feels he has to do so to protect something more important than his honesty. Some of the greatest crimes in history are perpetrated by people believing they are doing the right thing for their family or their country. Part of the reason a character with a high Deception is going to want a decent Empathy is to know what direction to spin things towards.

## Empathy

Empathy measures your capacity to understand what other people are thinking and feeling. This can be handy if a character is trying to spot a liar or wants to tell someone what that person wants to hear. Empathy is usable as a defence against Deception, and is the basis for initiative in a mental conflict. Characters with a high Empathy Ability include gamblers, diplomats, reporters and socialites.

## Persuasion

Persuasion is the ability to manipulate people through social contact, and perhaps convince them to see one's side of things. Any time a character wants to communicate; this is the Ability to use, which makes it appropriate for flirting, interviewing, intimidating, and interrogating. Characters with a high Persuasion include actors, models, politicians, performers, reporters, and cops. Persuasion is often the fallback social Ability. While Empathy and Deception are fairly specific in their applications, Persuasion is the catchall that covers everything else.

Persuasion is often used to determine first impressions, as it is also a measure of your presence and overall



appearance. It is also used to keep from showing your emotions on your face.

*Persuasion plus Resources is also used to determine the number of Social stress boxes the character has for each Consequence.*

*Resources plus Persuasion determines the number of Social stress boxes the character has for each Consequence.*

If the optional Wealth Stress Track is being used, *Resources Plus Willpower determines the number of Wealth stress boxes you have.*

## Resources

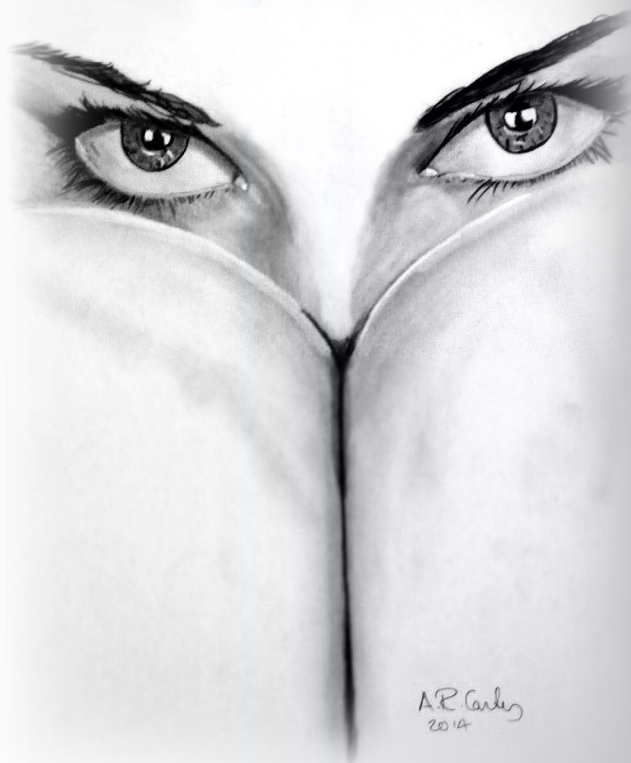
Usually Resources is simply a measure of available wealth, but the specific form this takes, from a family trust fund to a well invested portfolio, can vary from character to character (and may be indicated and enhanced by their Aspects). Usually this Ability passively informs the GM what the character's available resources are, but Resources may still be rolled for large expenditures, like purchases and bribes. Some large-scale conflicts may be about trying to out-spend the other guy; here, Resources can even act as an attack or defence Ability.

The important thing to remember is that money should be able to remove obstacles, but it should not solve problems. A fat contribution to the mayor's re-election campaign should get you an audience with him to plead your case, but it should not get him to solve your problem for you (unless he's fantastically corrupt or it otherwise makes the plot of the story more interesting).

When a character is in a place where they can't draw upon their usual resources, they may suffer a penalty on Resource rolls when making a purchase – anywhere from a -1 for a modest amount of red tape, to a -4 if they're limited solely to the already converted local currency they happen to have in their pockets. This penalty needn't indicate an increase in the actual Cost rating of the purchase; it instead represents the increased effort necessary to make the purchase happen. High Resources include pirate lords, aristocrats and corporate leaders.

## The Affinity Ability

This Ability functions like any other (Strength, Willpower, etc.) it describes the measure of control over a Power Source (Arcane, Divine, Fey, Infernal, Psionics etc.). Many Powers will require you to roll your Affinity to activate a Power or to determine how effectively they are used. You'll need a separate Affinity Ability for every Power Source you have access to.



So if the description of a Power tells you to “roll your Affinity”, this is the Ability it is referring to. A power will always work, the number of shift under the target is taken as damage either on an Affinity Stress track or on another track as mentioned in the text, usually physical or Mental stress. Critical failure or failure by 5 shifts or more can result in some unusual effects occurring that might hamper or even harm the character activating the power.

## Describing NPC's

All of the NPC's in the game will have their main stats listed inside a call out box that has a green tab with their name inside. Below will be listed their Power Level, Aspects, Skills and Stunts as well as their fate points, physical and mental stress and any special powers they may have such as spells or divine / demonic gifts.

Skill levels are based at a level 2 for an average Joe in the street and will need to be adjusted to your game.



### Fontenbrau of York

**Power Level:** Expert NPC

#### ASPECTS

- *A former Varangian Guard*
- *I will buy back my Lands in Green England*
- *Evicted to walk the earth*
- *Keeping quiet is the safest*
- *I can't swim as afraid of water*
- *I trained with Bazil of the Broadaxe*
- *Sverker II of Sweden who's son I killed is my foe*
- *I love my Byzantine Lamellar Armour*
- *My staunch Ally is John Doukas Kamateros a Sebastos of Byzantium.*
- *I am not much of a Sailor*

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

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

**Fate Points: 5**

#### Languages:

English, Latin

#### Equipment

**Hardrada's Broadaxe**, Attack: +4, WR +5 *"Large"*

**Lamellar Armour**, AR -3, 5 Stress. *"Bulky"*

**Leather Armour**, AR -1, 3 Stress.

**Light Shield**, Attack +3, WR +2, AR -2

**Throwing Axe**, Attack +4, WR +3, Rng 1, *"Small"*

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

#### Stunts:

**Expert with Axes** +1 to Strength Rolls in combat

**Fearless** +2 to willpower rolls to defend against fear

**Quick Step**, no penalty to action from supplemental movement

Often an NPC will be important enough to have a second call out box that gives a more detailed description of the NPC and their goals, relationships with other NPCs and any tactics that they might employ in combat.

Note that as a convention, aspects be they for characters, items, zones, or scenes; will be in ***italics and in red*** to make them stand out from the other texts and easy to see by the game master. An example of an NPC description call out box is seen below.

### Description & Tactics

#### Description

Fontenbrau is a man of England and stands tall (6' 1") and straight as an oak, he is topped with black wavy hair and his complexion is tanned from his time serving in Byzantium. His shoulders are broad and his musculature hidden well by his armour and clothing, though the look in his eyes tells you he has seen battle; even through his quietness.

#### Tactics

With his long reach and fleet footed movement Fontenbrau always takes the battle to the enemy eager to rush into hand to hand combat. In close quarters combat where space is at a premium he will choose his lighter throwing axe and a shield over his broadaxe, keeping this for more serious and open area battles.

#### Relationships

He has been serving the wizards of the Arcane Brotherhood, who have set up a guild of arcane lore just outside Ingolstadt in the hopes of acquiring enough money from serving them and their adventures to be able to buy back his lands. As a godly man he has little time for their sorceries but has seen many strange things while serving in the guards in Byzantium and accepts that there are many strange things in gods plan.

He takes his service seriously and would happily throw himself into a combat for a wizard he was guarding, seeing his quality of service and honour as his only medals he carries with him that can not be stolen. He stands out as a soldier of excellence and feels he has little in common with the other men-at-arms hired by the wizards of the guild.

#### Goals

The man yearns for the green and pleasant lands of England, if opportunity arises to return home he will take it. An offer of service to an English lord would end his service to the Reedwater Guild of Arcane Lore.

# Background

## A Land at War

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.

History it seems is not so far from fantasy as in a twist of irony fit for a role-playing game, history tells us that Philip was assassinated, the only King of Germany to ever be killed by assassins. He was preparing to crush the last of the rebellion in Brunswick, when he proceeded to Bamberg, in order to attend as a guest at the wedding of his niece; on 21 June 1208. After the ceremony, Philip retired to his rooms, where he was assaulted and murdered by the Bavarian count palatine. The pregnant queen Irene Angelina fled to Hohenstaufen Castle where she miscarried and died shortly afterwards. The assassin even managed to escape the Hohenstaufen henchmen.

While the general characters and areas are used, poetic licence has been taken with historical events to keep things interesting and allow the game master to come up with some twists and surprises for the players who might have knowledge what would happen next.



## Philip King of Germany

**Power Level:** Heroic NPC

### ASPECTS

- *Prince of The House of Hohenstaufen*
- *I will become the Emperor at any cost*
- *I am backed by Duke Leopold VI of Austria & Landgrave Hermann I of Thuringia*
- *I hesitate to assert myself*
- *King Philip II of France is a feeble Ally*
- *I use poisons and assassins to do my dirty work*
- *I love my Byzantine wife Irene Angelina, a daughter of Emperor Isaac II*
- *Prepared for an ecclesiastical career*
- *Assert my position by the display of splendour and Pageantry*

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

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

**Fate Points: 6**

### Languages:

German, Latin

### Stunts:

**Of Royal Blood** +2 to persuasion rolls against those of lesser rank

**Truth in the Lies:** Use Deception instead of Empathy to make assessments to spot lies.

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

**Money Talks:** Substitute Resources for rolls where spending large sums of Gold Marks can get results.

**Assassins and Poisons:** Know exactly how to play on the fears of another to get what you want. You may spend a Fate Point to add a +3 bonus on your next Persuasion roll made to intimidate.



## Otto Of Brunswick

**Power Level:** Heroic NPC

### ASPECTS

- *Duke of Saxony & Bavaria, Earl of York*
- *I will become the Emperor at any cost*
- *Crowned Emperor by Adolf, Archbishop of Cologne*
- *Makes promises he can't keep*
- *Pope Innocent III Needs my influence to separate Sicily from the HRE*
- *Philip will die for his dirty underhanded deeds*
- *Support and Finance from King John of England*
- *Drawn in too many directions*

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

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

**Fate Points: 6**

### Languages:

German

### Stunts:

**Of Royal Blood:** +2 to persuasion rolls against those of lesser rank

**Lithe Warrior:** Use Agility in combat instead of Strength

**Mounted Knight:** Controlling a horse in combat does not count as a supplemental action.

**Philanderer:** +2 to Persuasion rolls to entice and seduce the ladies

**Shield work master:** +2 bonus to defence rolls against physical attacks you can see coming as long as you are able to act.

## Description &amp; Tactics

*Called the "Naked Emperor"*

Otto was recognized throughout the northwest and the lower Rhine region and was elected by his partisans in Cologne on June 9, 1198. He took control of Aachen, the place where all of the Holy Roman Emperors had been crowned. He was crowned by Adolf, Archbishop of Cologne, on July 12, 1198. This was of **symbolic** importance, since the Archbishop of Cologne alone could crown the Emperor of the Holy Roman Empire. However, the coronation was done with fake regalia, as the actual Imperial items were in the hands of the Staufens. Thus he stood naked as the Emperor; the clothes and regalia he touted were mere copies.

As the game is set in a historical version of Earth one could see how this background and adventure material could easily be converted to be run with other game systems: such as Chivalry & Sorcery, Ars Magica or Perhaps Pendragon. Dungeons & Dragons and other high fantasy rules could be used but the players would have to modify their lust for the monster killing as this is more about allies and enemies than hoards and hordes.



Ingolstadt Coat  
of Arms

## Map Key



Plain & Light Woods



Heavy Forest



Old Woodland



Small Village



Small Town



Walled City

# Ingolstadt

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 wall 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.

## Environs Map

This map is 20 miles by 12 miles and the distance from the Reedwater covenant by road is just under 20 miles, however by river you can cut this down to 12 miles. Usually a foot journey to the city takes all day with an early start a long break mid day and a late arrival, just in time to beat the locking of the city gates. By river if one only has quick business to attend to in the city a person could make the journey there and back in a day with a late arrival back at the covenant. The trip up against the flow taking much longer to make than the downstream one.

On foot the journey is not without perils, the forest is filled with large bear, boar and bandits who love to attack people on the forest paths. These aren't the warm fluffy bandits either, these are the 'leave your rotting corpse in the forest' type of bandits. There are two rapids between the Reedwater Guild and Ingolstadt, they are navigable by a skilled river man but deadly if a mistake is made; as for a casual river user, they are not worth the risk and better to portage than risk a cold and wet death. The road from Munich to Ingolstadt is noted for robber knights who take tolls from travellers on the road and take jousts from those who have horse and birth. The road to Nuremberg is a quiet road with only the animals and bandits to worry about. East of Ingolstadt is nothing but Forest and mountains for 200 miles until you reach the outskirts of Vienna or Prague to the North East.

**Egwell**

**Blauekreuzung**

**Berheim**

**Lehmbrücke**

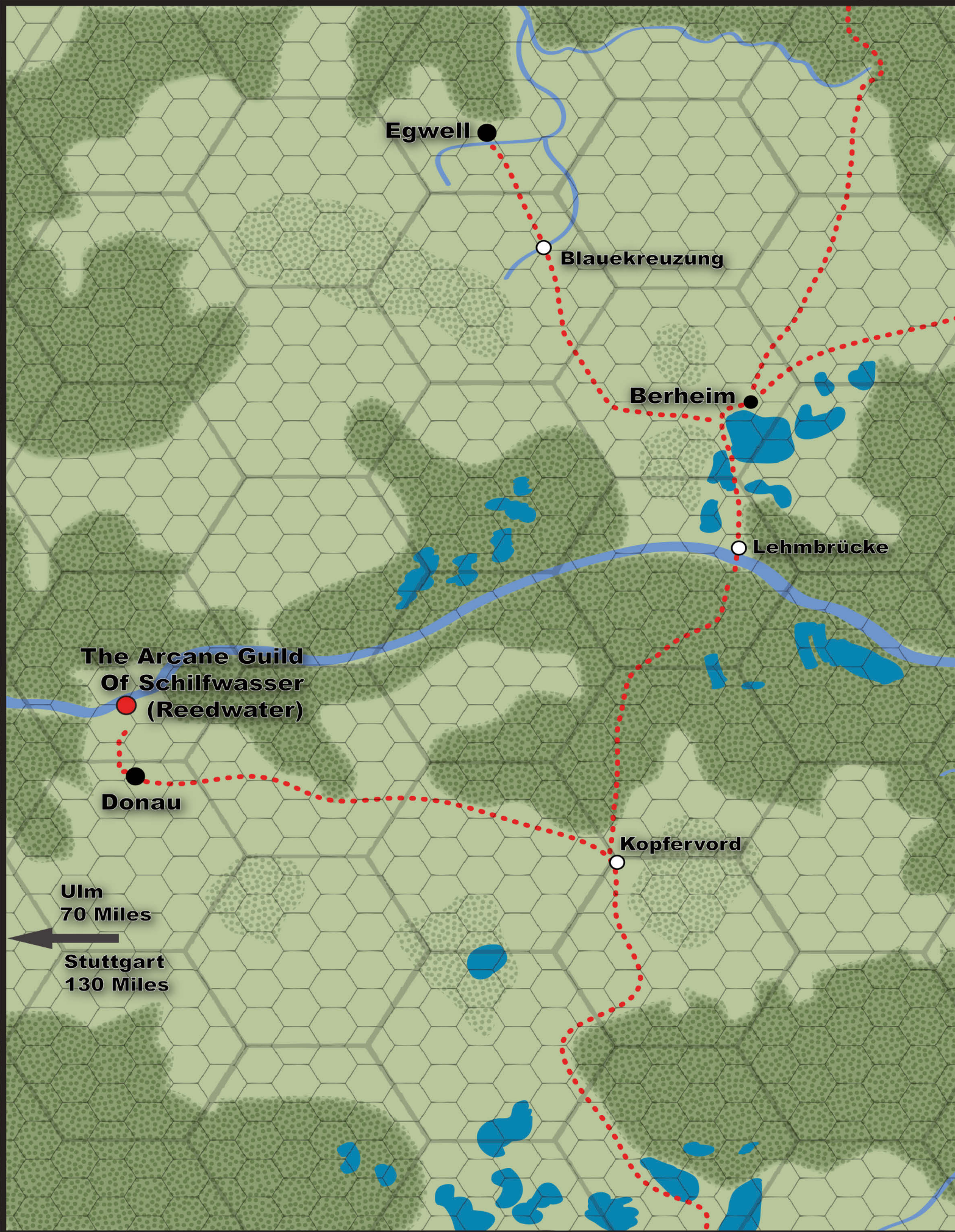
**The Arcane Guild  
Of Schilfwasser  
(Reedwater)**

**Donau**

**Kopfervord**

**Ulm  
70 Miles**

**Stuttgart  
130 Miles**





Nuremburg  
50 Miles

Kieferndorf

Ingolstadt

Rotesholz

River Danube

Weicherim

Hasliv

Munich  
50 Miles

Milwet



0 1 2  
Scale Miles

# Area Details For Ingolstadt

## Mayor Fardinand

**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 or to rolls for gathering information and persuasion from the street folk

## 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 calm others

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

## 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.

## 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.

## Ingolstadt Notable Trades

Trade	Name	Quality	Price
<b>Apothecary</b>	Master Herman Coberg	Good	+1
<b>Arcane Guild - Reedwater</b>	Master Hilder Priamunda (f)	Fantastic	+2
<b>Brothel</b>	Flavel De Morton	Fair	+1
<b>Cartographer</b>	Master Stephan Lauritz	Good	+2
<b>Carpenter</b>	Master Klaus Gretzon	Average	+1
<b>Clothier</b>	Master Antonio DiForzo	Superb	+2
<b>Chandler</b>	Master Philip Baruan	Average	-1
<b>Inn - The Black Wolf</b>	Gunter Houssen	Superb	+1
<b>Inn - The Rams Head</b>	Frederick Four Fingers	Fair	-1
<b>Inn - The White Hart</b>	Frederick Hasberb	Superb	+1
<b>Jeweller</b>	Master Charles Gerring	Fantastic	+1
<b>Mason</b>	Master Otto Himmel	Fantastic	+0
<b>Miller</b>	Master Hans Schlif	Average	-1
<b>Mariner - River Pilot</b>	Master Ulirk Hapgutt	Average	+0
<b>Moneylender</b>	Jacob Lewenstien	Average	+1
<b>Ostler</b>	Master Sebastin Luff	Superb	+2
<b>Physician</b>	Master Kurt Kroitz	Average	-1
<b>Teller of Fortunes</b>	Mistress Meessa (f)	Good	+0
<b>Weaponsmith</b>	Master Henry Seigbert	Fantastic	+0

### 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 cobbled 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 its golden thatch roof.

The place is always a bustle of activity and so has 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 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 Rams Head Inn

The smallest of the three inns and the cheapest to stay at, the quality however is as low as 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 crafted 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.



Donau Coat  
of Arms

# DONAU

This is a small town, mostly centred around goats and the products that come from them. Only a population of a few hundred but it has most of the essential trades that are required for a comfortable life. It is built into the overhang of a mountain scarp, with the houses forming three tiers and narrow cobbled streets leading up to the keep of Sir Moritz Adalbern "*The Noble Bear*" a monicker taken from their heraldic design, a bear wearing a crusader helm and wielding a sword and shield. The keep is a simple one, a square tower 60' across and 90 feet tall with an outer wall 10' thick and a small barbican.

## Sir Moritz Adalbern

**Power Level:** Action Hero

### ASPECTS

- *"The Noble Bear"*
- *Protective of his family and his people*
- *Cursed with Lycanthropy*
- *The Great Blow [Strength]*
- *The Look of Eagles [Persuasion]*
- *Shining Scale Armour [Resources]*

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

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

**Fate Points:** 7

**Languages:** German

### Stunts:

**The Great Blow:** Gain a +1 Attack Modifier on unarmed attacks using Strength.

**Good Looks:** 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.

**Mighty Reputation:** His name is well known in many circles. If he is using his name, he gains a +1 bonus on the first Persuasion roll on any person who has heard of him.

**Armour:** Scale mail: AR -3 Stress: 5, "*Bulky (P)*"

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

**Plated Fist:** WR +1

**Flail** WR +3, "*Flexible*"

## Description & Relations

### Description

Getting on in years he has salt and pepper hair with steely blue eyes. His frame is large and he tends to hunch over like he has the weight of the world on his shoulders.

### Relationships

His wife Matilda knows about the family curse and she dreads the days of the full moon, often requiring him to chain himself in the keeps dungeons. However, they have yet to find a chain strong enough to hold him. He is well liked by the people of the small town that has grown up around his ancestral lands and he interacts with them jovially and casually.

### Goal

He dreads the day that he dies, for on that day the curse will pass to his eldest son, Henrick. His goal is to lift the curse. On the days of the full moon, he has been cursed by Tartar shamans to change into the form of a bear. This is still a sort of lycanthrope, they become a bear, not the supernaturally evil sort a werewolf is, but a natural change into a bear.



## The Bear of Donau

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

### ASPECTS

- *Bears don't grow this big*
- *Mindless Hunger*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	2	Craft	-	Deception	-4
Strength	7	Knowledge	-	Empathy	-1
Endurance	5	Reasoning	-1	Persuasion	-
Perception	4	Willpower	2	Resources	-

**Physical Stress:** 9 **Mental Stress:** 1 **Social Stress:** -

**Fate Points:** 5

**Languages:** None

### Stunts:

**The Keenest Sense of Smell:** +2 on perception rolls where scent can be a factor.

**Regeneration:** At the end of the round clear all stress from the Minor Consequence. Other consequences heal 2 time steps faster.

**Weakness:** Silver weapons double their WR against the bear.

**Armour:** Natural: AR -2

**Great Maw:** WR +2 *"No Defence"*

**Claws** WR +1, *"Armour Tearing"*

The characters might come to Sir Adalbern's keep looking for hospitality, only to find a terrified household as the full moon approaches. Or they could come across the bear in the local forests as it forages for anything that it can eat.

The bear while still very animalistic in its nature seems to retain some of Sir Adalbern's compassion and Christian ways. The bear will most certainly raid a camp seeking out the characters food; perhaps even taking a mule. It has yet to kill, except in self-defence; against the local robber baron who calls himself the Green Warden. The Green Warden escaped with a mauling, though many of his men were not so lucky in the encounter.

## Skill Challenge

### To see the Human in the Beast

**Empathy:** Difficulty = Good +3; Success = Discovered Aspect

1 Shift: *"The bear is not natural"*

2 Shifts: *"There's an intellect behind those eyes"*

4 Shifts: *"Stand back, I don't think it will harm us"*

5 Shifts: *"I see compassion and a Christian soul"*

# Donau Notable Trades

Trade	Name	Quality	Price
Blacksmith - Liveredied	Gunter Alontz	Average	+0
Church of St Adalard of Corbie	Father Lukas Gregorio	Average	+1
Charcoaler	Rudolph Batten	Average	+2
Chandler	Master Richter Berg	Average	+0
Hideworker	Master Arten Dansig	Average	+0
Inn - The Rockhammer	Gerda Helstadt (f)	Good	+1
Potter	Master Klaus Flisman	Average	+0
Salter	Sebastian Saxe	Average	+0
Scribe	Scribe Willhelm Thorston	Good	+0
Wine Merchant	Lorentz Metz	Fair	+0

## The Rockhammer Inn

A cavern in the rockwall where early man used primitive tools to take away the side of the scarp wall that was rich in copper. They stopped long ago, as all of the rich ore has been taken away. However; they left deep caverns in the wall that now used by the occupants of the town as houses. The inn has two stories made up with oak beams and shingle frontage. It has a warm central fire in the main room and all of the guest rooms are off a main corridor and have no street facing windows. The inn can cope with 20 or so in the common room and a further 10 in rooms upstairs. They can stable up to four horse and have a stable hand to give them night care like washing down and feed.

Food and service is basic but honest and prices reflect that.

## Gerda Helstadt

*"Owner of the Rockhammer Inn"*  
*"Stronger than most men"*  
*"Wise to all the cons"*

Strength: 3

## Oswald Kellerman

*"Cellar man of the Rockhammer Inn"*  
*"Jolly and optimistic"*  
*"Gerda's secret lover"*

Persuasion: 3

## Gunter Alontz

*"Liveredied Smith"*  
*"Gruff and grumbling"*  
*"Knockout wife he protects"*

Craft: 3

## Lorentz Metz

*"Wine Merchant"*  
*"Well Travelled"*  
*"Richer than most"*

Resources: 3

## Father Lukas

*"Holy Father of the Catholic Church"*  
*"All about the numbers"*  
*"Fingerbone Relic of St Adalard of Corbie"*

Languages: Greek, Latin German

Willpower: 3

## Scribe Thorston

*"Intellectual of Nuremberg City"*  
*"Wise to the ways of the Arcane Order"*  
*"Still worships Tyr"*

Knowledge: 3

# Bergheim

This is a small fishing village with only a few dozen families in resident who rent their land from the knight Sir Weslef Chariovalda. He owns a stone fortified manor house. It also has a large inn sitting on the lake that caters to the traffic heading to Ingolstadt, Nuremberg and Munich.

## Ostler Berthold

*"Loves horses more than people"*  
*"Ugliness personified"*  
*"Heart of Gold"*

Persuasion: 3

## Chef Garnet

*"A loud and odious bully"*  
*"Unquenchable self confidence"*  
*"Renown throughout Western Europe!"*

Craft: 4

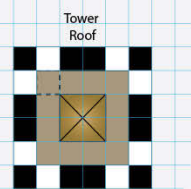
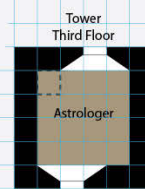
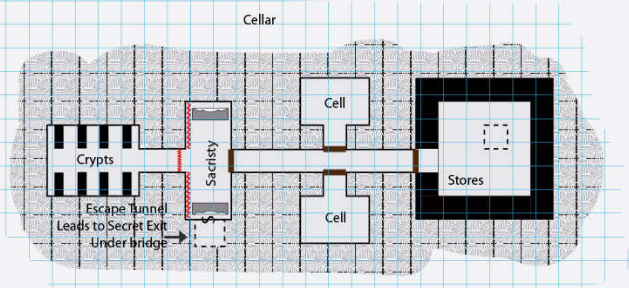
## Verdimere Inn

A large building half field stone, half timber and stucco. It is shaped in a classic E shape with stables at one end, common area at the other and guest residences along the main range. The inn has a superb view out over the lake. The Inn can stable most merchant caravans with a common room able to hold 60 people and a range able to room the same number. Stables are sufficient for 20 horses and has easy access to a large grassy paddock. The inn has one of the best chefs from Paris on staff and he can be heard most nights shouting at his coworkers in the kitchen swearing in French. The food of course is top notch and some of the nobles from Ingolstadt even ride out here just to stay and taste his food and take a relaxing day by the lake.

The rooms aren't large, they are tight but hold a comfy bed and a small fireplace for the cold nights on the lake. A small pedestal table holds a bowl and a water jug and there is just enough room at the foot of the bed for a travel chest. The rooms have simple latch locks for privacy and the windows are made from greased sheep stomachs and shuttered. The common room is large with a central fire/roasting pit, on special occasions chef will do a roast of a large boar or cow. 5 Tables and wooden stools are provided, these are small seating 4 with comfort around a table 6 is a tight squeeze. There is one large table and bench arrangement near to the bar and this can sit 20 a side.

It is one of those places where you never know who might pass through, it could be a mystical wizard and his troupe or the king of Germany and his mile long retinue. Such variance of visitors will inevitably attract the likes of thieves and assassins, mercenaries looking for work and layabouts looking for a handout.

## CHARIOVALDA Manor House



## Description & Tactics

### Description

He stands a tall 6'2" and his movements are those of one who has been in long lasting combats, his movements are conservative and efficient. He has fully white long hair and carries a long white beard that he keeps in a ponytail. He is now in his late fifties and the aches and pains of his war campaigns are taking their toll upon his body. Sometimes he finds it hard to bend as the pain in his back is great.

### Relationships

He has been a regular resource for the nobles of the land to send their sons to for training as knights and good men of god. Most of the Dukes and Barons of Swabia and surrounding territories owe him debts of gratitude; either for his service to their sons or for his actions in the crusades.

### Goals

He has left behind the killing of war, he has won tournaments and now he gathers love from his family and enjoys ale in the company of travellers.

## Sir Weslef Chariovalda

**Power Level:** Expert NPC

### ASPECTS

- *A Belted Knight*
- *I suffered on the last crusade*
- *My tournament days are over*
- *Suffering the aches and pains of old age*
- *I will leave a legacy for my children*
- *I trained several squires for high Nobility*
- *A tendency to drink too much and lose control*
- *I love god and hate the clergy*
- *Stands by Philip as the rightful Holy Roman Emperor*
- *I speak the truth and only the truth.*

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

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

**Fate Points: 5**

### Languages:

German

### Equipment

**Knights Broadsword**, WR +5 *"Large"*

**Chain Armour**, AR -2, 4 Stress. *"Bulky"*

**Leather Armour**, AR -1, 3 Stress.

**Heavy Shield**, WR +3, AR -3

**Long Spear**, WR +4, Rng 1, *"Long"*, *"Huge (p)"*

### Stunts:

**Expert with Longsword** +1 to Strength Rolls in combat with this weapon

**Fearless** +2 to willpower rolls to defend against fear

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



## Kaplan The Astrologer

**Power Level:** Action Hero

### ASPECTS

- *A Venerable Master of the Art*
- *Master of the art beyond the science*
- *Trusted by many Nobles with their truths*
- *A malady of the gut forces him to eat bland and soft food*
- *Addicted to the smells of the kitchen cooking*
- *I know your fate and your destiny M'lord*
- *Prophet of the future seer of the past*
- *The stars are gods shining path*
- *Arcane training from Magus Einstorm of Reedwater*
- *You must pay a high price to read my ephemeris.*

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

**Physical Stress:** 2 **Mental Stress:** 5 **Social Stress:** 7

**Fate Points:** 8

### Languages:

German, Arabic, Latin, Greek, Egyptian

### Stunts:

**Renown Astrologer:** +2 to his persuasion rolls on first meeting with those who have heard of his name and reputation.

**Alchemist:** Once per scene you can make a ranged attack on everyone in an adjacent zone with an explosive rating equal to 1 + your craft skill; resisted with Agility. Alternatively you can place a sticky aspect on the zone or target such as *"On Fire"* or *"Slick with Grease"* these have a hazard value equal to your craft skill. With the expenditure of a fate point you can make additional uses of Alchemist in the same scene.

**Astrologer:** After spending a day with the correct information from your subject you can make a roll on your craft skill combined with knowledge and reasoning. The difficulty depends on the mission being divined; normally Average +1 for everyday things, or Good +3 for an adventurers quest. Roll a skill check, the number of shifts obtained is the number of Adventure Fate points developed. These are a special one off pool of fate points that can be used only to advance the divined quest and once used are gone.

**Librarian:** Gain +2 to rolls to research a subject, person, specific place or item. You must have a Library Facility as a prerequisite stunt.

**Facility - Observatory:** Quality Superb +5 and a Library with a quality of Fair +2



## Description & Tactics

### Description

An old man who walks hunched over and speaks with a low cackling voice in a strange accent making it hard to understand what he is saying. He dresses in robes that are embroidered with the zodiac stars upon them in golds and silvers. He smells of age, alchemical materials and sweat.

### Relationships

He rents the upper tower for his lab and library from the knight and is quiet happy to never venture out. He has food and water and any other materials he needs brought up to him. He turns away those who try to apprentice with him saying they are unworthy. The only people who get to see him and have their omens read are those who have a direct and important influence in the world.

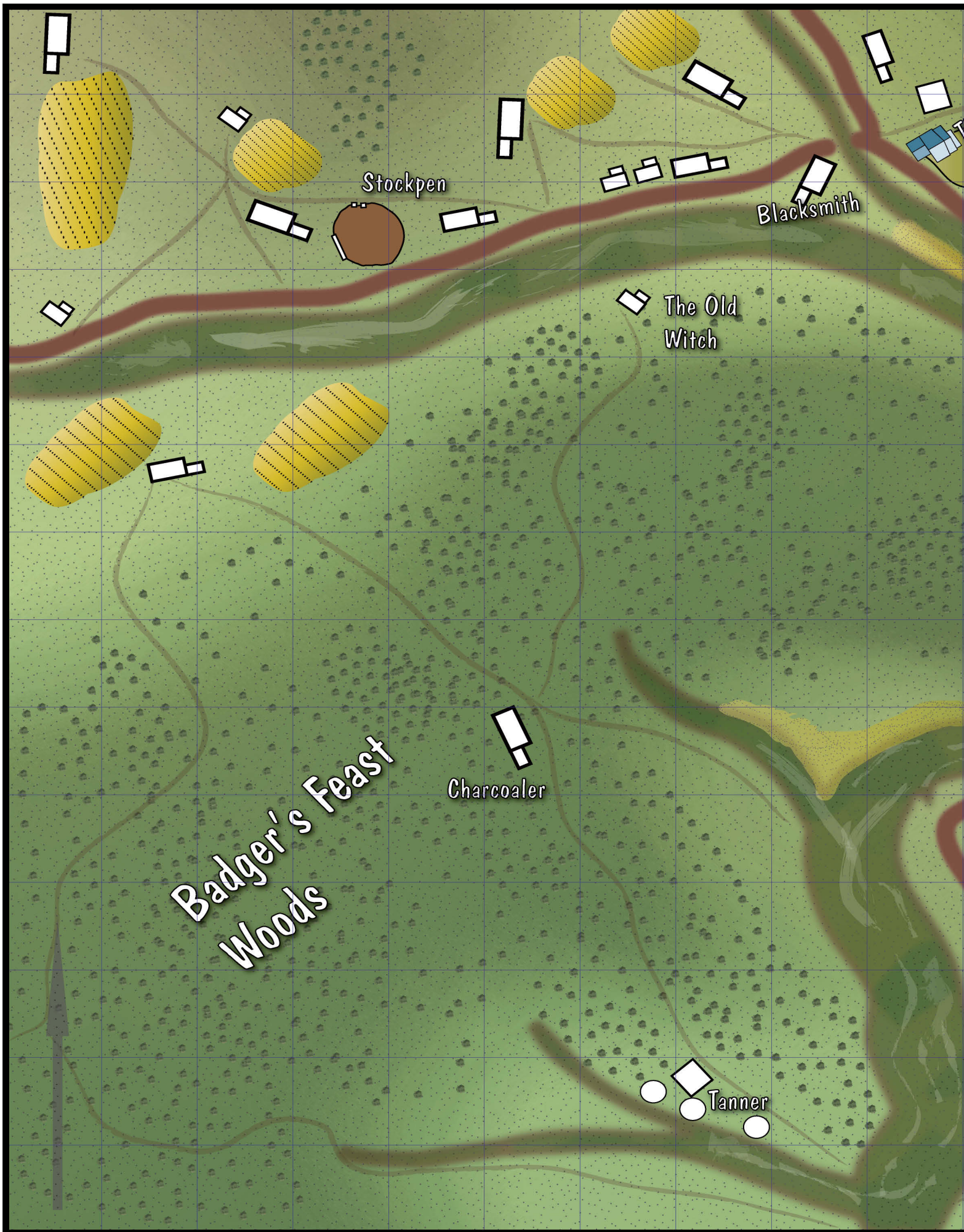
### Tactics

He baffles his customers with astrological jargon and then when they are confused and frustrated he hits them with an awful truth that he has seen.

He likes to use his alchemy when attacking a target, often placing the sticky aspects *"Melting"* or *"Dissolving"*. When attacking a zone he likes to place the aspects *"Thick choking smoke"* or *"Poisonous"*

### Goals

He believes that there are two plans for the world, one is god's plan and the other is Satan's plan. If he can give those who come to see him the plan of god and tell them how to avoid the plans of Satan then he can have a positive place in heaven when he dies. This desire comes from some of his less godly experiments with Homunculus in the past.



Stockpen

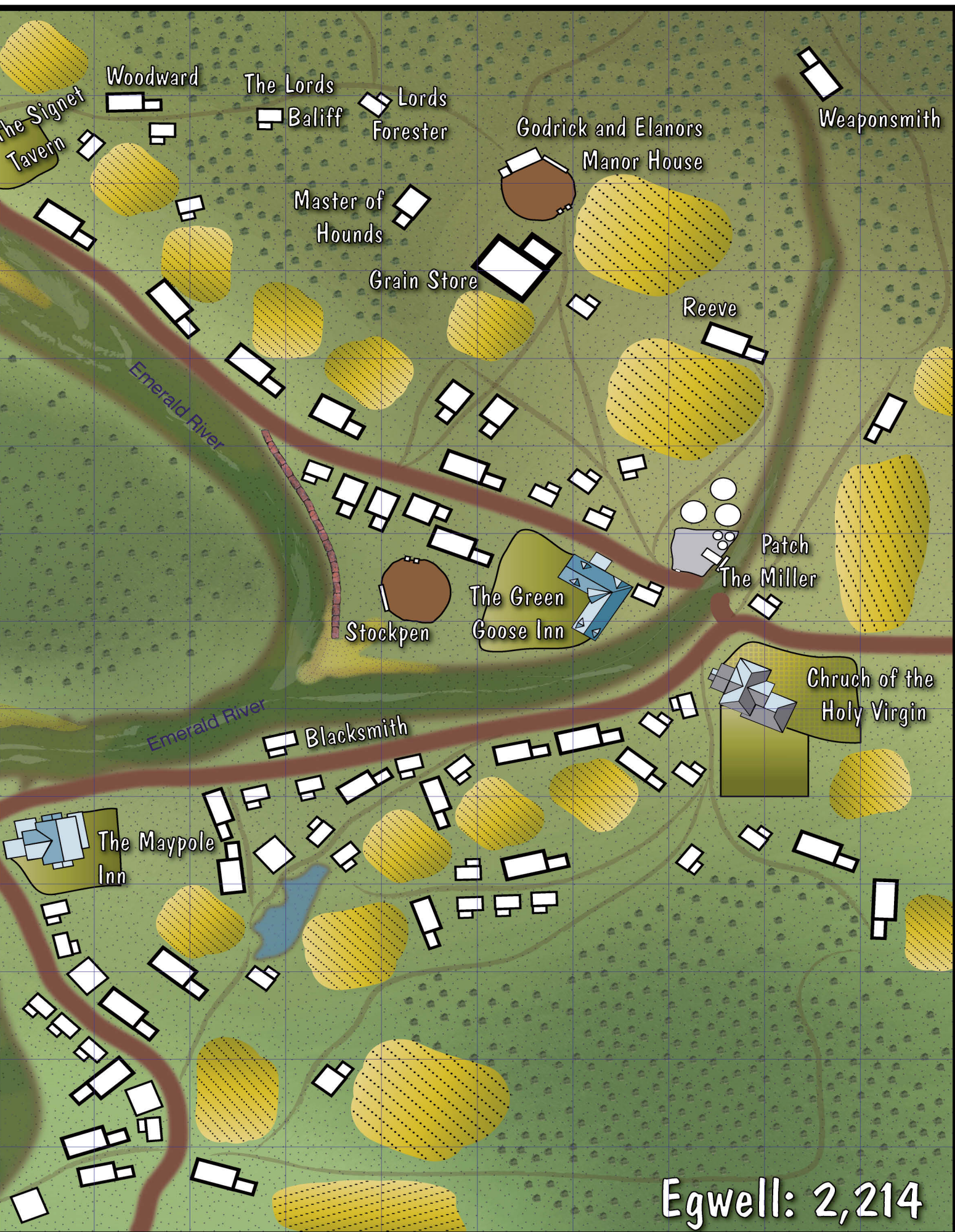
Blacksmith

The Old  
Witch

Badger's Feast  
Woods

Charcoaler

Tanner



Egwell: 2,214

# Egwell

This is a small open town that survives on hunting in the forest and selling the woods that they cut and quality items that their skilled craftsmen make from pines, oaks, beech etc. The Lord and Lady of the town, Sir Godrick and his wife Elanor, have a small stone manor house and a large collection of hunting dogs. The forests to the north are home to the hunting lodge of Duke Ludwig I of Bavaria. Sir Godrick rents his land from the Duke in exchange for maintaining the forest and its stock of game. The Duke is a seasonal visitor here and likes to hunt after a joust, he says it relaxes him after all the stress of competition.

The area in the Forest around the lodge has been troubled with unseelie infringement of late, many of the villagers who enter the Northwest corner of the forest see strange things and often go missing. No one goes there anymore and the villagers have started to make sacrifice to the old gods to protect themselves. Losing their faith in the one true god. This has come to the attention of the church who is sending an adventuring Bishop to sort out the problems and bring the villagers back into the fold.

The town sits alongside the Emerald River, a fickle maiden who in wet spring and autumn has a tendency to burst her banks and flood the nearest homes and trades. Walls are being built to try to mitigate the flooding.

Trade	Name	Quality	Price
<b>Lords Forester</b>	Sebastian Kruxs	-	-
<b>Master of The Hounds</b>	Gottfried Hammel	-	-
<b>Town Reeve</b>	Erik Elsman	-	-
<b>Liveried Blacksmith</b>	Otto Mendel	Average	+1
<b>The Lords Bailiff</b>	Henry Saukum	-	-
<b>The Woodward</b>	Charles Napberg	-	-
<b>The Weaponsmith</b>	Karl Guter	Fantastic	+2
<b>The Green Goose Inn</b>	Kardon Janes	Superb	+2
<b>The Maypole Inn</b>	Barkelham	Average	+0
<b>The Signet Tavern</b>	Harold Weston	Mediocre	+0
<b>Church of the Holy Virgin</b>	Deacon Hugo	-	-
<b>The Old Witch</b>	?	-	-
<b>The Charcoaler</b>	Otto Falshbaden	Average	+0
<b>The Apothecary</b>	Amelda Brut	Mediocre	+0
<b>The Clothier</b>	Janric Haussen	Average	+0
<b>The Ostler</b>	Ostwald Berhaus	Good	+1
<b>The Hideworker</b>	Frederick Luther	Average	+0
<b>The Wine Merchant</b>	Antonio Vicceli	Great	+1
<b>Bawdy Whistlers - Troubadours</b>	Rhoal Kromyere	Great	+1

## Bishop Berthold Von Oberg

**Power Level:** Action Hero

### ASPECTS

- *A Superior defender of the Church*
- *Understands the Supernatural and Banishes it*
- *Has performed a Miracle*
- *Unshakeable Willpower*
- *Speaks softly and wields a big mace*
- *Sells his sermons with the promise of heaven*
- *Finger bone of Thomas Becket*
- *Trained in Battle by Baron Harkon*
- *Has had dealings with the fey*
- *Knows of the Arcane Order*

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

**Physical Stress:** 5   **Mental Stress:** 6   **Social Stress:** 7

**Fate Points:** 8

### Languages:

German, Latin

### Equipment

**Mace**, WR +3 *"Large"*

**Chain Armour**, AR -2, 4 Stress. *"Bulky"*

**Leather Armour**, AR -1, 3 Stress.

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

### Stunts:

**Fearless:** +2 to his willpower rolls against fear attacks

**Occultists:** +1 to Knowledge rolls to determine occult origins.

**Symbol of Hope:** He can shout out scriptures and holy words that inspire the godly to press on even in the face of overwhelming odds and danger. Once per scene as a free action an ally who can see or hear him may clear a Minor Physical or Mental Consequence as well as the stress boxes associated with it.

**Inspire Greatness:** As an action he can give a speech to one of his followers. Roll a persuasion skill check, the number of shifts obtained is the number of Inspirational Fate points developed. These are a special one off pool of fate points that can be used only in the same scene and once used are gone.

## Sir Godrick

**Power Level:** Expert NPC

*"Crippled from wounds of previous adventures"*

*"Churchman to the bone"*

*"Smooth talker"*

**Persuasion:** 3

**Longsword** WR+4 *"Large"*

## Description & Tactics

### Description

The bishop is a typical large German male, with blonde hair and blue eyes, he has a good physique and training with martial weapons. He is soft spoken most of the time but his authority is always clear when he wants it to be.

### Relationships

He gets his missions directly from Cardinal Alfonso DiFizo and those who know of him, know his connection to this powerful man in the church. Many have tried to ride his coat tails to better things but he is quite canny and shrugs them off like ticks on a dog.

### Tactics

While he can mix it up with the rest of the troops he likes to give his men their head and let them swing away at the heathens and barbarians. When it comes to the supernatural however he likes to get his hands dirty jumping into the fray with gusto.

### Goals

He believes that everything not godly is Satanic and should be wiped from the earth. It is his mission to get rid of the magis and the fey creatures either they come into the fold of Christ and the Church or they will be destroyed. He knows that one day he will be destroyed, however he sees his death as a martyrdom and looks forward to his place in heaven.

## Lady Elanor

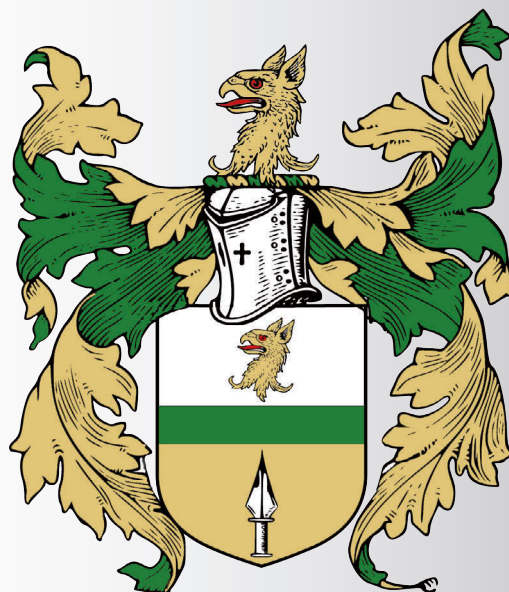
**Power Level:** Expert NPC

*"Iron Maiden of the household"*

*"Expert healer and herbalist"*

*"Has prophetic Visions"*

**Knowledge:** 3



## Sebastian Kruxs

**Power Level:** Action Hero

### ASPECTS

- *Sir Godrick's Forester*
- *Silent as a mouse through the greenwood*
- *Longbow Champion*
- *Secret worshiper of the old gods*
- *A man of few words*
- *In love with the Dragonfly Princess*
- *The Old Witch is a steadfast ally*
- *The Bullrush Prince is a deadly enemy*
- *Has has dealings with the fey*
- *Talks to the Animals*

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

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

**Fate Points: 8**

### Languages:

German, Toad, Dragonfly, Nymph, Pixie, Avian

### Equipment

Longbow, WR +4 RNG 1 *"Armour Piercing", "Slow Firing", "Huge (p)"*

Handaxe WR +3 RNG th 1, *"Small"*

Leather Armour, AR -1, 3 Stress.

### Stunts:

**Exceptional Linguist:** Knows five additional languages that are usually impossible to learn, either because the culture they originated from are no longer around or because they are from unusual sources like, animals, fey or divine sources.

**Weapon Expert:** He has trained many hours each day for years with the longbow. He gains +2 to his attack rolls with this weapon.

**Weapon Specialist:** His longbow has been made especially for him and his unique way of drawing and loosing the arrow. He gains an additional +1 to his attack rolls if he is using his own longbow.

**Crippling Shot:** Once per scene, If his attack roll gains spin he can spend a fate point to place the aspect *"Crippled (p)"* onto his target.

**Naturalist (forest):** He is at home in the wilds of the greenwood, he gets +2 to his rolls to Knowledge, Craft, Deceit and Agility while working in this terrain.



## Description & Tactics

### Description

A short wiry man in his early thirties, he has seen the darkness of the forest and the light of the fey. His eyes carry a wisdom and also a sorrow. He wears typical foresters clothing that gives him some camouflage when in the greenwood.

### Relationships

He gets his orders from Sir Godrick or the Duke if he is out hunting but Sebastian prefers dealing with Elanor, she seems to understand the wilds better and they both have a common friend in the Old Witch.

### Tactics

Stealth and attacks from hiding while at range, he can mix it up with his handaxe but would rather cripple his foe first before having to get his hands dirty.

### Goals

He knows the areas where the fey of the Dragonfly Princess and the Toad Prince are and his mission is to make sure that the hunting nobles never manage to uncover these areas. He fears that the contact would create a conflict and possibly a war between the churchmen of god and the old spirits of the greenwood.

## The Dragonfly Princess

**Power Level:** Mythic Monster **Size:** 0

### ASPECTS

- *Fluttering Beauty (p)*
- *Precocious huntress*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	7	Craft	2	Deception	1
Strength	2	Knowledge	3	Empathy	3
Endurance	3	Reasoning	2	Persuasion	4
Perception	4	Willpower	4	Resources	5

**Physical Stress: 5 Mental Stress: 6 Social Stress: 9**

**Fate Points: 5 Fey Affinity: 5 "Buzzing wings of doom"**

**Languages:** Dragonfly

### Stunts:

**The Deadliest Grace:** She uses her agility for her melee attack rolls.

**Exceptional Good Looks:** She gets +2 to her persuasion rolls against men

**Flight:** Slow and accurate flight

**Fey Power: Cage of Insects.** She makes an affinity attack roll against either the opponents Strength or Agility with a range of 5 zones. Shifts generated are a Blocking Value to movement or any attack rolls.

**Armour:** Natural: AR -2

**Vorporal Pincers:** WR +2 *"Armour Penetrating"*

**Composite Longbow** WR +3 Rng 2

## Description & Tactics

### Description

She is a tall slender female figure with a ruddy tanned skin and long golden hair. Her back has long transparent dragonfly wings. Her features are very beautiful and she speaks in a soft hushed and unhurried voice.

### Relationships

She and her maidens are in a cold war with the Bullrush prince over the hunting rights in the fey reed beds along the river. Skirmishes break out often and interlopers into either territory will be considered spies for the other side.

### Tactics

She will use her Cage of insects to entrap and then talk to her captives to find out what she can from them before having them dumped outside her territory, or eating them for supper, depending.

### Goals

She wants rid of the Bullrush Prince from the reed beds and she will ally herself with any power that she thinks can bring a success to her side. She will offer fey knowledge of spells and crafts allowing a reasonable amount of time in her lands to teach her new allies.



## The Bullrush Prince

**Power Level:** Mythic Monster **Size:** 0

### ASPECTS

- *Ugly Toad unseelie fey*
- *Charismatic Speaker (p)*

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

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

**Fate Points:** 5 **Fey Affinity:** 4 *"Quintessential Toad"*  
**Fey Glamour Stress:** 7

**Languages:** Toad

### Stunts:

**Powerful Toad Legs:** Attacks with his fey affinity, WR +9 on a hit opponent makes a Strength resistance against the damage dealt or he is pushed one zone on a critical failure or 5 shifts less he is pushed 2 zones.

**Long Sticky Tongue:** Attacks with his fey Affinity range 1 zone WR +9 The target gets the sticky aspect of *"Constricted"* and takes 3 damage each round he is affected. Toad can't use this attack again until target is released or escapes - Strength vs fey Affinity

**Poison Skin:** The Bullrush Prince can squirt a toxin from his skin, this costs a fate point. He makes an attack using his fey affinity on all those in the same zone. ER +9. The target takes the sticky aspect *toxic burns* and takes 3 damage each round he is affected The target can remove the ongoing damage by spending an action and rolling Endurance against Toads fey affinity

**Deadly Grace:** Uses his Agility for his melee attacks

**Armour:** Natural: AR -1

**Rapier:** WR +3 *"Swift Defence"*

## Dragonfly Maidens

**Fey:** Good Minion

*"Beautiful Fey Creatures"*

*"Fey of Unnatural Grace" (p)*

*"Hear them coming"*

**Strength:** 2 **Agility:** 3 **Endurance:** 2 **Willpower:** 2

**Composite Longbow** WR+4 Range 2, *"Large"*, *"Slow Firing"*

**Armour:** Natural: AR -2

## Toad Warriors

**Fey:** Good Minion

*"Ugly Fey Monster"*

*"Brutish Unnatural Strength" (p)*

*"Smell them coming"*

**Strength:** 3 **Agility:** 2 **Endurance:** 2 **Willpower:** 2

**Battleaxe** WR+4 *"Large"*

**Heavy Shield:** AR -3

## Description & Tactics

### Description

He is a tall well dressed man with a jaunty hat and a monocle, his rapier is hidden inside his walking cane. He has large and powerful toad legs and lumpy green tinged skin that carries an odour of the toxins that lie beneath.

### Relationships

He and his toad warriors are in a cold war with the Dragonfly Princess over the hunting rights in the fey reed beds along the river. Skirmishes break out often and interlopers into either territory will be considered spies for the other side.

### Tactics

He will always try to use his charm first and see what he can glean from the interlopers. Information is power after all. His toad warriors make excellent **meat shields** and **threatening** aspects for him.

In personal combat he will use his rapier if he thinks this is an easy fight. However, once things look like they are tougher than he first thought he will use his powerful legs. Only if in dire straights will he expend his poison skin attack.

### Goals

He wants to eat the Dragonfly Princess for supper or have her banished from the reed beds and he will ally with any powers that he thinks can bring a success to his side. He offers anything and everything with the full intentions of attacking while they are injured after the fight or betraying his new allies in anyway he can.

While it seems that the Dragonfly Princess is a female woman, she is also a Dragonfly. While she is found in the foresters reed beds, she is likely also in other reed beds at the same time. She is a concept made real, the embodiment of the construct called Dragonflies. The same goes for the Bullrush Price, he to is present both here and there and elsewhere all at the same time.

Fey should be played as a real threat from an unreal force, one that is tricky yet truthful to its concept. One that, while it lies and cheats, is true to its nature. Here love and hate live in the same sentiment and yet are still true to themselves.



# About the Fey

Reason cannot explain the fey, the logic of the Real world is left behind and one has to live in the world of dreams and endless twists and turns. The fey spoken of here are not the Elves of the world of Tolkien, or those heroic tall slender beings seen in RPG games like D&D. They are the strange folk who inhabit another similar, yet parallel world. They are Oberon and Titania of Shakespeare, the wee folk of fairy tails, the nightmares that mothers frightened their children with in ancient days. They are shadows and mist, music and lights, spirits of nature and it's cycles, ancient and immortal; unfathomable in their design and their thinking.

Few if any of the fey, take a form that would be considered normal, like the previously mentioned Elves; for at least they are within what a person can understand from a social point. Even the looks of the fey are disturbing, familiar yet indescribably creepy; something is always wrong but you can't put your finger on it. Other fey, most notably the unseelie - are most notably **off** and it is easy to see, as they often take grotesque and twisted forms of things that should be beautiful.

In dealing with the players, your fey must always make them feel on edge, like they are one step away from betrayal and death; or falling hopelessly in love and never returning to the real world. Always push some agenda that is beneficial to the fey being dealt with.

Always seem like you have a cunning scheme, even if you don't - make it look like you do, keep them on their toes, guessing what might be their next move.

The other thing about this realm that the fey live in, is that it does not follow the same passage of time as does our real world. When inside the world of Arcadia, things can happen as though weeks or months have passed; upon returning only a moment will have edged by in the real world.

## Fey Powers

The fey drive their strange powers with the **Fey Affinity** that also has an aspect to it. It is this they roll against to attack and make use of their powers. Target numbers for the activation is usually 4, the power always works and shifts under the difficulty are taken on either an **Affinity Damage Track** or their mental track.

Once activated they use their affinity or another specified skill to make the attack roll and the description will state the effects, range and how the attack is resisted.

The fey are prone to give or take depending upon the quality of their encounter with the players. This could be a physical gift of some magical item or a power that is magical in the real world. For example a character who played at a fey wedding might be given a great gift with music, to charm the listeners so they can not turn away while you play and they clap and sing along. Or this might be a gift with a musical instrument. These

can be modelled with Aspects "*Music to charm the masses*" or "*Mandolin of Princess Leafheart*" for an item.

It is common for such gifts to come with some downside to them. For example the music to charm the masses might also cause the birds who hear the music to die from shame as the music is so sweet compared to their songs.

For the players sanity, I always make sure I have a way for a player to rid himself of a fey gift. This is usually some side quest and the gift makes a great hook to get them into the plot. These are not deadly encounters, challenges yes;

however, mostly they are a tool to get some information into the players hands that leads to a more major quest, or gives them information on a major NPC and their plans.

Be sure to reward a player who makes good role playing out of his gift and the encounters with the fey. Fate points and compels can make for some good fun.



## Gottfried Hammel

**Power Level:** Expert NPC

### ASPECTS

- *Lord Godrick's Master of the Hounds*
- *His dogs are loyal to the death*
- *You always eat what you catch*
- *Loves to walk the forests with his dogs*
- *Not much of any company*
- *The fearsome boar of Badger Feast Woods is a cunning foe*
- *Fey, Pah! They don't exist I ain't never seen one*
- *Respect for his Lord Godrick and Lady Elanor*
- *Illiterate*
- *His fathers hunting horn can be heard for miles*

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

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

**Fate Points:** 5

### Languages:

German

### Equipment

**Leather Armour**, AR -1, 3 Stress.

**Handaxe Axe**, WR +3, Rng 1, "*Small*"

**Boar spear**, WR +3 "*Long*" "*Huge (p)*"

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

### Stunts:

**Expert with a Boar spear** +1 to Strength Rolls in combat

**Fearless** +2 to willpower rolls to defend against fear

**Tracker**: +2 to perception and Knowledge checks to track spore and sign.

## Description & Tactics

### Description

A small unkempt man with little or no social graces, he has a good frame and lots of thick wavy black hair. His complexion is tanned and weathered from his time in the woods with the dogs.

### Relationships

He and his dogs are all that matter and good relations with the lord make that happen; everyone else can go hang.

### Tactics

He lets his dogs do his talking for him and a long boar spear easily reaches over the pack to stab at an opponent.

### Goals

He would love to be rid of the duties of the hunt, he has lost too many dogs to that damn boar. It has been shot and stabbed so many times yet it refuses to die and only becomes meaner and stronger.

## The Boar of Badger's Feast Wood

While Gottfried is adamant that he has not seen any fey creatures, he is blind to the fact that the very boar with which he wars is a fey boar and ally of the Old Witch. The boar keeps unwanted visitors away from her hut but also roams the greater forests to the North.

This is no ordinary sized boar, he stands almost as tall as a pony and his back is covered with thick white bristles while his eyes burn a deep blood red. The boar carries the scars of previous encounters with the Duke and his hunting party as well as bite scars from Gottfried's hounds.

The boar was not always a boar, or even considered fey, for centuries ago he was a Paladin in the court of Charlemagne; called Borin Longspear. He was brave, a good Christian and loyal to his emperor. One day he was patrolling the local forest in advance of a lady of the court when he came upon a fey creature, half humanoid - half boar. "Get off my trails or meet thy fate" said the creature. "These are the Emperors trails and I shall not yield the trail to a monster". He levelled his spear and charging his mount he skewered the creature through the heart.

A fey prince came upon the dead body of his subject, the creature, lying on the trail. He tracked the Paladin to his camp and confronted him. The Paladin again asserted that the trails and forests belonged to his mortal lord and Emperor. The fey prince was not amused and cursed the Paladin to wander the trails and protect them from all who are not fey or friends to the fey. He remembers all of the people he has gored to death, he has no control over the rage that takes him and is forced to attack. At night if you listen you can hear him crying and lamenting his choices.

### The Boar of Badger's Feast Woods

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

#### ASPECTS

- *Huge tusked boar (p)*
- *Scars of previous battles*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	2	Craft	-	Deception	-4
Strength	4	Knowledge	-	Empathy	-1(4)
Endurance	7	Reasoning	-1	Persuasion	-
Perception	4	Willpower	2	Resources	-

**Physical Stress:** 11 **Mental Stress:** 1 **Social Stress:** -

**Fate Points:** 5

**Languages:** None

#### Stunts:

**The Keen Sense of Smell:** +2 on perception rolls where scent can be a factor.

**Regeneration:** At the end of the round clear all stress from the Minor Consequence. Other consequences heal 2 time steps faster.

**Quick Step,** no penalty to action from supplemental movement

**Weakness:** Non Metal weapons double their WR against the boar.

**Armour:** Natural: AR -2

**Huge Tusks** WR +3 *"No Defence"*

### Erik Elsmann

**Power Level:** Expert NPC

*"I am the towns Reeve"*

*"I like to argue and hammer my point home"*

*"Deceitful and skims from the towns allotments"*

**Deceit:** 3

### Otto Mendel

**Power Level:** Expert NPC

*"I do my best work for the lord"*

*"An honest Christian"*

*"Can make anything you ask for"*

**Craft:** 3

**Hammer** WR +1

### Karl Guter

**Power Level:** Hero

#### ASPECTS

- *Master weaponsmith*
- *I have herculean strength from working the forge all day*
- *The longsword is my signature blade*
- *The ghost of my master haunts my anvil*
- *I like to gamble, far too much*
- *Women hold no interest for me*

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

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

**Fate Points:** 6

**Languages:** German

#### Stunts:

**Master Craftsman (weapons):** He gains a two step increase in the cost of his weapons.

**Weapons of Destruction:** He can, for a fate point, add one advantage to a weapon he creates: +1 attack bonus, +1 WR, Persistent (p) Aspect, +1 defence bonus or an appropriate expert advantage.

**Armour:** Leather: AR -1

**Hammer** WR +1 *"Sculptor of metal (p)"*

### Henry Saukum

**Power Level:** Expert NPC

*"I am the lords Bailiff"*

*"Stoic and unyielding"*

*"Clever fighter with his large club"*

**Strength:** 3

**Large Club** WR +4 *"Huge (p)"*

### Charles Napberg

**Power Level:** Expert NPC

*"I am the Lords Woodward"*

*"Expert with his woodaxe"*

*"A brown nose, toady person"*

**Knowledge:** 3

**Woodaxe** WR +4 *"Large"*

# The Green Goose Inn



# The Green Goose Inn

The Green Goose Inn has seen many updates over the last fifty years, fire, battle scars and good times have all left their marks upon the inn. In the earliest days the inn was in fact two buildings; one section where the common room is now and the other where the guest rooms are. In between these was a courtyard and on the site of the paddocks was a barn and stables. These latter were wooden building and were burned down some 20 years ago and never rebuilt.

Even the two buildings didn't escape as they were used as a barracks during the days of conflict and the walls were collapsed in on the soldiers by the use of magic. It then lay empty for many years until a prosperity came to town. It was taken on by its current owner, who got permission from the lord to rebuild and resurrect the Green Goose Inn. He pays the lord 142 silver per year rent. He combined the building into an L shape that you see today and added another level in wood over the fields stone first and second floors.

The common room has a large spitted fire place with fine granite hearth. Many tables and chairs are placed in a sociable way and the room has no bar or barman or other impediment between the servers and the customers. Food and ale are brought directly from the kitchen while the guests partake of various forms of entertainment such as Bards, Tumblers, Magicians and troupers.

The great rooms are designed to be shared as suites and have several sleeping cots with furs and washing basins and sanitation bowls; pewter in the ordinary quarters and porcelain in the posher quarters. Single suites are available with dedicated servants should that level of service be required.

The inn has a fine selection of wines and brandies from all of the known world as the owner was previously a

successful wine merchant in the city of Venice. The cooks pride themselves on the excellent cuisine that while rustic is tasty and wholesome, however all this comes at a cost. The prices at the Green Goose are higher than normal and so they cater to the wealthier traveller or those travelling on someone else's coin.

The Inn has no stable but a extensive paddock area for horses and a deal with the local farrier looks after shoeing.

Life at the inn is never quiet even when there are only a few guests. The Reynolds, the owners managers, run a small army of servants, maids, cellar men, horseboys barmaids and local run-a-rounds. Even one of the lords sons lives here, he is an adopted son from the lords brother-in-law and there is not enough room at the manor house. Also the lord can't stand the sight of him.

## The Legend of The Green Goose

Many years ago, there lived in this place a fearsome blood craving warrior named Fadden. Drawn by his blood lust Fadden fought here in a mighty battle, against enemies many times his number. All too soon he stood quite alone, his body rent with many horrid wounds. Separated from his men, bleeding and drunk with the pain he fell into the forest; hoping to evade the marauding enemy. As if in a dream he stumbled through a cathedral of trees, painting its leafy floor red with his lifeblood. Then, he came upon a clearing which held a serenely clear pool; upon which sat a strange Green Goose. The viridian bird gave Fadden a quizzical gaze. Tortured by his gaping wounds Fadden thought ill of the creature's

strange look and despite great pain took out his bow and arrow and drew down upon the mocking bird.

Be it from the weakness of his body or some remnant spark of kindness in his soul he tossed his bow aside and cried, "I cannot shoot you goose, for your look speaks only the truth of my woe. For I am soon to be dead and have nothing to show for my life save death, pain and loss."

Fadden fell to his knees defeated; waiting for his heart to slow. To his surprise, his fateful meditation was broken by the grating, honking voice of the great green goose.

*"I wish I was Stronger."*

*"I wish I was undefeatable in battle"*

*"I wish I had more money."*

*"I wish Ellanda would love me."*

These wish-words had once fallen from Fadden's lips and he was dumbstruck to hear them now as they echoed from the geese's viridian beak. As he spoke the goose gave Fadden a pitying look and gestured at each line with a wing that dripped with emerald feathers.

"Why do you always ask for what is so easily yours to have? And why place this burden on God, the Devil, a Magician, the Lord of the Land or some outer force?"

"The only impediment to your achievements is your outward gaze. Look inside yourself and you would

### Kardon Janes

**Power Level:** Expert NPC

*"Only Perfection will do"*

*"Money Lenders have people watching"*

*"My Staff are my family"*

**Persuasion:** 3

### Description & Tactics

#### Description

Kardon has gray hair as he is now well into his fifties and a full chin beard that is always unkempt. His cheeks are permanently red from some disaster that he has just averted or a scolding he has given some member of staff.

#### Relationships

He is the owner of the Green Goose Inn and is a former and successful wine merchant from the City of Ingolstadt. He gave up his business there to settle down, find a young woman and have a family; enjoy life. He swears every day that the Inn will be the death of him and he still has no wife or kids. The inn took every penny from the sale of his business and now he just about makes ends meet. However, with the advent of Baron Berheim keep being build to the south and the increased traffic as a result, things are looking up.

He is a tyrant to work for wanting everything in its place and each member of staff to earn every penny of their pay. He does however, have a strange loyalty to the staff and would take a murder to see them put out. In fact he will go to great lengths to protect them seeing them as his only family. He has in fact thrown paying customers out on their ears for an insult to one of his staff; who of course got a telling off.

His temper and bluster is not solely saved for the staff and even the guest occasionally get a mighty tongue lashing from him. If they complain to his attitude then he tells them quite sternly, "You sir are a guest in my house and stay here at my pleasure. Now if you dislike my attitude then you sir can Bugger off!" This temper and his red cheeks have given him the nickname around town as the 'Red Dragon'

Kardon allows many forms of entertainers to put shows on for the guests in the common room but insists that they stop early in the night. He takes a 10% cut of any earnings that they make and gives them a cot for the night and meal in the morning. One of the entertainers is Haygrim who performs magic tricks for the guest though he never stops the night or takes the offer of a meal

Gambling goes on after the entertainment has finished and takes the form of more sedate games of chance such as cards, dice and other strategy board games. Wagers are encouraged and Kardon takes 10% of any pot. He watches the games like a hawk so that no one cheats either each other or him out of his commission. While it is rare, it has been known for things to get out of hand and some fighting to occur in the common room. Other less sophisticated establishment would have bouncers or heavies in their employ to sort out such ruffians. Kardon however, sees that his rent should cover this and so sends a boy to run to the manor to fetch whatever soldiers are on watch to sort out the problems. Their polearms and metal armour soon has the mob under rule

Rumours around are that he has some seriously expensive wines and liquors in his cellar, so expensive in fact that were one to steal them an enterprising thief could buy his own tavern or inn from the proceeds.

see that all of these things are already possible. This is wisdom. However once you have looked within, you will realise that these things will not satisfy your soul and that the harmony of self is the true prize - greater than love, power, money or lust. This is true wisdom.

Fadden sucked back his sobs:-

“Oh great and wise green goose, your words of wisdom fall to my ears too late. I see that I have squandered my days with naught but flotsam and jetsam. Would that I had another chance, I would fill my life with wondrous things so that those who look upon those deeds would weep and declare they were great and good.”

The goose paused in judgement then laid a wing upon the bowed warrior's bloody head. In moments Fadden's scale armour transformed into a robe of green feathers, his bow straightened into a staff, his sword became a sickle and where his helm had fallen there remained a chalice. His wounds too were healed as though by months of bed rest.

The great bird cautioned: “My eye shall be upon you and should your deeds fall short of your words then I shall visit you in darkness as a great beast and take back all that I have given.”

With heartfelt joy the warrior Fadden took up his new life and belongings and as he left behind the still clear pond with green goose bobbing upon it, babbled words of thanks and swore to achieve the heights of his words. For seven years Fadden lived true to his promise to the green goose, using his burgeoning power for good, creation and harmony.

Ever his fortune improved until one day he met a flaxen haired maiden, of clear and unsurpassed beauty, who stole his very heart. He tried to woo and seduce her but she would have none of his attentions; for she was of

royal birth and mistress to vast lands. Ever and again his great charm failed to touch her resolve to chastity.

Then Fadden turned from his promise to the green goose and used his powerful life charm to gain much land and wealth. And the people he ruled over came to fear his power, quaking at his harsh words and bloody chastisements. Summoning the Flaxen haired princess he said to her: “Here look upon these lands that I hold. They stretch beyond what the eye can see and my chests overflow with coins, jewels and finery. In this I have become as cruel and powerful to my people as you were to refuse my troth. Now that I am proved worthy of you I promise you all that I hold; my entire lands, wealth and soul if you will but grant me your body upon our kirkling night.

With regal grace the princess demurred and with great and wondrous ceremony they became wed. Following a noble feast and dancing, Fadden triumphantly led his bride to their kirkling bed. Nakedly they entwined and Fadden was consumed by rapture at attaining his lusted prize.

Ridding atop the lord Fadden the flaxen haired woman began to change and grew to a massive size. Her skin became scaled, her teeth grew to broadswords, her wings bronze and her back a viridian hue. Using her mighty talons the beast pierced Fadden through each shoulder, pinning him to their kirkling bed. He cried out in pain but from outside came only jibes at the lady's skills to so pleasure their lord.

“Seven years, seven months and seven days afore, I warned that I would be vigilant to your ways and have seen all the hurt and pain that you have caused; all so you might possess the body of a woman. All of my shining gifts lustre has fallen into rust. And so I'll take back that gift which is mine.”

So saying, and with one strike the beast ripped open the chest of Fadden removing his still beating heart.

That same night the flaxen haired woman had the lord's men box up all his treasures and placed upon his sturdiest cart. And at the last, they say, as she headed for the forest, the air quavered with the tinkling song of Bob-o'-link.

*Modest and shy is she;  
One weak chirp is her only note.  
Braggart and prince of braggarts is he,  
Pouring boasts from his little throat:  
Bob-o'-link, bob-o'-link,  
Spink, spank, spink;  
Never was I afraid of man;  
Catch me, cowardly knaves, if you can!  
Chee, chee, chee.*

Mr and Mrs Reynolds are the house managers for the Green Goose Inn. Between them they cover all of the domestic hard work of the inn and the day to day running of the staff that help them. Despite their excellent skills and leadership qualities their boss and owner of the inn Kardon Janes is always running around trying to micro manage the situation.

Mr Reynolds looks after the repairs and makes sure that the stock is put away safely and doesn't spoil. He also looks after the baggage of the guests making sure it gets to their rooms. Chopping wood, lighting torches and starting fires rounds out his duties. He is a very quiet man and says very little letting his wife do all of the talking for both of them. His only utterance at being berated is a huff and a skyward glance to the heavens.

Mrs Reynolds is a heavy set woman who always seems to be sweating from some exhausting job she has just finished. Her duties include cooking and preparation of the meals. This normally keeps her occupied but she also has to deal with the lazy maids for the guests room and the common room and the kitchen staff. She keeps them in line by having a penchant for throwing things, mostly they are not dangerous objects such as a loaf of

bread or a towel; only when her ire is up would a rolling pin come your way.

The two have a daughter who works at the inn, Lucy and she is 21 years old and still a maid; she has been put off men altogether after seeing their behaviour during her work on the evenings in the common room. She is no looker but certainly is not an ugly duckling, she would call herself "pretty but plain".

The other of the children is the couples son aged 28, Hector has been swayed by the call of adventure and has gone off to join up with a mercenary unit called the Griffin Light Horse. They have their headquarter at the river port City of Ingolstadt. He tends to be away from the area and has not visited or wrote to his parents in some months; after all there are always nobles who will pay to have someone killed. They worry for him but understand that he is a man and has to make his own way in life.

## The Maypole Inn

Unlike the new Green Goose Inn the Maypole Inn is older and has a more traditional view on how an inn should be run. It has a bar and traditional small rooms with little in the way of special services. Food is basic and cheap and the Ale is home brewed and cheap; while it is a heady brew it lacks a certain something in the taste department. The Maypole Inn also has a proper stables for horses and a stable team to look them. This makes the Maypole Inn a favourite of Knights as they appreciate the extra care taken for the warhorses. Nobles of a more courtly bent would stay at the Green Goose Inn with its luxury quarters caring little for the welfare of a riding horse; after all if it falls sick you just buy another one.

# The Maypole Inn



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Entertainment at the Maypole tends to be a little less civilised than the Green Goose with bawdy bards and games of throwing and strength common. Should a fight break out that's ok for those who do not take part normally have bets on who the winner might be. Most of the stools and tables have seen better days with fixes obvious and wobble common; mostly those come from being used as a club in a fight or some drunkard dancing on the tables.

The structure of the Maypole is all timber and stucco, it has ground first and second floors with a thatched roof of golden straw. The inn has a deep cellar used for storage of foods and ales. The windows have wooden slats and shutter not posh glass like the Green Goose.

The cellars of the Maypole are the cause of a local tale of some distant owner who robbed the belongings off his guests and cut up their bodies in the cellar. They say that there is a secret chamber off the cellar where all of the bones of his victims lie. It is true that strange noises and visions of ghostly figures have been reported by guests. Barkelham the current owner has told everyone that he has been over the cellar with a fine toothed comb and not found any secret chambers.

To keep the costs of running the inn down Barkleham and his wife Joan take care of most of the day to day running of the inn. Joan does the food and the brewing of the ale while Barkleham takes care of the rowdy bar games. For the rooms they share the duties with their small service staff. Cost to stay at the Maypole are a little cheaper than average while the quality of service reflects this price.

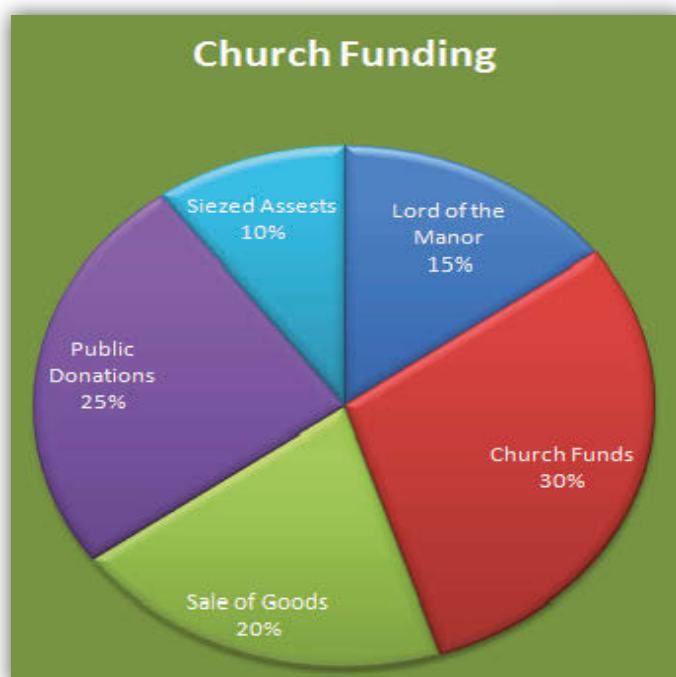
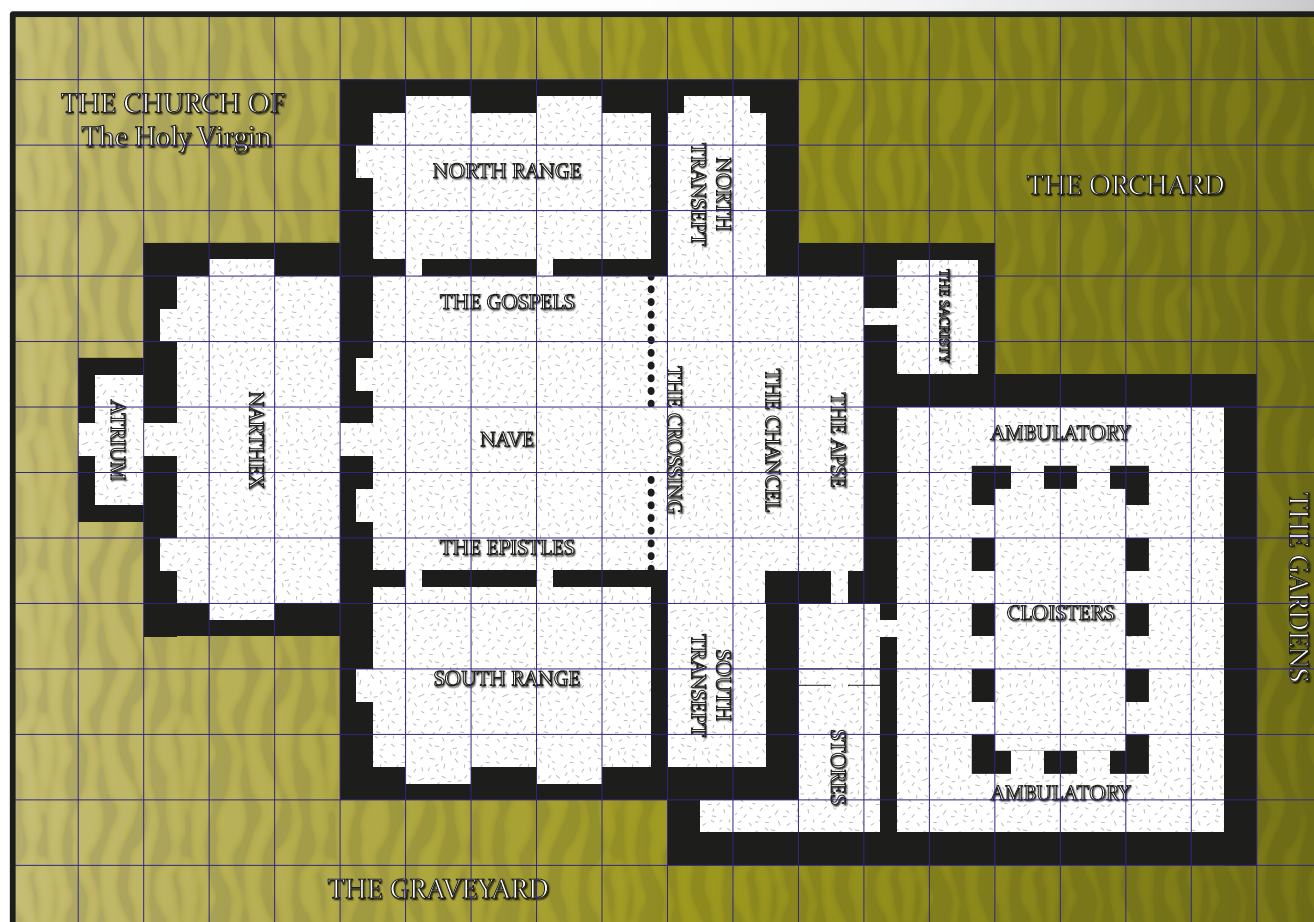
There are reports of belongings going missing and it is only from the common room that the thefts occur. Most take this as the work of the ghost of the previous owner still robbing the living from the beyond tomb.

## The Signet Tavern

The tavern is a large barn conversion with a fieldstone shack knocked up in a hurry and leaning against the side of the main building. The owner of the tavern is Harold Weston who it seems only started the tavern up to get access to cheap ale as he constantly wanders around in a drunken stupor fumbling and bumping into the customers. The cheapness of the ale means that pretty much everyone who lives in the town comes to visit here as the more expensive inn prices are a little too steep for the local pockets. He has a young lad help him with the brewing of the ale and a wench to serve the punters while he imbibes himself into another coma.



# The Church of the Holy Virgin



The church has been around for several hundred years, starting as small stone chapel. Then it was made into a more substantial stone church that is now the North Range. Later the church and local nobles supported an accelerate building plan and the rest of the church was built in one phase.

The lands that the church is built on was donated to the church long ago by Goderick's ancestors. Goderick still gives most generously to the church and encourages all of the men and women of the town to visit church regularly and is keen to uphold the cannon law. Even with Godericks support the church would be massively under-funded. To cope with this shortfall the church gets up to 30% of its income from the Vatican.

## Deacon Hugo

**Power Level:** Expert NPC

### ASPECTS

- *Deacon of the Church of Rome*
- *Believes that any scrying allows evil into the world*
- *Gives greatly to the poor of the town*
- *Prepares himself for a great battle with evil*
- *Well Travelled*
- *Only the worthy should know the truth*
- *The fey are all evil and should be fought by the faithful*
- *The Lord and Lady are worthy Christians*
- *As hard on himself as he is on his staff*
- *Tries to do miracles to prove his faith*

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

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

**Fate Points: 5**

### Languages:

German, Latin, French, Russ, Greek

### Equipment

**Leather Armour**, AR -1, 3 Stress.

**Club**, WR +2, Rng 1, *"Large"*

### Stunts:

**World Traveller:** He gets +2 to his knowledge and perception rolls when dealing with people from different cultures.

**Strong Willed:** He gets +2 to his willpower rolls to defend against fear or persuasion attacks against his faith.

**Linguist:** Has learned an extra 3 languages.

## Description & Tactics

### Description

A skinny pale frame that has been marked on his back with flagellation. He is in his mid forties with grey hair and chubby red cheeks. He wears his drab priestly robes at all time.

### Relationships

He tries to keep his distance emotionally from the people of the town and his staff. Living a quiet and lonely life is the cross he says he must bear so that he can take on the needs of his church. He does not like the idea of a Bishop coming to tell him how to run his flock. There will be sparks when he arrives.

### Goals

He believes that the Bishop will see how he does things and be impressed. He hopes that some fighting men who understand the fey will come and cleans the land. Even the old witch will be gone.

## Father Richard

**Power Level:** Common NPC

*"Dedicated to the holy church of Rome"*

*"Money Lenders are sinners"*

*"Save as many souls as I can"*

**Persuasion: 3**

**Languages:** German, Latin, English

## Father Alain

**Power Level:** Expert NPC

*"I am secretly a murderer from Nuremberg hiding in the arms of the church"*

*"I have the urge to murder"*

*"An expert at portraying many faces"*

**Deceit: 3**

**Languages:** German.

**Dagger** WR +2 Rng 1 thrown *"Small"* *"Fast"*

### Stunts

**Master of a thousand faces:** He is so adept at becoming another person he gets a +2 bonus to any rolls that would be reasonable for the new identity he has taken.

**Strike from Surprise:** He gets a +2 bonus to his physical attacks against opponents who are not aware of his attack, either a perception or empathy resistance against his deceit.

## Description & Tactics

### Description

In his early twenties he has a sort of pitiful look about him, he always seems to be on the verge of crying and always looks down in the presence of his superiors. He is a tall man of pale complexion with a decent musculature and short cropped blonde hair

### Relationships

He is soft spoken with the common folk and happily mingles with them on a day to day basis, often in an attempt to get out of some manual labour. He hates all of the others at the church, except for the curator he kind of likes the grumpy old fart.

### Goals

He really is desperate to not get caught and thinks that hiding in the church could save him. He walks with his head down and tries to stay out of the way of the Lord and Lady and any important visitors the town might get.

He is torn however by his psychopathic need to commit murder, he has been able to control himself over the last year but he doesn't think he can hold out much longer, the urge to kill is becoming overwhelming.

He has considered coming clean to the Deacon, in the hopes that he might be able to work a miracle on him.

### Curator Hermsmeyer

**Power Level:** Common NPC

*"Grumpy old man"*

*"Bends all the rules as often as he can"*

*"Proud of his work"*

**Craft:** 3

### The Old Witch

**Power Level:** Hero NPC

#### ASPECTS

- *Bent and Broken Body*
- *Benevolent spirit*
- *Hands that heal*
- *Prepared to be hung by her neck*
- *Abrasive and truthful talker*
- *Everyone deserves another chance*
- *We should learn to live at peace with the fey*
- *The walking staff is a magical weapon*
- *Pity for the boar has made it my ally*

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

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

**Arcane Affinity:** 3   **Affinity Stress:** 6

**Fate Points:** 7

**Languages:**

German, Arcadian

**Equipment**

Staff, WR +2, *"Large"*

**Stunts:**

**Healing Hands:** Roll your Affinity to activate Dif: 4. Spend essence that is linked to life, creation or the body. Make an Affinity roll **Dif: Level of Consequence to be removed.** Min: 2; Maj: 4; Sev: 6; Ext: 8

**Warding:** Roll your affinity to activate Dif: 4. Spend essence that is linked to what is to be warded against. Roll your Affinity, shifts generated are a resistance value to any relevant effects trying to enter or be used in the protected zone. **Duration:** 1 day; shifts can be spent to increased time span.

**Travel Unseen:** Roll Affinity to activate Dif: 4. Spend essence linked to air. Make a roll against your affinity, shifts generated are a bonus to your stealth rolls. **Duration:** Scene; shifts can be spent to improve time.

**Charm Animals:** Roll your affinity to activate Dif: 4. Make an attack roll using your affinity vs Animals Willpower, attack has a WR = your Affinity and does mental damage. Consequences inflicted are named for the level of charm you have over it.

### Description & Tactics

#### Description

She is quite venerable, not knowing how old she is. She has very thin grey hair that hangs in straggled strips. Her complexion is patchy and blotched with liver spots. Her frame is bent over and she walks with a severe limp, aided by her magical staff

#### Relationships

She aids those in the town who need healing, acting as the local midwife and wise woman. She is tolerated by the local lord, who keeps her existence away from those who travel through town. She is protected from harm not only by her spells but also by the boar who she feeds and tends to when it needs a little extra healing.

#### Goals

She has only a little time left in the world and she would love for some younger woman of the town to want to take over her duties as healer.

# Weichering

A large cattle town, it has most of the requirements for travellers and townies from butchers, bakers and candlestick makers. The locals also brew a strong cider from the crab apples that grow in the local forest area. One of the festivals revolves around seeing the animals get drunk on the rotting fruit in the forest, they don't know that's what is going on, they believe that it is the fairy's making them that way.

### The Hornblast Inn

Lots of cattle horns and deer antlers are scattered around the place as trophies. This is a medium sized inn with a fieldstone construction and two floors. It has a long rectangular footprint with horses one end and people the other. It has a common room good for 20 people and private rooms for 10. Stabling can cope with 5 horses and a small coral for the work horses. This is where most of the merchants (who come here for the beef), stay and larger caravans tend to pitch tents for their helpers on the town green.

The town has a large number of blacksmiths to take care of the caravans and the cowboys who heard the cattle.

# The Guild of Reedwater

## Most Notable Points

**Knowledge Roll; Difficulty:** Great +4

If the character has an Arcane Affinity score then the difficulty is **reduced to fair +2** as he would be "in the know" on magical guilds.

Knowledge from successful shifts gained:-

- = A mysterious Island on the River Danube outside of Ingolstadt.
- = A Guild of Arcane Lore in it's early years filled with young hungry wizards.

+1 Noted for being the Home of the Fey Giant Braevag

+1 Headed by the Wizard Frederick Einstorm who has a good reputation as a scholarly wizard from a prestigious master.

**(False - he has been captured by the Giant)**

+2 A superb library based around magic that manipulates earth and metals.

+2 The area of the island has a natural magical essence to it that gives the wizards +2 to their spell casting and research of magic.

+3 Home of the Mask of Fear, rumoured to be diabolic in nature.

+4 Dangerous Fey are present on the island and distance and times are altered and twisted.

+5 The guild has recently suffered a massive loss in their magical resource and village people from some magical disaster

The covenant of Reedwater, or Schlifwasser in the German, is a guild in it's early midlife, it is filled with young magi who are desperate to make a political name for themselves in the Arcane guilds and their bright new shiny home. It is located on an island bar of the large and fast flowing river Danube. The magi there managed to come to an agreement with a giant that lives on the far Northern shore of the island, he would let them take the magical maggots from his garden and in exchange they would bring him equal weight of Salt and Pepper. His garden was a stand of trees where he would hang the bodies of his victims to age them in the sun, becoming tender and gamey. The guild could harvest 2 of these maggots each season.

## Reedwater Organisation

### Listed Members of Reedwater

- **Master Magus Frederick Einstorm** - Scholarly wizard, (presumed dead) Former head of the guild
- **Master Magus Priamunda(f)** - Head Wizard of the Guild
- **Magus Eniklil** - A builder of items
- **Praetorian Magus Sandor** - A fighter of the Brotherhood master of ice
- **Magus Wendolin(f)** - A nature wizard
- **Magus Evaline(f)** - A nobles daughter
- **Magus Isceradin the fair** - A messenger (presumed dead)
- **Consigliere Novak** - A student of raw magic, hails from Russ, youngest ever to be consigliere.
- **Journeyman Alban** - A master of arms and diplomacy
- **Journeyman Lorna (f)** - A woman cursed to be forever a child, wizard of political intrigue and mental magics. She posses adults as dolls to move around in normal society.

**Influence:** 2

**Fate:** 3

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

<b>Stress Lvl</b>	4	3	4
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### Aspects:

**A powerful Guild of the Arcane Brotherhood**

**Gung Ho! Balls to the wall**

**Hidden failures and strange secrets**

**Gain renown in the Brotherhood at any cost**

**Warped land of fey making is unpredictable**

**Secret of the Gnomish Doorways**

**A Magical Aura**

**Political intrigues of the Arcane Brotherhood**

**Strong Leadership from Magus Priamunda**

### Membership Benefit

**Terrorising Terram** +2 bonus to affinity rolls when using Earth or Metal based spell in conflicts with other wizards of the Arcane Brotherhood.

Each maggot has a value of +2 Essence in Destruction and Decay.

However, Magi are a lazy bunch when it comes to getting out and about to fulfil the salt and pepper requirement. On their first year they gave the giant

his due, second year also. However, on the third year they gave him chalk and ground mustard seeds. The expense of the pepper caused them too great a stress.

After he discovered he had been slighted in his deal the giant came to the magi and told them no more, he wanted his salt and pepper. Ignoring his threat the next year the wizards harvested his maggots and left only salt. The giant was not amused and attacked the Guild during the night. Three wizards were torn limb from limb after he had devastated the men-at-arms, one of the companions a trusty Paladin dealt the giant a grievous blow sending him running but in doing so he himself was given a mortal blow.

Now the guild is at war with the giant and they have lost their magical source of maggots. As before, it might be possible to mend relationships with the giant; for to defeat him would ruin the harvest of the magical maggots.

The guild has two other sources of magical essences, their main source is what they call the mother tree, a large tree at the centre of the guild that produces fruit once per year yielding 8 berries each of which have a value of +1 and are a universal essence and can be used as a source for any magic. The tree must be tended by a wizard each season who has to perform a simple plant ritual. It need not be the same wizard each season. The third source is from the mountain slurry that builds up on the river banks, it is a rich black treacle like substance and can be harvested by simply collecting it. This yields: 1 vial of +2 source per season that is attuned to earth based spells.

The whole Island is a powerful transformation source and moves up and down the river at random, perhaps? Inside the source area things often appear in places they aren't supposed to be, much to the confusion of new visitors, spontaneous levitation during powerful magical ritual or research has been witnessed also. Ranged and area spells cast within the boundaries of the source have unpredictable reach, sometime nothing, sometime

out across the islands or into the local mundane area.

On top of this the northern part of the Island where the Giant lives is a strong fey source inside the transmutation source, here everything is larger and the landscape is distorted, what looks like hills are mountains here, brush is forest and forest are impossibly large trees. Animals are massively oversized and even a rabbit is a formidable challenge. Activating magical powers here is problematic, the wildness of a Fey source is enough to drive a wizard more insane. Fate point activation costs for Arcane are doubled and activation rolls suffer a bonus to the roll & increase to critical failure determined by the level shown on the map. So a +1 level means, +1 to your roll but you critically fail if the dice show -3 instead of the usual -4

## Magical Sources

A magical source is some item of importance that contains within it a strong correspondence to a certain type of magic, such as that of the elements; Earth, Air Fire or Water; also mind, transmutations, decay, illusions, detections etc. When used in the casting of a spell such an item is similar to using fate points (re-roll, or +2) with a bonus equal to the magical value of the item, but only if the item and the spell share the same type of magic. Therefore a spell that blasts fire, could benefit from a source such as the coal heart from a dead fire spirit, but it would not work if the wizard tried to use a berry that is tied to plants and growth. The sources have a value, this is the number of fate points that they add to the magical action being taken and they can not be split. A wizard can use a number of essence equal to his affinity score.

The Guild has stores of these magical sources: -

Value	No.	Essence Source
+2	9	Black Treacle: Earth and Metal Spells
+1	16	White Berries: Spells that create
+2	10	Black Maggots: Spells that destroy
+2	10	Undine Tears: Spells of the element of
	Water	
+1	5	Golden Berries: Universal Source
+1	4	Egg bundles: Spells that affect the
	mind.	

# Guild Magical Items

## Slippers of Water walking (8)

**Cost to use:** 1 fate point  
**Duration:** Scene  
**Action:** Free

These are silk slippers made from red and gold silk, they are large and oversized and have the aspect "**Clumsy and awkward**" when used on land. You can walk on water, even in the most hazardous of situations you are stable. You can make all your normal movement or even fight while standing on water as though it was a solid surface. You and all of your items are protected from getting wet while wearing the slippers.

## Asmodeus Mask of Fear

**Cost to use:** 1 fate point  
**Duration:** Instant  
**Action:** Attack

Make a Persuasion check each round as an attack with a -2 penalty against the defence of Willpower to everyone in your zone and all adjacent zones. This does shifts generated in Mental damage, armour rating does not affect this damage, unless enchanted to reduce the effects of mental attacks.

While worn and not activated the wearer has the aspect "**Fear-some Visage**"

## Wand of Watery Death

**Cost to use:** 2 fate points  
**Duration:** Scene  
**Action:** Attack

This is a long wooden tube made from a natural tuba that has many bulbous sections and is 3 feet in length. It has a somewhat hairy outer bark much like a coconut husk.

Once the fate points have been spent each round you may make an Agility attack against a single target up to 3 zones away who defends as normal. It attacks with a weapon rating of +4 which armour can defend against. You may take the beam action with this device, rolling on your Arcane Affinity to see if the wand has burned out. A failure means the wand will need to be activated again with fate points. A critical failure on this means the wand bursts and inflicts a hit on the wielder with an attack +4/WR +4 who defends with his agility.

## Token of the Winter Queen

**Cost to use:** None  
**Duration:** Constant  
**Action:** None

This is a large, 3 inch persistent snow flake in the form of a medallion. When worn it will protect the wearer plus two other people against the ravages of the cold and wind, never having to make survival checks in cold or snowy conditions. The wearer also gains the Aspect "**Warm and safe from cold (p)**" to defend against magical cold attacks. The number of people may be increased in by the value of the user's magical affinity score with the expenditure of a fate point during each session it is worn.

## Rakshasa Tail whip

**Cost to use:** 2 Fate Points  
**Duration:** Until Destroyed  
**Action:** Simple

This is a six foot long Tiger's tail with a leather handle at one end. When it is cracked like a whip and the fate points spent it summons a tiger. Make an Affinity roll against the Tigers willpower to give him orders, if you fail it breaks your control and leaves, if it gains spin on its defence it attacks you. In combat the tiger may use your fate points to power its aspects even if you no longer control it as you have a magical tie to it.

## Bengal Tiger

**Power Level:** Animal **Size:** 0

### ASPECTS

- **Cunning Predator**
- **Invokes fear**

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	3	Craft	-	Deception	2
Strength	4	Knowledge	-	Empathy	-1
Endurance	4	Reasoning	0	Persuasion	-
Perception	4	Willpower	2	Resources	-

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

### Stunts:

**Cats Eyes:** Ignores modifiers for dark conditions

**Sneaky:** She gets +2 to her stealth rolls to sneak up on prey

**Super Climber.** +2 on Strength rolls to climb

**Athletic Leap:** As a supplemental action can make a *Strength check Dif: 4* on success can leap into a zone two zones away. On a failure only shifts one zone.

**Armour:** Natural: AR -1

**Claws:** WR +1 "**razor sharp**"

**Bloody Maw:** WR +2

### Alexander's Shield

**Cost to use:** 1 Fate Point

**Duration:** Scene

**Action:** Simple

Created for Alexander the great in his efforts to seize the secrets of the Agion Oros Mount Athos. When thrown to the ground and the words "For you Roxanne" "Gia esás Roxanne" are spoken in ancient Greek the shield grows and transforms into a bridge up to half a mile across and wide enough for a phalanx of men. Once the duration has finished it can be extended by another fate point spend. If allowed to end then the shield shrinks as near to the user as is possible. Anyone still on the bridge is dumped off where they stand.

### Gabriel's Box of Seeds

**Cost to use:** 2 Fate Points plus one fate point per zone layer

**Duration:** Until Destroyed

**Action:** Simple

This is an ebony box with an ivory like inlay that is said to be from the wing bones of the fallen angels, the design is of lots of unusual trees. Inside are a number of seeds. When thrown on the ground and the words "Garden of Eden" are spoken in the angelic tongue, then the entire zone gains the aspect "**Heavily Forested**" as well as "**Abundant Resources (p)**" "**Abandon your inhibitions (p)**" multiple users can spend multiple fate points to change vast landscapes.

### Gnomes Cloakpin (10)

**Cost to use:** None

**Duration:** Instant

**Action:** No action.

These are bullseye coloured marbles with cloak pins attached to them. The only magic in them is it allows the wearer to pass through the various doors in the mountain to either enter the fairy realm of the gnomes or to appear at another gnomish doorway. The wearers gains the Aspect "**Gnome Friend**" and will be treated with respect by the gnomes under the mountain. While the patterns are the same to a human eye, the long lived gnomes see them as identifying the wearer. All humans look alike to gnomes so they will likely end up calling the wear by the name of the one who the broach was originally gifted to.

### Gnome Under the Mountain

**Power Level:** Earth Elemental **Size:** -1

#### ASPECTS

- **Made of hard Rock (p)**
- **Slow and Ponderous**

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	1	Craft	3	Deception	0
Strength	3	Knowledge	2	Empathy	0
Endurance	5	Reasoning	2	Persuasion	2
Perception	1	Willpower	2	Resources	2

**Physical Stress:** 8 **Mental Stress:** 4 **Social Stress:** 4

#### Stunts:

**Dazing Blow:** By spending a FP just after performing a melee attack that dealt stress, you may roll your Strength (contested with the target's Endurance), as a free action. If you succeed, you may place a "**Dazed**" Aspect on your foe. As with most temporary Aspects, the first person who invokes or compels this Aspect can do so for free. The Dazed Aspect lasts until the end of your target's next turn. Each turn thereafter, the victim can make an Endurance roll (Diff: 2), as a free action, to remove the Aspect.

**Forced Advance:** As a free action, as part of any melee attack in which you generate Spin, you may make an opposed Strength (+Size) roll against your opponent. You gain a +2 bonus on this roll. If you succeed, you may force your opponent into an adjacent zone. You may choose to go with him, or stay in your current zone.

**Hard Style:** Your fists are as hard as stone. Your fists and feet gain a Weapon Rating of +2.

**Immune to Stone and Metal:** They are creatures made entirely of stone and metal and hard crystal gemstones. They are almost immune to the effects of metal or stone weapons that have no enchantment upon them. This gives them a higher (AR)

**Weakness:** They are literal creatures and do not understand lies and deceit, they have no concept of anything other than the logical meaning of the words. Any mental damage dealt to them from a deceit attack is doubled

**Weakness:** They take double damage from solvent type hazards.

**Armour:** Natural: AR -3 (-8 against stone and metal weapons)

**Fists:** WR +3

The magical items within the chambers of Arcane Delights are for the use of the member wizards to further their studies or to aid them when they go out on adventures. Any loans of items that go out beyond the boundaries of the guild have to be arranged with either the head of the guild Magus Priamunda or the consigliere Magus Novak.

Any losses are expected to be replaced by the careless wizard either through a cost paid in valuable magical essence or in time making a similar replacement item for the guild to make use of. The wizards are also expected to donate token items that they make to the chamber for the use of all.

# A Note on Arcane Guilds

Each of the Arcane Guilds is an entity in its own right, with members and rules; however, they also answer to 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:

1. 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 wizards powers, must be bound to secrecy or slain.
2. A wizards 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.
3. 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.
4. Grievances are to be investigated by a guilds elected consigliere or inquisitor and punishment enacted by a guilds elected Praetorian.

5. 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.
6. Each wizard must leave a will, dictating who gets his research, money and belongings. Usually his master or one of his apprentices.
7. 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 spell 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 guilds 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.

# Reedwater Library

The Guild has a magical library of Books.

## Book Learning of Spells

**A book will have a Quality (5-15) and level 1-10 (Level is 1/10th of the Max experience the book can yield in games that require higher experience to buy levels) Therefore a level 3 book on Herbs would yield a max of 3 (or 30) experience points.**

**Each season a character spends in study of the book he can add: Roll + Knowledge + Quality and gains that number of Experience relevant to the books content; such as Spells.**

## Biblique Etoile Du Terram

**(Bible of the Stars of the Earth)**

**Quality: 10**

**Level: 5**

This Great Work was written by a renown Byzantine magus Philagrius Vasacius who spent a century underground living in the gnomish city of Derinkuyu he lived worked and even consumed alongside the gnomes. This tome covers their language, rituals, social mores and their magical workings in the earth. It covers all of the uses of the techniques and how they interrelate with the form of Earth and Metals. It is a very early writing using techniques and forms and some of the script is hard to decipher and has caused a few stumbles along the way. However since being in the possession of the Reedwater guild there are many marginalia to steer the aspiring Earth wizard in the right direction.

## Duergar Forfalskning Ritualer dissekert

**(Duergar Forging Rituals Dissected)**

**Quality: 8**

**Level: 7**

This was written by the Great Magus Megas Magnentius scribed in three languages, Latin, Arabic and Norse. It talks of his adventures with the Norsemen of Estonia and how they introduced him to the Duergar of the mountains. He spent many seasons there learning their forging rituals and spells for moulding and shaping steel and stone. His work is a very prying one and he talks of making his hosts angry at his persistent questions. The book is unfinished as he was killed by the Duergar for some social miss-step or slight or prying too deep into their magical secrets. We may never know, his body and belongings were returned to the King of Maardu where the book sat for some time, discovered later by a Christian missionary and brought back to Germany where the founder of Reedwater purchased it.

## Tänze des Wassers Nymphy

**(Dances of the Water Nymph)**

**Quality: 5**

**Level: 2**

A basic book on the uses of the elemental form of Water written by one of the Reedwater guild's own magi, Isceradin the fair, he was known for his sexual liaisons with the water nymphs of the Danube and created the water walking slippers the covenant uses to traverse the river. Sadly he met his demise at the hands of the Giant in the latest battle.

## The Vivisections of Hippo of Ephesus

**Quality: 5**

**Level: 2**

A masterwork book on the anatomy of the human body, it's working, functions of organs and muscles as well as their repair. It goes into great detail with diagrams and procedures. Useful in the study of science, medicine, healing or the destruction/harm of the human body.

## Ars Tekken Navus

**Quality: 8**

**Level: 4**

A great work by a republican roman shipbuilder who laid out the structure and building methods to create the great Roman war galleys of that period. Many of the techniques and tools mentioned in this tome have been lost over time

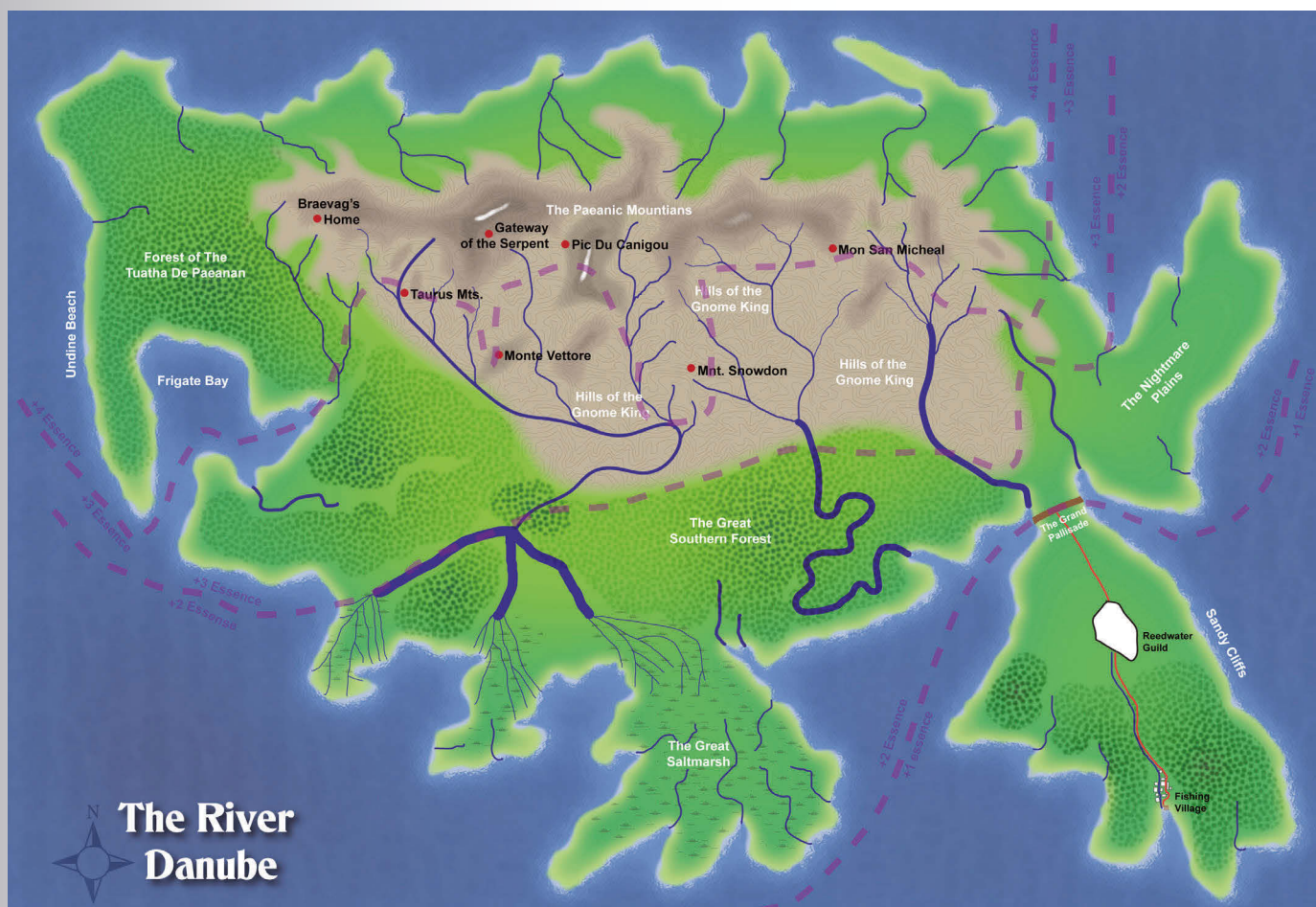
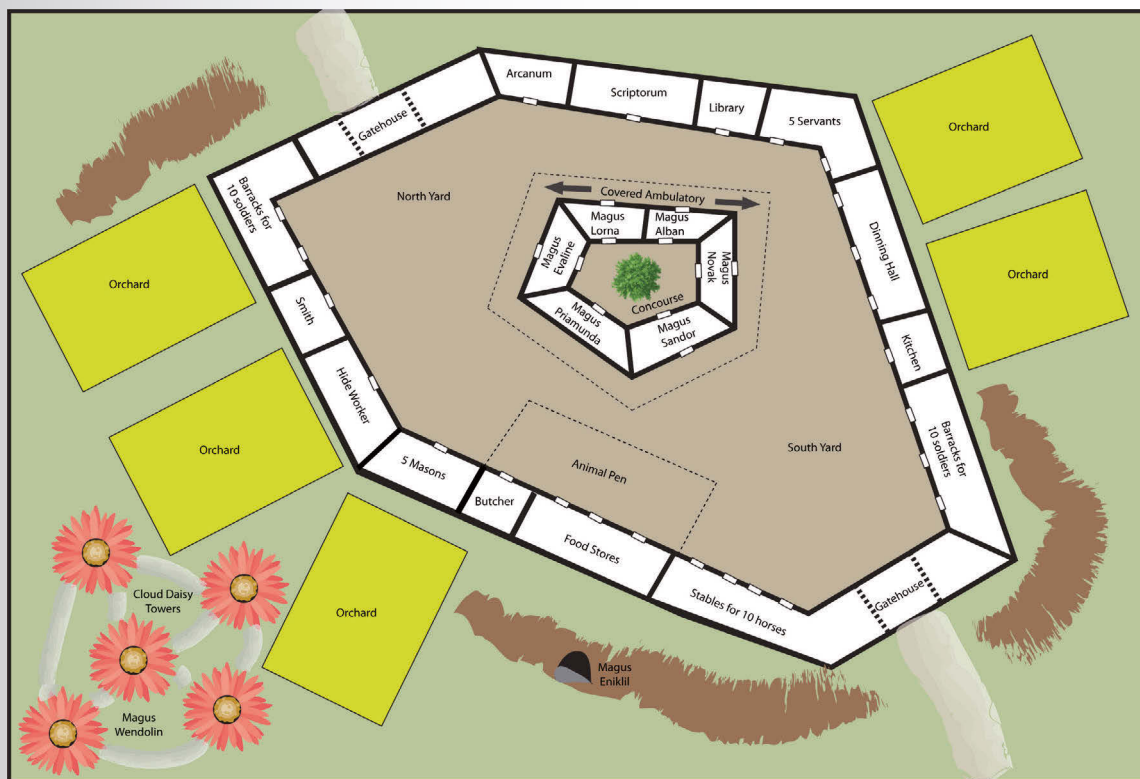
A book is not a requirement for learning spells. A character can gain experience from doing original research as long as he has a lab.

## Original Spell Research

**With no written materials a character can spend a season in original research. After the spending the season in his lab he will gain experience towards the spell he has outlined he wishes to learn.**

**Roll + Reasoning + (Lab Quality +1) = Experience Points**

**A character can not learn a spell that costs more experience points than 10 x his Level of quality of his Lab facility.**



# Features of the Island

From the shores of the fast flowing mighty Danube river, the islands looks like any other on the long stretch of river, green with life and surrounded with dark sandy banks. The southern shore of the island has a small fishing village that can be seen from the land side banks of the river. Its inhabitants number only 10 families who grow their crops and survive by fishing the river. A ferry runs from the souther shore to the land where a ferryman has his house, he transports visitor and wizards on and off the island.

The island is part of a natural magical essence and while it seems like any other on the river, once you get to the island things become strange; for the island is massive. It is tied to an essence that changes distances and time. It would take days to cross the island and its forests and mountains (seen from the riverbanks as hills and bushes). Within this large landmass are housed many strange fey creatures who have adapted to the warping of this essence. As you move from south to the North the warping gets progressively stronger with greater changes in the way distances and time are shifted.

For example if you were exploring the island and at night while camping you were on watch, walking around the camp to make sure your companions were safe. You should be careful, for your steps could take you far away. Before you realise you could have travelled miles up a peak, or into a forest. Those who have spent time in the interior of the island have learned to be aware of this and adjust their awareness accordingly.

The warping effect increase comes in four bands and also effects the casting of spells, giving a greater chance of the spell working, but also a greater chance of the spells caster getting trapped inside a warped fey realm. The essence changes are marked on the map and range from a mild +1 to a crushing +4.

## To void Travel Warping

When the character might be subject to travel warping of distance or time he can make a skill check to correct his course.

### Roll Perception Dif: Good +3

= The character knows his travel has warped but only after some minor effects have taken place

1 Shift: The character knows there is something altering but is not sure what it is, he has time (**Reasoning Roll: Dif Good +3; time interval an hour**) to stop and work it out.

2 Shifts: The character sees the alterations that are happening and can stop and make alterations (**Reasoning Roll: Dif Average +1; time interval an hour**)

3 Shifts: The character has seen these alterations before and can adjust them on the fly without altering his intended speed or direction.

**The distance and time warp effects are up the GM and should have some story element to them, or be called for at some stressful time when he needs to apply some pressure to a character who maybe having it easy.**

It is these modifiers that meant the powerful wizards of guild had great difficulty in fighting the inhabitants of the island. Their powers where shifted, altered and twisted often causing the wizards to wink out and spend time in a corrupted fey realm. Even when the spells worked there was a chance that the range and target of the spells changed.

When you roll to activate a spell, you add the level of the areas essence to your roll, if you succeed; however you also increase the chance of a critical failure by the same number. So lets say that you have an activation roll for your spell and you are casting it in the level 2 essence area of the island. Your Roll comes up ■■■■ for a -2 result, you would normally only critically fail is you rolled all ■■■■ dice for a -4; however the essence increases your chance to critically fail by it's level. Therefore in this case the wizard has critically failed his spell and will need to control his failure; or perhaps end up in a twisted fey realm for who knows how long.

Had he rolled anything better than this he would have also added the level of the areas essence to his roll. This shows that the essence adds power to magic but only if the wizard is capable of controlling the surges of wild and chaotic power.

### Critical Spell Failure in a Warped Essence

If the final result of rolling is a critical failure in a warped essence area a character must try to control the episode or be flung into a twisted fey realm for some considerable time.

**To control Warping Episode: Roll Willpower Dif: "activation level for the spell cast" + Level of Essence**

The character can chose to take mental damage or a consequence to make up shifts and succeed on this task and the spell goes off with additional damage to the wizards affinity track if the activation level was not met.

If the wizard can not, or chooses not to take the damage then he winks out of this existence and enters a very strange realm indeed. It is a realm of possibilities, dream like visions, and dangers.

The base time he is in the realm from the perceptions of those in the real world is one day, this is adjusted by a number of steps equal to the shift he failed the roll by. Therefore if he failed by 3 shifts he would be marooned in there for a few months.

While in this alternate realm you can play out a little fast time role playing giving the player some simple choices and maybe a combat or puzzle to solve.

The wizard can learn things in this realm that can not be fathomed in the real world and if he survives he can bring back with him some skill.

**Learning from the Twisted Fey Realms: Roll Reasoning Dif: 3**

Gain 1 experience point for each shift gained plus one for each shift of time in the realm.

If this roll is failed he comes out of the realm with a severe consequence of **"Confused and Dazed (p)"**

On a critical failure of this role the wizard has met a foe or other challenge inside the realm that has destroyed him, when he returns to the real world his mind is so muddled he has the defeated consequence of **"Still in a Coma (p)"**. (Requiring a quest to recover his mind)



## Everything is Bigger!

### Not Necessarily Better

When you enter the twisted fey essence of the island things that you bring with you, that are not protected by having a magical affinity, as do wizards; they take on their primary aspects both positive and negative to a greater degree. Therefore food that is brought into the area from outside with gain stronger tastes and more powerful effects. Salt inside a level +4 essence would desiccate a body in minutes as it's powers are multiplied. Pepper could burn, even the textures of items are amplified.

Wizards should avoid bringing food supplies with them and instead rely on foraging in the wilds. However the berries here have a nasty habit of attracting the wildlife who feed on these. They are more than happy to rip apart a wizard's followers to get to the berries in his belly.

This does mean that those companions that a wizard brings with him also have their passions, virtues and flaws enhanced to the same levels too. These aspects one positive and one negative become persistent and may be tagged or compelled for free. Reward players with fate points who give their all and perform this enhancement of their aspects.

For wizards however this can be an issue, as some of their companions and followers can have undesirable flaws in their character. Normally kept in check, in the magical essence of the island these run rampant and in higher level areas can overtake an NPC completely. For this reason it is an unspoken rule that wizards only adventure to the inner islands with other wizards or those companions and followers that they know are of the utmost integrity and loyalty.

Creatures on the island tend to be of a different size than in the normal world. Hummingbirds here are the size of a small dog and like to drink the tasty, salty, enhanced blood of strangers to the land. Dragonflies are the size of people and the Dragonfly Queen is represented here in the marshlands and mountain mere lakes as is the Bullrush Prince. Pony sized elephants walk the island, however they have wings instead of leathery floppy ears and their multiple trunks drink the nectar from the fruiting bushes. In the darker areas there are evil entities who embrace and even use the chaos and twisted nature of the essence to attack and defend themselves.

### The Great Southern Forest

*Slippery trails*

*Pungent trouble causing berries*

*Easy cover*

*Snagged and pulled at by spiky growth*

*Distracting hover flies.*

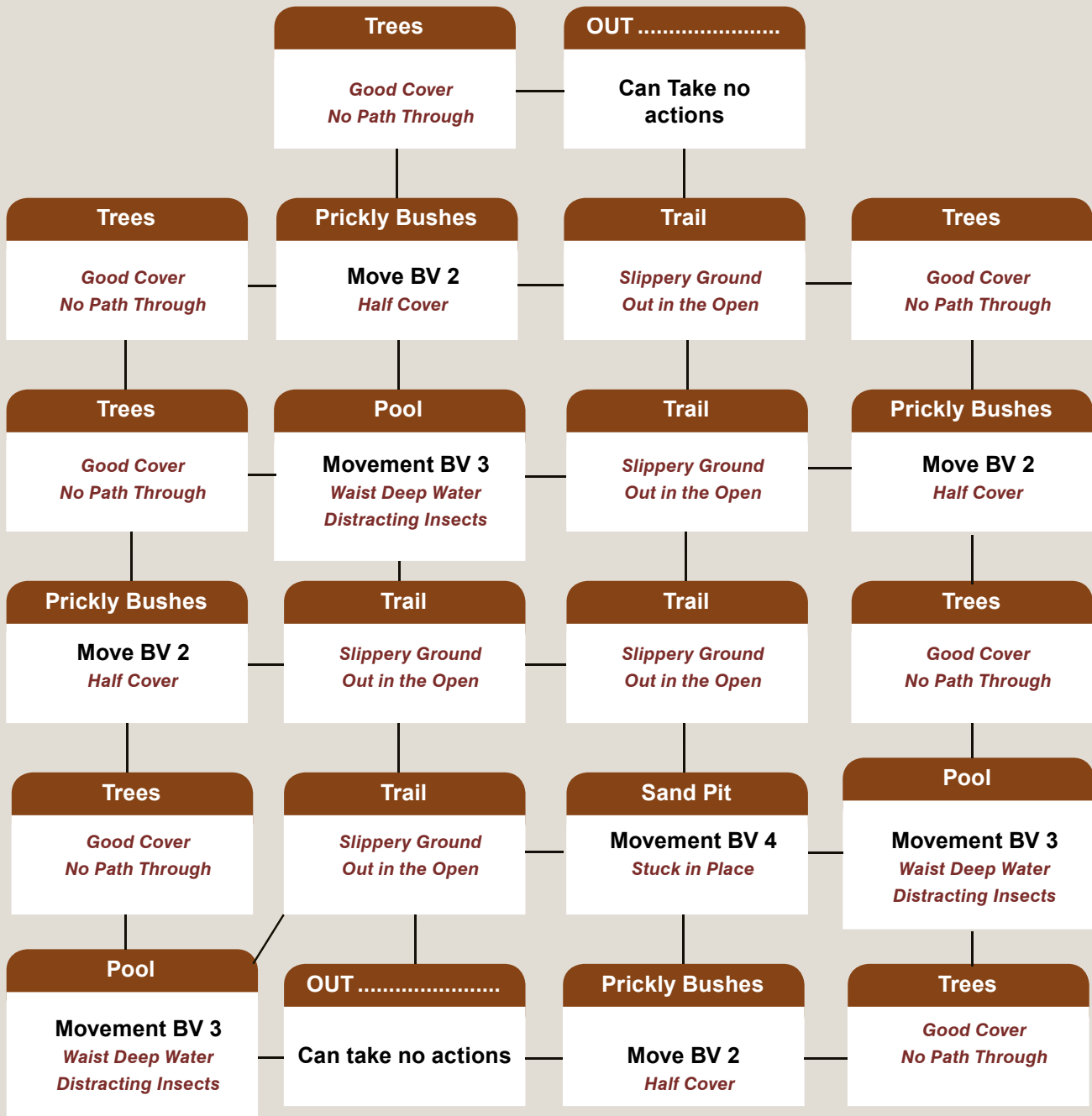
## The Great Southern Forest

A large expanse of deciduous woodlands that stretches three days walk in either direction. The forest floor is muddy and slippery and covered in patches of fruiting bushes with sharp needle like spikes. Sun shines through the canopy and it is warm and humid with many large insects that hover and suck at the sweat on travellers. They are harmless but very infuriating and distracting.

The berries are edible and while even a small taste might give one a stomach ache, like after eating too many blueberries. They are nutritious and even a nibble from one is the same as a meal. They have a pungent odour that drifts through the forest and attracts those who seek its sweet sticky goodness. Some of these creatures are harmless like the strange pony sized elephants. Others like the hummingbirds are a deadly threat.

Navigation through the forest is the same as any in the normal world, tracks are many and winding, some made by the local animals and others by the wild Fey Barbarians who live and hunt in the area. They are primitive and have only wooden/bone/stone weapons and hide armour but are strong, ferocious and have numbers; posing a serious threat to travellers.

## Sample 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 the zone.

# Threats

## Vampire Hummingbird

**Power Level:** Expert Monster **Size:** 0

### ASPECTS

- *Fluttering Beauty*
- *Persistent predator (p)*

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

**Physical Stress:** 4 **Mental Stress:** 3 **Social Stress:** 0

**Fate Points:** 5

### Stunts:

**The Deadliest Grace:** She uses her agility for her melee attack rolls.

**Alternate Movement - Flight:** Rapid darting flight

**Rapier Beak:** WR +3 *"Swift Attack"*

If the attack hits with spin, instead of inflicting damage the hummingbird may spend a fate point and force the target to make an Endurance check dif: Good +3 or gain the Extreme consequence *"Exsanguinated (p)"*

## Description & Tactics

### Description

Similar to hummingbirds they fly very fast and can dart in and out of the trees and bushes with ease, even evading blows from weapons and spells. They are about the size of a house cat or for the leaders the size of a dog.

### Relationships

They mainly pester the pony sized elephants that feed off the nectar and fruiting bushes in the forest. However they love the salty blood of none fey visitors, giving preference to those who have eaten the local berries.

### Goals

Eat, sleep and procreate

## Flock of Vampire Birds

**Power Level:** Average Minions

Flock of 10 Birds

- *Persistent predator (p)*

**Agility:** 1

## Hover Flies

**Power Level:** Average Minions

Swarm of 10 Flies

- *Maddening Buzzing Noise (p)*

**Agility:** 1

### Attack:

Agility Manoeuvre vs Willpower to place the aspect on the Target of *Distracted (p)*.



## Fey Wildmen

**Power Level:** Expert Monster **Size:** 0

### ASPECTS

- *Fey Warped Barbarian*
- *At home in the wild*
- *Fleet of Foot*
- *Skittish and Shy*
- *Chameleon Skin Pigments (p)*

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

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

**Fate Points:** 5

### Stunts:

**Sure Footed:** +2 Bonus to overcome movement blocking values in difficult terrain

**Chameleon:** +4 bonus on rolls to remain hidden if you do not move. +2 bonus to hide if moving.

**Armour:** Animal Hides AR -1; 3 stress boxes.

**Bone Long Spear:** WR +3

## Description & Tactics

### Description

They are slightly shorter than the average human standing around 4 1/2 feet tall; however, they are wider and more robust. Their skin is an ever-changing palette of forest colours that gives them great stealth in their natural environment. They have dark colour hair that ranges from blacks to brown and dark chestnut red. Unkempt and often frizzy it tends to billow out like a fro. They are quite primitive and tend to dress in animal hides or woven grasses, as these do not detract from their stealthiness.

### Relationships

They are clustered into many small tribes that number less than a hundred and they live in primitive villages, often near a water source. They have learned to use fire only recently, as a result of contact with the wizards from the Reedwater guild. They use this to harden their spears and keep the buzzing flies away.

Almost all of the tribes hate each other and fight for the use of the available hunting grounds. They are also the top food item for the Giant of the island Braevag, who hangs their bodies in the sun, he likes them gamey.

### Goals

They know that there is more out there, more knowledge that can make them better than the other tribes. The knowledge comes from the white skinned visitors. Therefore they are loathed to kill them, rather they prefer to capture them and then keep them in cages around the village. They are tortured for knowledge of technology and what is outside the forest.

They enjoy the water a great deal and many of their rituals and social life revolves around bathing. Treaties and marriages are all conducted in the water as are other social bonding.

## Wildmen Hunting Party

**Power Level:** Average Minions

Group of 4

- *Silent Killers (p)*

**Strength:** 1

### Attack:

Spear WR +3

## Wildmen War Party

**Power Level:** Fair Minions

Group of 10

- *Silent Killers (p)*

**Strength:** 2

### Attack:

Spear WR +3



## The Nightmare Plains

*Razor Sharp Shoulder High Grass*

*Unseen Sinkholes*

*Easy cover*

*Hidden Underground Threats*

*Hard to Navigate*

## The Nightmare Plains

These are rolling grasslands as far as you can see, with tall green grass that has razor sharp edges that bites and tears into anything that is soft and unarmoured. As you look across the plains, the wind blows the grass and it looks like huge beasts are moving and undulating in the grass. Occasionally, a large plume of dust will burst into the air, as a pocket of earth opens up and leaves a sink hole down into the realm of the gnomes and other nasty creatures. Walking here, is tough going, as the grass tugs and claws at clothing and slashes into bare flesh. Even navigation is difficult, as the tall grass cuts out line of sight and the bare plains have little to mark a heading to.

New sink holes that appear are easy to spot and avoid, they are deep and have steeply sloped sides that are of a dusty chalk like clay; getting too close to the edge could mean a long fall. The one's to worry about are the older sink holes as these are overgrown with grass and are almost impossible to spot until you are upon them and scrambling in the dust to save you life.

The sink holes are not natural, they are created by a fearsome, warped fey beast who lies in burrows just beneath the surface and waits in anticipation of prey moving over the top of his position. He jumps up through the soft dirt and grabs his prey, dragging it down into his tunnels to dismember and devour at his leisure.

As with most of the island the hover flies are ever present and a maddening irritation.

There are several prey animal that wander the plains, a large bear crossed with an anteater who dines on the small berries that grow in the open patches of land. They are mostly harmless but if a troupe is carrying berries they can be persistent and aggressive in getting what they want. They have even been known to sneak into a camp and try to get to the berries. Even to the point of sticking their 3 foot long tongue down a sleeping throat to get to the berries in a stomach.

The favoured prey of the burrowing creature is the wild fey cattle that graze on the grass of the plain. They are tall and have huge horns, reminiscent of the Aurochs. They are not aggressive unless messed with and then they have the size and power to lift a truck. They wander in small herds of 20 or so and their meat is the most delicious feast a man could partake of.

The wildmen will not venture into the nightmare plains, they place warnings to travellers of the dangers in walking through the grasses.



## Sample 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 the zone.

### NOTE:

I use index cards that have been covered with clear film and place these down with the aspects and title written on them with white-board marker or OHP pen. This way I can preserve the feeling that they just can't see what is beyond the grass in front of them, they have to decide which way to go before they see the next card. As the connectors I like to either cut up straws or kebab skewers.

When the encounter starts I will place down an 'out' card and the first trail card along with connectors to the next card(s) that can be seen.

# Threats

## Razor Grass

If wandering through the grasslands without any armour protection especially on the legs then a character must make:-

**Agility Roll Dif: Good +3; time interval 1 hour**

- 1 Shift Minor Consequence **"Stinging Cuts"**
- 2 Shifts Major Consequence **"Uncontrolled Bleeding"**
- 3 Shifts Severe Consequence **"Delirious from Infected wound (p)"**

If a character already has a consequence then he gets the next one along on the list. So if he already had a Minor Consequence from a bad meal **"Nauseous"** and he gained -1 shifts, then he would take the Severe **"Uncontrolled bleeding"** instead.

**Note:** The Minor and other consequence from this stays around until treated.

## Hidden Sink Hole

If wandering through the grasslands without paying attention to where one steps, a character can find himself falling to his death or ending up in an inescapable underground labyrinth.

**Perception Roll Dif: Good +3**

With any failure the character was not alert enough to see the grass covered hole and now has to fight to stay above ground.

**Strength or Agility Dif: Good +3**

= The character is prone and scrambling in the dirt, hovering just out of reach of the rim and safety. Repeat the roll next exchange as an action with a **Dif: Average +1**.

- 1 Shift The character is prone and has fallen down some way but has managed to halt his fall. Repeat the roll next exchange as an action with a **Dif: Fair +2**

-2 Shifts The character has lost his grip in the soft clay dirt and has fallen into the labyrinth below. He is prone and has the Major Consequence **"Twisted Ankle"**. It is 50' deep, if the characters up top have a rope then they can make a rescue

-3 Shifts The character has lost his grip in the soft clay dirt and has fallen into the labyrinth below. He is prone and has the Severe Consequence **"Broken Leg (p)"**. It is 50' deep if the characters up top have a rope then they can make a rescue

-4 Shifts The character has lost his grip in the soft clay dirt and has fallen into the labyrinth below. He is prone and has the Extreme Consequence **"Shattered Pelvis (p)"**. It is 50' deep if the characters up top have a rope then they can make a rescue.

-5 shift The character has fallen to his doom, he is **Defeated (p)** if he spends a fate point; otherwise he is taken out.

## Nightmares

If sleeping in the grasslands a character who does not have a magical affinity will get vivid nightmares of his or a loved one's demise. They are always very graphic, slow and unusual deaths. The dreams repeat over and over all night with the same outcome regardless of what the character does in the dream. Play out the scenarios with the sleeper and have him try to save himself or his loved one.

On waking the a character must make:-

**Willpower Roll Dif: Good +3**

- 1 Shift Minor Consequence **"Shaken"**
- 2 Shifts Major Consequence **"Collapsed Morale"**
- 3 Shifts Severe Consequence **"I have to get out of this place (p)"**

If a character already has a consequence then he gets the next one along on the list. So if he already had a Minor Consequence from a bad meal **"Nauseous"** and he gained -1 shifts, then he would take the Severe **"I have to get out of this place"** instead.

**Note:** The Minor consequence from this stays around until treated.

## Get Out of The Labyrinth

The character roams the dusty and pitch black tunnels looking for any signs of light or a way out.

**To find a way out Dif: Fantastic +6; time interval one day**

Remember that with this sort of skill test, there is no failure it just takes more time in steps to get the result. Every shift of success reduces the time and each step of failure increases the time. Of course a character may starve to death or die in the jaws of a monster before making it to a tunnel he can climb out of.



## Fey Land Shark

**Power Level:** Mythic Monster **Size:** 2

### ASPECTS

- *Super Perception of Vibration*
- *At home in its underground Tunnels*
- *Followed by the stench of death*
- *Lightning fast attacks*
- *Tough chitin shell (p)*

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

**Physical Stress:** 8 **Mental Stress:** 1 **Social Stress:** -

**Fate Points:** 5

### Stunts:

**Alternative Movement:** Can move through soft earth at normal movement rates.

**Enhanced Senses:** Is able to sense movement and interpret it as sight through soft earth.

**Armour:** Natural Shell AR -4

**Tentacles:** WR +2 **Range 1 Zone;** on an attack that succeeds with spin may roll Strength vs Defenders Strength or Agility. Any success and the target has the Aspect *"Bound (p)"* and is pulled one zone

**Bite:** WR +4

## Description & Tactics

### Description

They are very large creature the size of a Giraffe with a similar long neck. However they are squat and have an insect like body with a hard chitin armour. The long neck holds the tentacles that shoot out and grab its prey dragging it down into its underground lair. The beast has no eyes using its sense of vibrations to see.

## The Great Saltmarsh

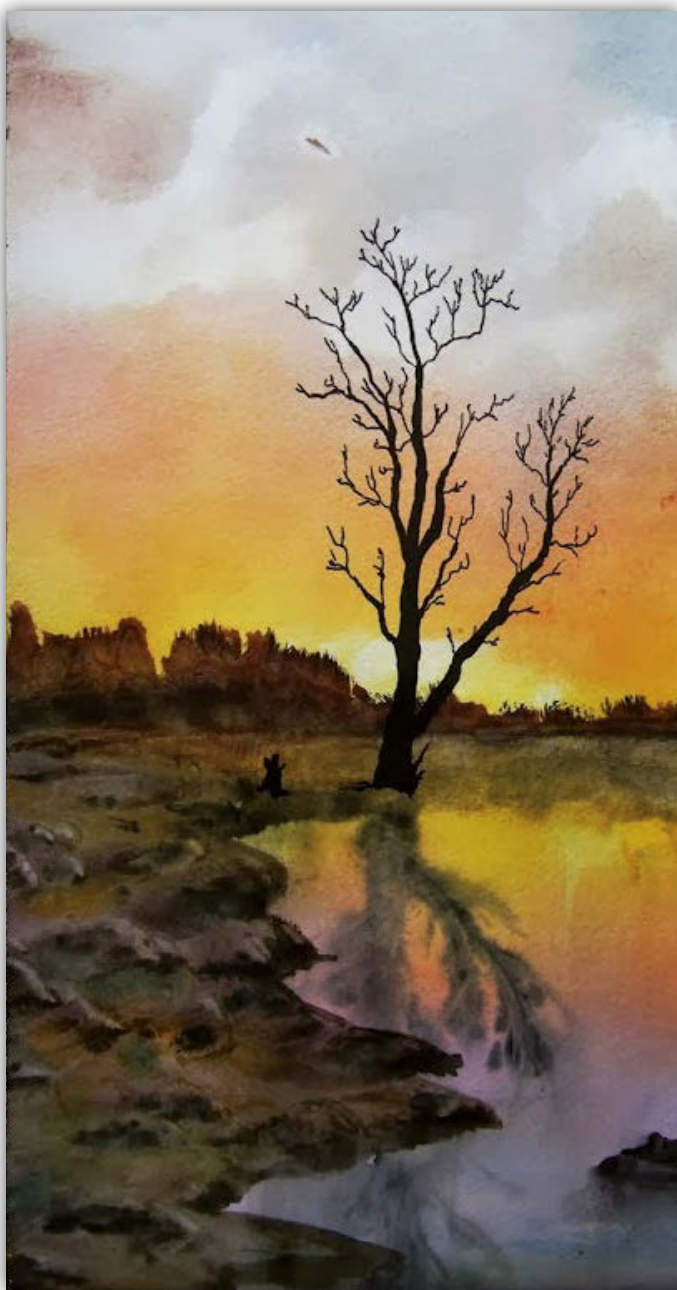
A vast swirling mass of watery sand and tall grasses, this area is on the very edge of the normal world and that of the transformation, fey essence. A dangerous place even for those who call this stinking pit a home. The marsh stretches a days walk in all directions and navigation is almost impossible with little poking above the tall grass to give a point to fix on.

The mud and sand under one's feet is the colour of blood and even the water runs red. Many believe this is the blood of the victims who have been wrecked in the marsh. River boats that sail up the Danube are sucked in by the essence and before the pilot knows it, his ship is stuck fast and slowly drawn into and down under the red treacherous mud. At every turn when wandering through the marsh, the ribs of old boats can be seen, protruding up from the bloody ground.

The air is dank and salty here as the minerals leach up from the ground. The marsh creates a red bloom in the Danube making it look like the island is bleeding when viewed from the shore.

Those who have managed to escape the marsh tell of ghosts who pester them and try to trick them into leaving the safe ground and enter into the unstable quicksand areas. At night they trouble their dreams with maddening thoughts of cannibalism and the delights of flesh.

The marsh is home to several powerful Water Trolls who have marked several of the more prominent wrecks as their territory. They mostly feed on the mummified carcasses of the dead that litter the marsh; however a nice juicy adventurer would go down a treat and all his trinkets would be added to their shiny collection of goodies.



There is a wealth of treasure hidden in the marsh for those who are brave enough to venture here and dig them out of the sunken wrecks. Gold and jewels, weapons and armour as well as other items of an enchanted nature, those things able to resist the salty marsh.

The wreckage of some of the larger riverboats lies intact under the water and mud, the chambers within dry and forming a sort of under marsh dungeon. A perfect

home for a water troll, who make holes in the hull for easy access to the water.

The large creatures of the marsh are not the only thing a traveller has to worry about, as the marsh is home to many diseases and deadly parasitic invaders. You might survive travelling in the marshlands, only to have them kill you a few weeks later; as your body rots from within.

Many years ago the wizards tried to perform a combined ritual to drain the marsh and collect up all of its wealth in one easy go. Their spell was a powerful one and took many days of ritual to cast; the expenditure of many of the black maggot essence was put into the spell. They ultimately failed, leaving them weak and out of their stock of essence. The spell did however break up the Marsh and today there are three marshes, two smaller one's and the remaining large body of the Marsh.

The two smaller marshes have a more normal aspect to them and they are hunted in by the Fey Wildmen as well as the Tuatha de Paeanan. The Great Saltmarsh seems to have drawn all of it's supernatural powers back into one concentrated area in order to resist the wizards spell; sacrificing a large area in order to survive in it's supernatural form.

### The Great Saltmarsh

#### *Hidden Dangers*

*To your watery death*

*Distracting Insects*

*Haunted by evil souls*

*Wreckage of lost ships*

## Sample 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.

# Threats

## Water Troll

**Power Level:** Mythic Monster **Size:** 1

### ASPECTS

- **Ferocious Killer**
- **Underwater Predator**
- **Tough Flinty Hide (p)**
- **Stake Knives for claws**
- **Innate Cunning**

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	2	Craft	2	Deception	3
Strength	6	Knowledge	2	Empathy	0
Endurance	8	Reasoning	2	Persuasion	0
Perception	1	Willpower	2	Resources	4

**Physical Stress:** 14 **Mental Stress:** 4 **Social Stress:** 4

**Fate Points:** 5

### Stunts:

**Super Sense of Smell:** +2 to perception rolls when scent is involved

**Chameleon:** +4 bonus on rolls to remain hidden if you do not move. +2 bonus to hide if moving.

**Regeneration:** At the end of the round clear all stress from the Minor Consequence. Other consequences heal 2 time steps faster. Limbs may be re-grown

**Weakness:** Direct Sunlight is a level 3 Hazard; an overcast, cloudy day while intolerable to the troll will not inflict damage.

**Armour:** Flinty Skin AR -4

**Claws:** WR +4

**Bite:** WR +2

## Description & Tactics

### Description

Standing almost 9 feet tall they have the appearance of tightly wrapped vines, though their skin is as hard as flint able to turn aside even the keenest of blades. Their eyes are large and almond shaped wrapping around their head giving them good vision under water. Their arms are long reaching well below the knee and ending in hands that are armed with 14" long razor blades. Underwater they are able to use both their hands and feet to attack with. If they do this then they get a -2 penalty to both attacks.

### Relationships

There are four water trolls that inhabit the marshlands, each one of them is the king of their area and hold all the other animals, fish, beasts and monsters under their reign. The trolls fight in small skirmishes, balanced to test the power of their neighbour without giving too much away from themselves. If they feel that their foe is weak then a full scale attack might be organised in the hopes of seizing the territory, wrecks and goodies.

There was once dozens of water trolls in the marsh but between the wizards draining spell and subsequent land-grabs, their numbers have dwindled. This however has left four of the strongest, most cunning of their kind who live in a stressful cold war climate.

The irony of the situation is that there are 2 males and 2 females and the only way their race will survive is if they can get together and mate before they destroy each other. However, their nature is that no one can be subservient to the other

### Goals

For the trolls the goal is to be seen as the most powerful creature in his realm. None should be allowed to stand before him, all must bow and their lives are his to give or take as the whim demands. Wealth and power over the lives of all beneath him is all that matters.

## Tagmeth

- **Sword Master (p)**

Tagmeth has found a magical blade in one of his wrecks and has been practicing with it for years.

**Drasadril the Greatsword** WR +5

**"Huge (p)" ; "Enchanted Blade"**

For a fate point the blade can shoot out shards of metal in all directions. Attacks everyone in adjacent zones with an Explosive Rating of 4

## Lortomil

- **Mistress of Poisons (p)**

Lortomil has perfected a poison that she coats her claws with, she herself has obtained an immunity to this poison.

Anyone who takes a consequence from one of her claw attacks must make an endurance check each round against a dif: Superb +5. Taking physical stress equal to the shifts. The poison stops working at the end of the scene.

Consequences from the poison are worded towards paralysis of the body. On a failure where the character is taking the defeated consequence, this is **"total paralysis (p)"**

**The character can make Endurance checks Dif: 8 each exchange. Otherwise the poison wears off in a few hours.**

## Abromere

- **The Intimidator (p)**

**Persuasion: 4**

Abromere has learned the acts of argument, lies and manipulation and uses them to intimidate his enemies and his allies. His territory is littered with the skulls of his foes on posts and the flayed bodies of those in his court who upset him.

He regularly sends envoys to his foes with taunts and jest and insults to provoke them into a premature attack that he is ready and waiting for.

## Wexina

- **The Seer (p)**

**Psionic Affinity: 2**

She has been paranoid about the future and troll attacks for so long that she has developed a sixth sense for future events, to the point where she is a bit of an oracle.

For a fate point she can enter a trance and make an affinity roll to determine the outcome of a stated action or to predict the actions of a stated person.

The difficulty is dependant upon the distance in the future and the distance in space she is trying to see.

1 Shift: Some sketchy piece of knowledge, She places the aspect of **"Vague Warning"**

2 Shifts: She gets an image and some snippet of info, she places the aspect **"Tactical Clue"**

3 Shifts: She gets the middle part of an event played out, she places the aspect **"Seen ahead of time"**

4 Shifts: She gets the beginning and the middle of the events played out for her, she places the aspect **"In the right place at the right time"**

5 shifts or critical success: She gets a deep knowledge of the events, there probable endings, she places the aspect **"All knowing of events (p)"**

## Marsh Ghost

**Power Level: Mythic Monster Size: 0**

### ASPECTS

- **Disincorporated spirit (p)**
- **Restless Dead**
- **Burly my bones or feel my wrath**
- **I am in your mind**
- **Terrifying Moan**

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

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

**Fate Points: 5**

### Stunts:

**Incorporeal:** You have no physical body appearing as a wisp of smoke that takes the shape of your previous form. You can pass through people and objects. You can not be affect by physical attacks.

**Telekinesis:** As a free action make a willpower roll against a **diff:** 1 shifts generated equal strength gained.

**Weakness:** Enchanted blades inflict double their weapon rating against a ghost.

**Cutlass: WR +3**

**Baleful Moan:** Attack all in same zone at +3 with a WR +3 defend with willpower, damage is against mental track.

**Freeze the heart of the living:** Attack single target at +3 against agility, WR +3 armour does not protect against this attack.

## Description & Tactics

### Description

A ghost looks like some marsh gas rising out of the ground, until it takes a humanoid form and starts to moan and wail over it's interminable undead life. They have no physical form and can't pick things up in the traditional sense of the term, they have to exert their will over the object to make it move. They can use this method to wield familiar weapons from when they were alive.

### Relationships

Their only relationship is with their bones and their wrecked ship

### Goals

They need to have their bones buried in soil that has no essence rating so that they may rest.

# Hills of the Gnome King

A rolling landscape of red clay hills stretching many days in all directions. The hills are made of a red brittle clay that breaks up under foot and sends a cloud of choking powder up into the air. The sides of the hills are treacherous to climb and descend, easy and certain can soon lead to too fast and deadly.

The hills are interwoven with brooks, streams and river tributaries, all of the water here is pretty much undrinkable even if boiled; as the turbidity of clay and other poisonous elements like cadmium are in the water. This makes the hills more akin to a desert than any other land type. Water needs to be well filtered and boiled to be made drinkable. The only water that is safe is that of the still lakes that can be found here, surrounded by rushes and home of the dragonfly and bullfrogs.

The hills are also littered with caves and ancient fey relics that can be used as portals to other realms. The Wizards have gained knowledge of a few of these portals and they are marked on the map showing the location on earth where they lead to, if you can activate them.

While navigating through the hills is easy enough with plenty of landmarks to sight, the going is tough and dirty. At the end of the day you will be puffing and panting and covered in red clay dust; it will be in your eyes and up your nose and down your throat. Making water even more valuable.

The upper parts of the hills are only the tip of what is going on, as underneath the landscape, are tunnels where the gnomes roam. They are earth fey spirits and they have a complex social organisation and difficult to grasp ideas; unable to understand or recognise human likenesses or emotions.

The king of the gnomes is at odds with his eldest son the prince and they have been fighting a war for many years. The prince and his followers inhabit the upper realms of the hills and lower areas of the mountains. The king and his followers are deep in caverns under the mountains.

Those who wish to gain an audience with the King of the Gnomes must travel through the prince's lands. He has no troubles with humans and allows them safe passage in and out. However, he insists that if a group are going deeper and wish to see the king they must beg him for permission to do so. Otherwise he views them as collaborators with his father and has them destroyed. The Prince grills them on their business with the king and insists on a gift for his generosity in letting them pass. Often this is in the form of gems or Essence that is associated with the Earth, Stone, crystals and metals.

The wizards have items in their guild, small stone broaches that allow the gnomes to tell them apart and recognise them as gnome friends.

The prince is larger than normal gnomes and has very humanoid looks to him though he has no eyes only deeply set milky white quartz crystals. His surface is a pale grey colour. Unlike his father who has soft humanoid features and is a deep obsidian black.

No one knows why they are at war, their explanations are alien at best.

## The Gnome Hills

*Warping effects of Fey essence*

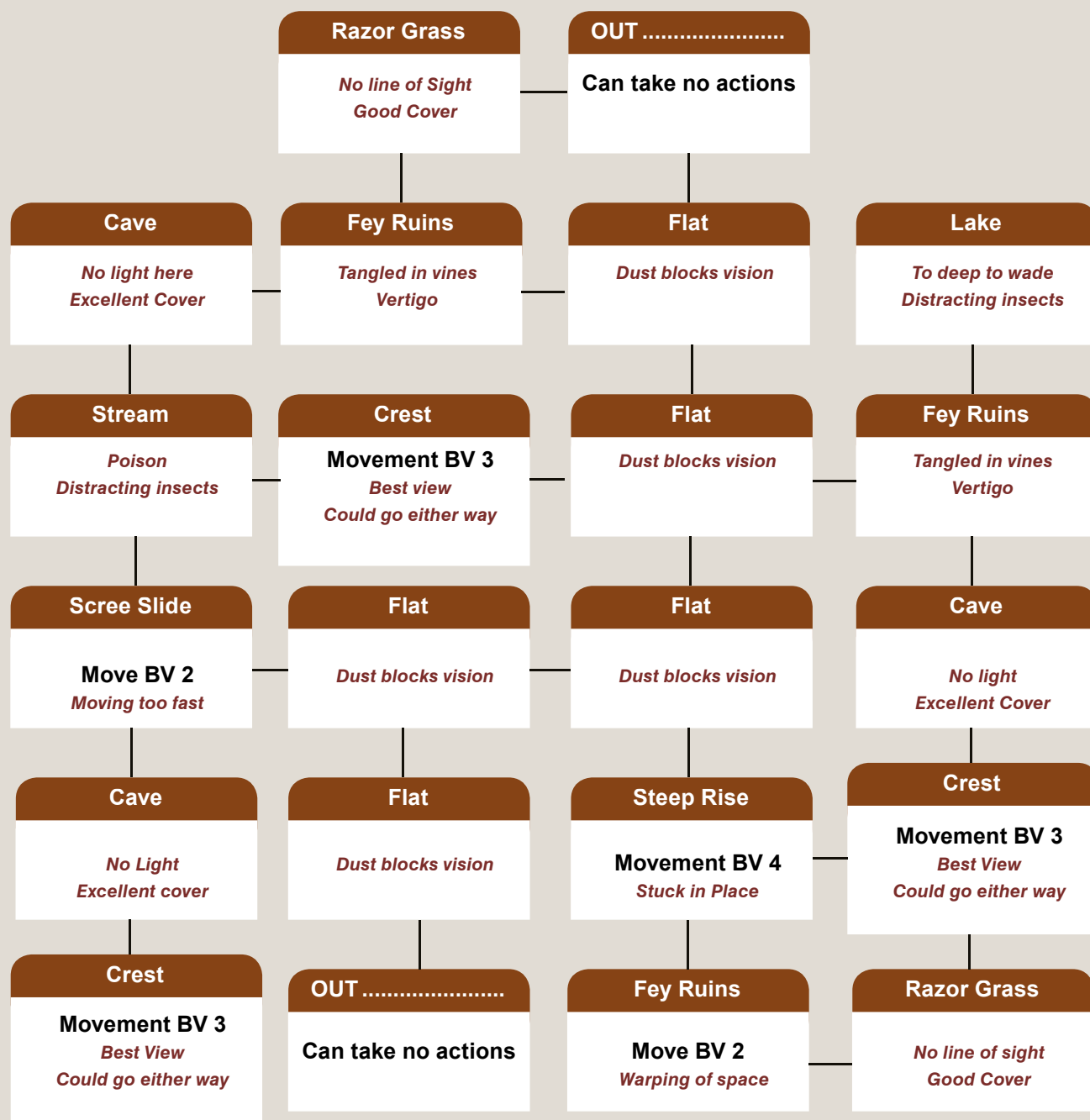
*Unsure footing*

*Clouds of dust obscure vision*

*Exhausting rise and fall*

*Elevated Position*

## Sample 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 the zone.

With these set up on index cards and using straws or matches etc for connectors you can create dozens of different set ups for your players encounters. It is easy to intermingle cards from say the forest or the marshes or mountains with the hills. Items like lakes and grass or fey ruins are pretty much everywhere on the island. Add in some of your own cards for variety and excitement.

# Threats

## Tainted Water

When you are thirsty any water looks like a good bet to keep you hydrated and alive. However, the water in the streams and brooks of the hills are filled with particulates, especially cadmium based elements. Drinking this water even if it is boiled can make a person very sick indeed.

Generally a high turbidity in water is only an indicator of possible health issues as things like Giardia and Cryptosporidium can attach themselves to the suspended particles in turbid water. Usually boiling water for 3 or more minutes will make the water safe to drink.

The water here however as well as having these contains high cadmium levels.

The cadmium reaches high levels quickly and can cause symptoms that are similar to the flu, aches and chills, weakness, fever and hallucination that go with it.

**To avoid poisoning after drinking; Endurance Dif: Good +3**

**First Failure:** Gain the Aspect **"Weak and Dizzy"**

Roll again the next day

**Second Failure:** **"Unable to walk"**

Roll again the next day

**Third Failure:** **"Fever and Hallucinations"**

Roll Next day

**Fourth Failure:** **"Comatose (p)"**

Roll next day

**Fifth failure:** The character is taken out.

- Any critical failure and the character goes to **"Comatose (p)"**
- Any success and he moves up one level of aspect
- Any critical Success and he is back to normal.

## Navigate Gnome Caves

The character roams the dusty and pitch black tunnels looking for any signs of light or a way out.

**To find a way out Dif: Fantastic +6; time interval one day**

Remember that with this sort of skill test, there is no failure it just takes more time in steps to get the result. Every shift of success reduces the time and each step of failure increases the time. Of course a character may starve to death or die in the jaws of a monster before making it to a tunnel he can climb out of.

## Tainted Air

When walking through the soft clay hills you are kicking up a fine red dust all the time. This not only gives away you position but it also coats and sticks to everything, clothes, food and gets in your eyes up your nose and into your lungs.

The particulate is high in cadmium and can from longer term exposure cause health problems.

To avoid Poisoning from breathing dust; Endurance Dif: Good +3 roll after 3 days of exposure

**First Failure:** Gain the Aspect **"Fatigued and Breathless"**

Roll again the next day

**Second Failure:** **"Coughing Blood"**

Roll again the next day

**Third Failure:** **"Gasping for Breath Can't Move"**

Roll Next day

**Fourth Failure:** **"Comatose (p)"**

Roll next day

**Fifth failure:** The character is taken out.

- Any critical failure and the character goes to **"Comatose (p)"**
- Any success and he moves up one level of aspect
- Any critical Success and he is back to normal.

## Activate Fey Portal

The area of the hills is home to lots of ancient fey portals that lead to many locations on earth as well as locations in Arcadian realms. Activating these portals however can be tough to do unless you are skilled in Fey Affinity or Arcane Affinity.

**To Activate a Fey Portal: (fey or Arcane) Affinity Dif: Fantastic +5; time 1 hour**

= **Shifts:** The portal shimmers and is active but the location that the portal goes to is unclear.

**1 Shift:** The portal activates and the user can tell that the portal is either on earth or in Arcadia but not the specific location.

**2 Shifts:** The portal activates and the user can see the location on earth or Arcadia; however, he can not tell if the portal is one way travel or two way travel.

**3 Shifts:** The portal is active and the user has all the information on its location and travel. However the user can not change the location travelled to

**4 Shifts:** As above and the user can change the travel parameters such as location, one or two way travel.

**5 Shifts or Critical Success:** The character can do all of above and also lock out named individuals.

**-5 shift or critical failure:** The portal opens and expands to suck the characters in. They are dumped into a random area, either earthly or Arcadian.

## Gnome

**Power Level:** Earth Elemental **Size:** -1

### ASPECTS

- **Made of hard Rock (p)**
- **Slow and Ponderous**

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
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Agility	1	Craft	3	Deception	0
Strength	3	Knowledge	2	Empathy	0
Endurance	5	Reasoning	2	Persuasion	2
Perception	1	Willpower	2	Resources	2

**Physical Stress: 8 Mental Stress: 4 Social Stress: 4**

**Languages:** Terran

### Stunts:

**Dazing Blow:** By spending a FP just after performing a melee attack that dealt stress, you may roll your Strength (contested with the target's Endurance), as a free action. If you succeed, you may place a **"Dazed"** Aspect on your foe. As with most temporary Aspects, the first person who invokes or compels this Aspect can do so for free. Each turn thereafter, the victim can make an Endurance roll (Diff: 2), as a free action, to remove the Aspect.

**Forced Advance:** As a free action, as part of any melee attack in which you generate Spin, you may make an opposed Strength (+ Size) roll against your opponent. You gain a +2 bonus on this roll. If you succeed, you may force your opponent into an adjacent zone. You may choose to go with him, or stay in your current zone.

**Hard Style:** Your fists are as hard as stone. Your fists and feet gain a Weapon Rating of +2.

**Immune to Stone and Metal:** They are creatures made entirely of stone and metal and hard crystal gemstones. They are almost immune to the effects of metal or stone weapons that have no enchantment upon them. This gives them a higher (AR)

**Weakness:** They are literal creatures and do not understand lies and deceit, they have no concept of anything other than the logical meaning of the words. Any mental damage dealt to them from a deceit attack is doubled

**Weakness:** They take double damage from solvent type hazards.

**Armour:** Natural: AR -3 (-8 against stone and metal weapons)

**Fists:** WR +3

**NOTE:** Calling a Gnome a Rock Gnome is grave insult met with anger and violence. This is like calling a noble a stupid worthless peasant.

## Description & Tactics

### Description

Gnomes are not like your garden gnome, a small gent with brightly colour jackets and hats that fish in garden ponds. These are creatures of stone, crystal and metals. They have a small humanoid form but are incredibly dense because of their makeup. They have no facial features where the head is. They stand about 3 -4 tall and have a colouring from light grey to jet black.

### Relationships

They have no interest in biological life forms only requiring the consumption of crystals to keep them going.

## Gnomes Cloakpin

**Cost to use:** None

**Duration:** Instant

**Action:** No action.

These are bullseye coloured marbles with cloak pins attached to them. The only magic in them is it allows the wearer to pass through the various doors in the mountain to either enter the fairy realm of the gnomes or to appear at another gnomish doorway. The wearers gain the Aspect **"Gnome Friend"** and will be treated with respect by the gnomes under the mountain. While the patterns are the same to a human eye, the long lived gnomes see them as identifying the wearer. All humans look alike to gnomes so they will likely end up calling the wear by the name of the one who the broach was originally gifted to.

## Rock Gnomes

**Power Level:** Good Minions

Group of 4

- **Skin as hard as rock (p)**

**Strength: 3 Knowledge: 2 Persuasion: 1**

### Attack:

Fist WR +3

**Languages:** Terran, Latin, German

These are a slave race to the gnomes, standing only 2 feet tall they have the same looks as a gnome but are more social and open to contact with humans. They are used to translate between the gnomes, as heralds between the Prince and the King and perform mostly mundane tasks when not involved in their role as diplomats.

## King Karabur

**Power Level:** Earth Elemental **Size:** 1

### ASPECTS

- **Made of hard Rock (p)**
- **Slow and Ponderous**
- **King of the Gnomes under the Mountains**

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	1	Craft	3	Deception	0
Strength	5	Knowledge	2	Empathy	0
Endurance	7	Reasoning	2	Persuasion	2
Perception	1	Willpower	2	Resources	2

**Physical Stress:** 12 **Mental Stress:** 4 **Social Stress:** 4

**Languages:** Terran, Latin

### Stunts:

**Dazing Blow:** By spending a FP just after performing a melee attack that dealt stress, you may roll your Strength (contested with the target's Endurance), as a free action. If you succeed, you may place a "**Dazed**" Aspect on your foe. As with most temporary Aspects, the first person who invokes or compels this Aspect can do so for free. Each turn thereafter, the victim can make an Endurance roll (Diff: 2), as a free action, to remove the Aspect.

**Forced Advance:** As a free action, as part of any melee attack in which you generate Spin, you may make an opposed Strength (+ Size) roll against your opponent. You gain a +2 bonus on this roll. If you succeed, you may force your opponent into an adjacent zone. You may choose to go with him, or stay in your current zone.

**Hard Style:** Your fists are as hard as stone. Your fists and feet gain a Weapon Rating of +2.

**Craft Item of Power:** Any item that is crafted by the gnome king can bypass any resistance, even bypassing curses and prophetic immunities e.g. "**No man can kill me**"

**Immune to Stone and Metal:** They are creatures made entirely of stone and metal and hard crystal gemstones. They are almost immune to the effects of metal or stone weapons that have no enchantment upon them. This gives them a higher (AR)

**Weakness:** They are literal creatures and do not understand lies and deceit, they have no concept of anything other than the logical meaning of the words. Any mental damage dealt to them from a deceit attack is doubled

**Weakness:** They take double damage from solvent type hazards.

**Armour:** Natural: AR -3 (-8 against stone and metal weapons)

**Fists:** WR +3

## Description & Tactics

### Description

The king takes on the standard form of a gnome; however, he stands as tall as a troll, almost 9 feet tall. His stony skin is shiny jet black, like looking into a black mirror made from obsidian. Unlike other gnomes he has facial features and has learned to speak Latin from the wizards.

### Relationships

The king has several children, a complex process for gnomes that involves matching of vibrational harmonies and shedding some of their form. The most dynamic relationship for the king is with his eldest son Prince Volgorond. The prince inhabits the upper levels of tunnels under the hills and represents a more open and social aspect of the gnomes, interacting freely with the human wizards and even wearing items, like broaches and armbands. The king and his son bicker endlessly about the exposure of the gnomes to the upper world and entertaining such things as guests. It finally came to war several years ago and now the battle lines have been drawn.

His other children are: Prince Vaporol, Duralol and Princess Wisel-tol all who remain loyal to their father and fight in the battles.

While he takes audiences from the wizards who have the gnome friend broaches, he also demands a tribute from them for the audience. This is usually in the form of gemstones of some kind, value is not too important he like to see quantity, even quartz is acceptable here. He has been known to give out boons to certain wizards to do him favours.

The king is advised by a council of twelve gnomes. The council is chosen from gnomes who have very dramatically different vibrations. It is when they are all in harmony that they speak to the king upon their advised course of action. They are more like oracles who collectively give their weal or woe to a possible situation or choice.

### Goals

He does not want to fight with his son, however he does not understand his sons viewpoint and so no reconciliation can come as long as the misunderstanding is extant. He sends his gnomes to fight and accepts the casualties on both sides, hoping that his far greater numbers will eventually mean his son gets bored and gives in.



## The Mark of King Karabur

This is carved into a green diamond and then inset into the stone cavern walls where the territory belongs directly to the king. Any items that have been made by him with also bear this symbol.

## Prince Volgorond

**Power Level:** Earth Elemental **Size:** 0

### ASPECTS

- **Made of hard Rock (p)**
- **Slow and Ponderous**
- **Prince of the Gnomes under the Hills**

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	1	Craft	3	Deception	0
Strength	4	Knowledge	2	Empathy	0
Endurance	6	Reasoning	2	Persuasion	2
Perception	1	Willpower	2	Resources	2

**Physical Stress:** 10 **Mental Stress:** 4 **Social Stress:** 4

**Languages:** Terran, Latin

### Stunts:

**Dazing Blow:** By spending a FP just after performing a melee attack that dealt stress, you may roll your Strength (contested with the target's Endurance), as a free action. If you succeed, you may place a "**Dazed**" Aspect on your foe. As with most temporary Aspects, the first person who invokes or compels this Aspect can do so for free. Each turn thereafter, the victim can make an Endurance roll (Diff: 2), as a free action, to remove the Aspect.

**Forced Advance:** As a free action, as part of any melee attack in which you generate Spin, you may make an opposed Strength (+ Size) roll against your opponent. You gain a +2 bonus on this roll. If you succeed, you may force your opponent into an adjacent zone. You may choose to go with him, or stay in your current zone.

**Hard Style:** Your fists are as hard as stone. Your fists and feet gain a Weapon Rating of +2.

**Craft Item of Power:** Any item that is crafted by the gnome king can bypass any resistance even passing curses and prophetic immunities e.g "No man can kill me"

**Immune to Stone and Metal:** They are creatures made entirely of stone and metal and hard crystal gemstones. They are almost immune to the effects of metal or stone weapons that have no enchantment upon them. This gives them a higher (AR)

**Weakness:** They are literal creatures and do not understand lies and deceit, they have no concept of anything other than the logical meaning of the words. Any mental damage dealt to them from a deceit attack is doubled

**Weakness:** They take double damage from solvent type hazards.

**Armour:** Natural: AR -3 (-8 against stone and metal weapons)

**Fists:** WR +3

## Description & Tactics

### Description

The Price takes on a less standard form of a gnome, he has more humanoid features and has manifested eyes, a nose and mouth. He stands as tall as a troll, almost 9 feet tall. His stony skin is a dull and powdery and light grey in colour. He does not speak directly to humans though he can do this. He prefers to use his rock gnomes as translators, enjoying the ability to make fun and poke insults at them.

He wears a magical monocle in his left eye, a gift from one of the wizards that allows him to see in light rather than vibrations allowing the perception of colour. He also carries an ebony walking stick and wears a cloth cap. Though these are not magical. He has quite a comical appearance.

### Relationships

The war with his father does not disturb him, he feels that the old ways are dying and the Gnomes must adapt or be destroyed as the humans dig ever deeper for metals and stones.

While he takes audiences from the wizards who have the gnome friend broaches, he also demands a tribute from them for the audience. This is usually in the form of earth based essence of some kind, it is not known what purpose he has for this,

Adventurers who wish to see the gnome king must past through his realm. He has no issues with this letting them pass freely if they wear the gnome friend broaches. However if they do not ask permission and offer him tribute they might find their return to the surface is blocked at every turn by the Princes angry soldiers.

### Goals

He want to defeat his father and make the gnomes a power in the upper world, having humans come begging to them for their metals and stones.



## The Mark of Prince Volgorond

This mark is carved into a Yellow Sapphire gemstone and then inset into the cavern walls of the territories that belong to the prince. Also any items that he makes will also bear this symbol.



## The Mark of Prince Vaparol & Duralol

This mark is carved into a red ruby gemstone and then inset into the cavern walls of the territories that belong to the princes. Also any items that they make will also bear this symbol.



## The Mark of Princess Wiseltol

This mark is carved into a purple amethyst gemstone and then inset into the cavern walls of the territories that belong to the princess. Also any items that she makes will also bear this symbol.

Gnomes have no gender as such, they distinguish sex by vibration rather than any physical make up of the gnome. To the human observer the gnomes are tough to tell apart with only royalty and higher nobility exhibiting physical traits that could mark them apart from any other gnome.

magical essence and bringing it to life. As the new creature consumes crystals it grows and becomes a full sized gnome in around 50 years. However, responsibility or the choice to fight are not allowed until the gnome has reached 100 years and some sort of intelligence and maturity.

Reproduction is vibratory, they find their vibrational harmonic partner. Then both give up part of their crystalline form imbuing the crystal with some of their

A gnome's total life-span is unknown, it could be immortal.





## Forest of The Tuatha de Paeanan

These have a similar feel to them as the great southern forest though something about them feels old and unnatural. They are dryer than the great southern forest and the ground is littered with debris from the deciduous wood fall. The forest is scattered with winding trails cut through the forest made by the fey tribes.

These fey are more civil than those in the great southern forest and are welcoming to visitors; though they are still in a tribal technological state. They worship the giant Braevag as a god and revere statues of him in their sacred groves. They are very in tune with the forest and the local nature spirits.

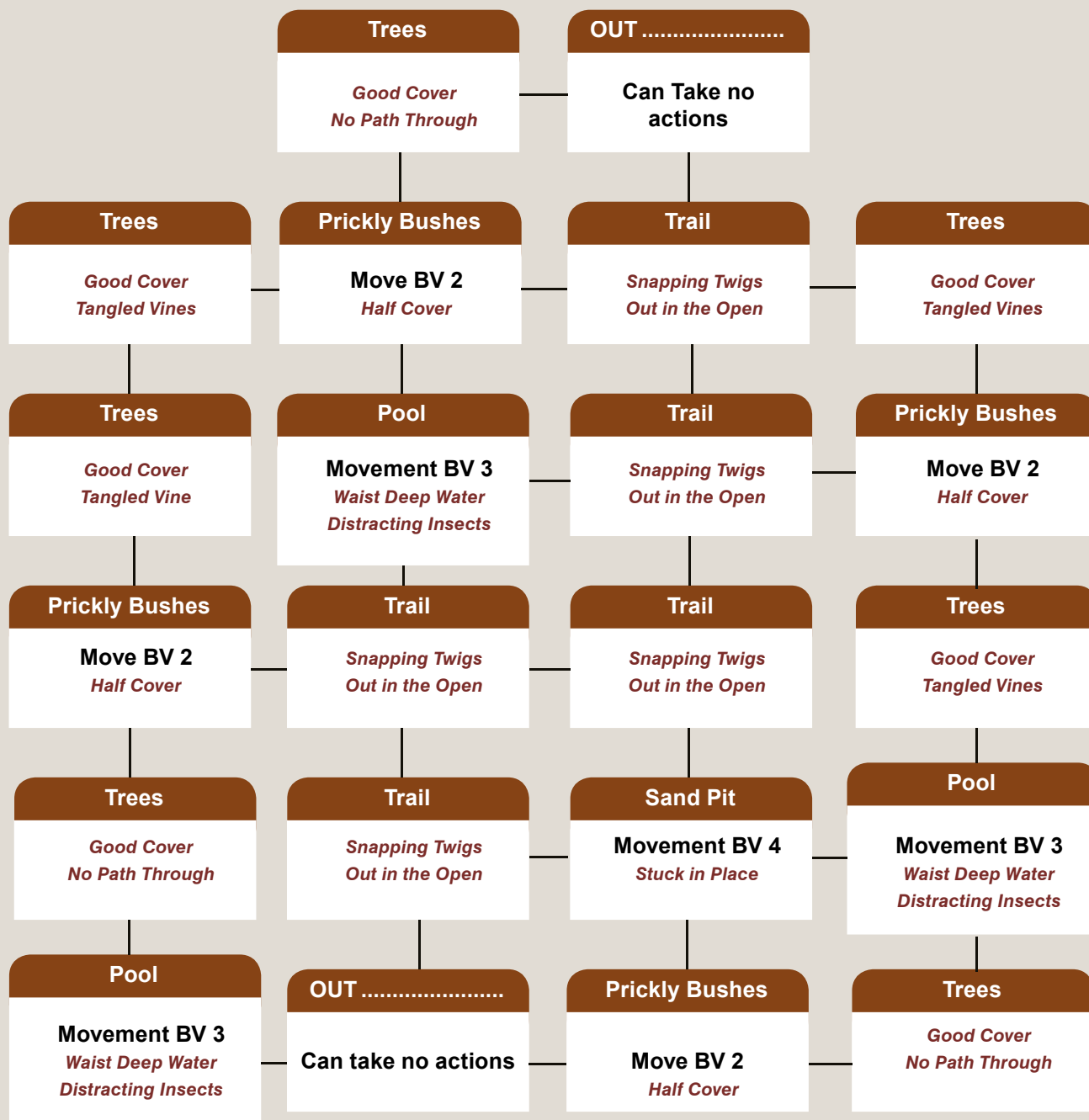
The forest is replete with beautiful lakes and streams and rivers and life is abundant everywhere. They use these rivers and streams as fast travel through the forests, using boats made from the leaves of the giant trees.

There are stands of trees in the forest that grow to massive size, some of them up to 600 feet high and as wide around as a city block. This is where they make their homes. Each tribe has a claim to a stand of giant trees and they live in platforms that hang in the branches of the trees. Access to the platforms is via a wooden counterbalance elevator system.

Their hierarchy is matrilineal with the eldest woman of the tribe taking charge of decisions for the group and she is advised by a shaman. The position of shaman is passed down in the same family son to son. They have some magical powers all of which are based around plant and animal magic, though some more powerful shamans can use elemental magic or weather control. Shape shifting into animals is a common talent most have.

They share many of the same threats.

## Sample 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.

# Threats

## Tuatha Fey

**Power Level:** Expert Monster **Size:** 0

### ASPECTS

- *Fey Warped Barbarian*
- *At home in the wild*
- *Fleet of Foot*
- *Friendly and Welcoming*
- *Empathic Creatures (p)*

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

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

**Fate Points:** 5

### Stunts:

**Sure Footed:** +2 Bonus to overcome movement blocking values in difficult terrain

**Empathic:** They can make an Empathy assessment as a free action on meeting a character, any success vs Willpower gives info on one of the characters aspects. 5 shifts or a critical success and two aspects are revealed.

**Armour:** Animal Hides AR -1; 3 stress boxes.

**Bone Long Spear:** WR +3 *"Long", Huge (p)"*

**Sling:** WR +1 Rng 1 *"Slow Firing" (p)*

## Tuatha Hunting Party

**Power Level:** Average Minions

Group of 4

- *At home in the wild (p)*

**Strength:** 1

### Attack:

Spear WR +3

Sling: WR +1 Rng 1

## The Great Southern Forest

*Noisy trails*

*Pungent trouble causing berries*

*Easy cover*

*Snagged and pulled at by twisted vines*

*Distracting hover flies.*

## Description & Tactics

### Description

They are taller than their wild cousins, standing on average 5'6" and some topping 6'. Their skin is pure white like a blank sheet of paper and their frame is skinny and sinewy. They have long white hair, most wearing it down to their butts. Their faces are V shaped with little in the way of a nose and only a small slit for a mouth. Their eyes are overly large and a bright sapphire blue, almond shaped and wrap around their heads giving them excellent vision.

While they look very different, they have a regal, friendly aura about them, that makes one feel welcomed and at home.

They dress in tunics made from a close woven cloth and dyed in the colours of the forest. They have long cloaks that are made from the brightly coloured feathers of the local birds, while inside they are lined with the same forest coloured woven cloth. They walk barefoot, claiming connection to the earth to be important to their hunting ability.

### Relationships

The Tuatha consider themselves the children of the giant Braevag, who they believe created them. They bow their heads upon mention of his name. At the start of the game the wizards of Reedwater have not had any contact with these tribes.

They have had many contacts with the wild tribesmen and water trolls and would rather push these back than destroy them, only using lethal force where it is necessary. Their hierarchy is matrilineal with the eldest woman of the tribe taking charge of decisions for the group and she is advised by a shaman. The position of shaman is passed down in the same family son to son. They have some magical powers all of which are based around plant and animal magic, though some more powerful shaman can use elemental magic or weather control. Shape shifting into animals is a common talent most have.

### Goals

Live by the laws of Braevag



## Tuatha Fey Shaman

**Power Level:** Expert Monster **Size:** 0

### ASPECTS

- *Fey Warped Barbarian*
- *At home in the wild*
- *Fleet of Foot*
- *Friendly and Welcoming*
- *Empathic Creatures (p)*

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

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

**Fey Affinity:** 3

**Fate Points:** 5

### Stunts:

**Sure Footed:** +2 Bonus to overcome movement blocking values in difficult terrain

**Empathic:** They can make an Empathy assessment as a free action on meeting a character, any success vs Willpower gives info on one of the characters aspects. 5 shifts or a critical success and two aspects are revealed.

**Armour:** Animal Hides AR -1; 3 stress boxes.

**Bone Long Spear:** WR +3 *"Long", Huge (p)"*

**Sling:** WR +1 Rng 1 *"Slow Firing (p)"*

**Shape Change:** With a roll of Affinity Dif: 4 stress from failure goes to mental track. On a success the shaman can rearrange his skill block for his physical skills, spreading a pool of extra levels equal to his affinity score. Each is score limited to double its original value. He also gains a persistent aspect that describes his new animal form. *"Large wolf", "Hummingbird"* etc. Almost a quarter of the Tuatha can do this trick, however they must spend 2 fate points and as they have no affinity score do gain the pool of skill points to increase their physical skills. Duration is for the scene.

**Note:** Any flight gained is Slow and Uncertain.

**Entangle:** Roll affinity Dif: 4 with stress from a failure going to the mental track. Make an attack roll dif: 1 you can place the aspect *"Tangled in Vines (p)"* in a zone with a Blocking Value equal to the shifts you gain. Spin can be spent to affect multiple zones per spin.

**Strangle Snare:** Roll affinity Dif: 4 with stress from a failure going to the mental track. Attacks with his fey Affinity range 1 zone WR +4 and each round thereafter the target takes three points again from constriction. He can't use this attack again until the target is released or escapes - Strength vs fey Affinity,

## Trapper Beast

**Power Level:** Mythic Monster **Size:** 1

### ASPECTS

- *Super Perception*
- *At home hiding beneath the sand*
- *A true mimic*
- *A creature of Arcadia*
- *Lightning fast attacks*
- *Work in Pairs (p)*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	6	Craft	0	Deception	3
Strength	4	Knowledge	1	Empathy	-2
Endurance	4	Reasoning	0	Persuasion	1
Perception	5	Willpower	1	Resources	-

**Physical Stress:** 8 **Mental Stress:** 1 **Social Stress:** -

**Fate Points:** 5

### Stunts:

**Alternative Movement:** Can move through soft sand at normal movement rates.

**Enhanced Senses:** Is able to sense movement through its tentacles even if it's eyes are covered as long as a tentacle has line of sight he can see.

**Armour:** Natural Shell AR -4

**Tentacles:** WR +2 **Range 1 Zone;** on an agility attack that succeeds with spin he may roll Strength vs Defenders Strength or Agility. Any success and the target has the Aspect *"Bound (p)"* and is pulled one zone

**Warping Aura:** They gain the aspect *"Out of phase with this reality (p)"* tag for bonuses in defence and hiding

**Bite:** WR +4

## Description & Tactics

### Description

They are the size of a mule but have the sleekness of a tiger and shiny black fur. They are well muscled and agile. They have four tentacles each ending in a human like hand and where the wrist would be is an eye and a mouth.

### Tactics

They hide under the sand of the sand pits and leave one or two of their tentacles exposed from the sand. When they spot a passerby they mimic a call of someone in need of help. When the unsuspecting person comes close to render aid, they use their tentacles powerful pull to drag them to their doom. They will take large prey, larger than themselves and try to suffocate it under the sand. If things go wrong then they will leap out of hiding and attack directly coordinating their attacks with their aspect *"work in pairs (p)"*



### Treasure

As the favourite tactic of the Trapper is to take their prey under the sand, this is where the treasure lies. All that remains are the metals and hard objects, other items are chewed and destroyed. Things like arms and armour, gemstone and metal remnants from shoes or buckles and jewellery. It could take the group some time to dig out the treasure buried in the sand; as with all sand pits they have a nasty habit of back filling as you dig.

**To find Treasure in the sandpit** Endurance Dif: Good +3; Time 1 day

= The character dig and find some old pieces of armour: Treasure Parcel +1

**1 Shift:** The characters find good quality armour: Treasure Parcel +3

**2 Shifts:** The character find excellent quality arms and armour: Treasure Parcel +6

**3 Shifts:** The character find gemstone along with casket of coins: Treasure Parcel +7

**4 Shifts:** The characters find good quality jewellery, gemstones and coins: 2 x Treasure Parcel +7

**5 Shifts or Critical Success:** The characters find a Treasure parcel +6 in coins and a magical item (game master fiat)

### Parliament of Owls

**Power Level:** Average Minions

Group of 8

- *Silent Hunters (p)*

**Strength: 3 Agility: 3**

**Attack:**

Beak WR +2

Talons WR +2

### Description & Tactics

#### Description

These are Fey Hyena Owls, they make the same noise as a hyena rather than hooting. They hunt in pack often as many as 20 or more. They will have a go at taking down any sized prey. They are masters of attacking from surprise and they can fly totally silent, only making their harpy like laugh while they are pecking and clawing at a prey beast.

# The Paeanan Mountains

The mountains rise steeply to a height of about 9,000 feet with many stoney plateaus and caves, gorges and mere lakes. They are quite beautiful all year round whether covered in green or snow. The steep slopes mean that scree falls are common as are avalanches in winter; often sending tons of rocks and snow down into the valleys bellow.

Sound here echoes around the canyons and gorges and even a personal conversation can be heard miles away. Often a group will hear strange things on the wind, sounds that originated miles away. The warping effect of the fey essence here also adds to this, often changing the words and meanings slightly. This can happen as little as a hundred yards away; beware taking offence at an insult it might just be the trick of the wind.

Daytime can be short up here and the sun winks out without warning, it's better you have your campsite set up in time or you could be stuck in the dark with no fire and nowhere safe to sleep. As well as this the mountains are prone to very low cloud cover reducing visibility down to zero and leaving everything wet.

One constant companion in the mountains are the fey goats, two legged, large horned acrobats who seem to defy gravity with their climbing prowess. Even the slightest nick in the rock wall and one of these can stand on it and eat its lunch in comfort. Trying to hunt these for food is problematic, they are skittish and bolt as soon as they feel threatened. Even the best hunter can only hope to get a shot off at Max range. If you are lucky enough to kill one they make excellent eating with a sweet fatty meat.

Hidden around the mountains in secluded vales, caves and gorges are ancient fey ruins, homes to portals that can send you anywhere on earth and even farther if you have skill, perhaps to the heart of Arcadia itself.

Activating and controlling these portals can be difficult proposition even dangerous if the wrong people find out you are using them. Braevag in particular is picky about who he lets use his portals. The Gnomes have their portals guarded jealously and any who enter or emerge from them are attacked unless they wear a broach to indicate they are friends to the gnomes.

The air around the mountains is the home of the Griffin a mighty beast who is a consummate hunter, happy to snatch a mule or a person from a cliff and take them aloft to the eerie on the highest of peaks. They are said to lay eggs of gold or guard some great fey treasure.

The wizards of Reedwater have not explored this area at all and have knowledge only of the portals that the gnomes have shown them.

The king of the mountains is the giant Braevag, a huge beast of a man standing some 30 feet tall in his white robes, armed with a club and mighty compound bow loaded with arrows of pure gold. The wizards have had dealings with him and used to trade salt and pepper with him for his black maggots that grow in his corpse garden. However, a misunderstanding turned violent and resulted in the (possible) death of the head of the guild and the retreat of the remaining wizards. They have not since tried to bargain with the giant for fear of their destruction.

While the wizards of the guild are incredibly powerful, when fighting the giant they have to contend with a very high level of warping essence in the area (superb +4). This means that their spells tend to backfire in horrific manner; causing self harm or even winking them out of existence or transporting them deep into strange and unwelcoming Arcadian lands. This gives the giant a great advantage over them, his strength and size can crush even a hardy fighter in a single blow.

## Sample 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.

## The Paeanan Mountains

*Shifting words on the wind*  
*Obscuring Mist*  
*Ankle breaker rocks*  
*Death from Above*  
*A maze of twists and turns.*

# Threats

## Griffin

**Power Level:** Mythic Monster **Size:** 1

### ASPECTS

- *Legendary Beast*
- *Half-Lion Half-Eagle*
- *Flying Steed*
- *I'm Delicious*
- *Strong Sense of Smell*
- *Smart But Excitable*
- *Guardian of Fey Treasures*
- *Vicious Raptor Claws (p)*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	7	Craft	2	Deception	1
Strength	7	Knowledge	2	Empathy	2
Endurance	4	Reasoning	2	Persuasion	2
Perception	4	Willpower	1	Resources	-

**Physical Stress:** 11 **Mental Stress:** 4 **Social Stress:** 2

**Fate Points:** 5

### Stunts:

**Alternate Movement:** Fast and Accurate flying speed

**Fly By Attack:** The Griffin can hustle 2 zones and make a single talon attack against any target he has passed by without penalty.

**Legendary Beast:** +3 to attacks with his talons

**Swift:** The Griffin can make a supplemental move and does not take a penalty on his action

**Talons:** Attacks with +10 WR +3

**Bite:** WR +2

## Cockatrice

**Power Level:** Mythic Monster **Size:** -1

### ASPECTS

- *Legendary Beast*
- *Beak on a long neck*
- *Aggressive Bird*
- *Afraid of Roosters*
- *A trick of the gods*

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

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

**Fate Points:** 5

### Stunts:

**Night vision:** They suffer no modifiers for sight in dark conditions.

**Legendary Grace:** A cockatrice uses it's agility to attack and gets a +3 to peck with its beak.

**Stealthy:** They get +2 on the rolls to sneak up on people.

**Immune:** Metal and stone weapons have no effect on them

**Talons:** WR + 1

**Peck:** WR +2

On any hit, may spend a fate point to place the aspect "*Petrified (p)*". This can be downgraded with a +6 Fantastic Endurance check as an action, to "*Petrified*" and a second successful check action removes the aspect.

# Braevag The Giant

**B**raevag the Giant is a crucial element to the magic of the island, it is his power that actually makes the island possible and drives all the life that inhabits the forests, mountains, marshlands and hills. By now you might have guessed that Braevag is no ordinary giant, he is in fact the fey representation of the god Apollo. But don't let the players know that.

As the worship of the Greek and then the Roman pantheons withered so did the aspect that is Apollo, until today in the Christian world he is reduced to a fey creature; although an incredibly powerful one. His original given name was Paean that became the Apollo much later and he may even have been part of the much earlier family of Sumerian gods.

The various fey on the island are his children, the monsters such as the trolls and other dark evil creatures are the spawn of his cousin, Balor of the eye. Once the barbarian wild fey tribesmen were calm and peaceful but they were corrupted by Balor. That's when Braevag created his other children, who call themselves Thuatha de Paeanan "The Children of Paean". Now Braevag uses the wild tribesmen as food, hanging them in his garden until their meat becomes ripe and gamey and they fall from the ropes.

No one knows why Braevag allows Balor to exist, it is certain that he could destroy him; should he chose to do so.

When meeting new folk, Braevag can shrink his form down to that of an ordinary mortal should he chose to do so. Or he can pretend to be a dullard giant with little wits. Whatever makes the most sense for him to gather information about who he is dealing with.

Braevag has a deep love for the fine art of things: cooking, architecture, art, music, hunting etc.

## Braevag the Giant

**Power Level:** Legendary Monster **Size:** 0 or 2

### ASPECTS

- *Ancient God of Truth and the Sun*
- *A Deep Love of the Finer skills*
- *Oracle of the Future (p)*
- *Lived through many Empires*
- *Illuminated (p)*
- *Healer of the Human Condition*
- *The Wolf in Sheep Clothing*
- *Son of Zeus and Leto brother of Artemis called Diana*
- *Muse of the Bards*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	4	Craft	5	Deception	3
Strength	4(8)	Knowledge	5	Empathy	4
Endurance	8	Reasoning	2	Persuasion	5
Perception	4	Willpower	2	Resources	2

**Physical Stress:** 12(16) **Mental Stress:** 4 **Social Stress:** 7

**Fey Affinity:** 8 **Fey Affinity Stress:** 10

**Fate Points:** 5

### Stunts:

**Growth:** Roll fey affinity Dif: 6. He grows to size 2 (30 feet tall) and gains +4 strength and +4 WR added to his weapons.

**Cast Sunbeam:** Roll affinity Dif: 6. Make an attack roll (range 8 zones) with Affinity vs Agility. The target must spend a fate point for each shift of success against him or be taken out.

**Armour:** Animal Hides AR -1; 3 stress boxes.

**Large Club:** WR +3 (+7) *Huge (p)*

**Compound Longbow** WR +4 (+8) **Rng 2 (4)** *"Slow Firing (p)"*

**Golden Arrow of Slaying:** If he decides to use this arrow then any shifts scored against a target must be countered with the expenditure of a fate point. If they can not offset all of the shifts then they are taken out.

**Shape Change:** With a roll of Affinity Dif: 4. On a success the giant can rearrange his skill block for his physical skills, spreading a pool levels equal to his affinity score. Each is score limited to double its original value. He also gains a persistent aspect that describes his new animal form. "Dragon", "Titan" etc. Duration is for the scene. **Note:** Any flight gained is Slow and Uncertain.

**Entangle:** Roll affinity Dif: 4 Make an attack roll dif: 1 you can place the aspect *"Tangled in Vines (p)"* in a zone with a Blocking Value equal to the shifts you gain. Spin can be spent to affect multiple zones per spin.

**Warping Aura:** Roll Affinity Dif: 4. He gains the aspect *"Out of phase with this reality (p)"* tag for bonuses in defence and hiding

## Description & Tactics

### Description

He has a golden skin that seems to glow in the sunlight and his muscles are as ripped as a bodybuilder. He has blonde curly hair and bright green eyes. As a human he stands 6 feet 2 inches tall but in his giant aspect he stands 30 feet tall. He wears animal skins when out hunting and gathering, however he prefers his white robes when at his home, reading and drinking wine that he makes from the potent fruits of the island.

He always carries with him his large club and his bow and arrows. As well he can often be seen with a large leather bucket, he uses this in his giant form to pick up and transport the bodies of the fey wild barbarian fey he has slain.

### Relationships

He is worshiped as a god by the Tuatha and hated as an enemy by the wild barbarian fey. His relationship with his evil cousin is unknown, he allows him to live and create his spawn yet he stands for the opposite of everything Balor does.

He used to have a cordial relationship with the wizards of Reedwater, showing them his created **Dullard Giant** aspect. Though after they cheated him out of his salt and pepper, bringing him instead mustard seeds and chalk; he has banished them from his garden.

He will soften if shown skills in a craft, such as cooking or architecture. He enjoys the crafts when they are practiced with uttermost care and attention to detail, a Zen like care and attention even.

If he is entertained, either by cooking or a decent conversation about architecture and art he will slowly warm to them and show them his real aspect as a giant of class and culture.

Any betrayal is dealt with by the use of extreme violence.

**Note:** Unbeknownst to the wizards of Reedwater, the head of their guild Magus Frederick Einestorm is not dead, Braevag has him locked up in a cage and is teaching him a lesson.

### Tactics

Braevag is not one to kill the little folk (humans) who have shown the potential to change. Also the little folk who his father created are beyond his control and he gives them every chance, only if he feels that he is going to be defeated by a human will he use a slaying attack.

Other creatures, those he has created or those of his cousins creation he has little empathy for and would destroy them as easily as we squash a bug.

### Goals

He has seen the future and his existence is one that can only be maintained on the island with the followers he has created. His time of power and glory have gone. If he can gain the respect and ear of a wizard or two, those who are honest and trustworthy; then he would be happy.

If he can make them understand that they are all one creation, and harm to one is harm to all; even oneself. Then he will be happy; however, he has seen the future and the wars and he cries at night over those good souls who are to be no more.

# The Magi of Reedwater

## 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 gets +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 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.

## Magus Eveline

**Power Level:** Mythic NPC **Size:** 0

### ASPECTS

- *A mage amongst the ordinary folk*
- *Secret component of the Cathar Heresy*
- *Civilisation is a disease of the infernal*
- *Hunter of Demons*
- *Lady of the Noble house Wittelsbach*
- *Natural born leader*
- *Believer in the St Augustine method of delivering sermons*
- *I use my good looks as a weapons against men*
- *A student of many divinities*
- *Mistress of the hidden blade*
- *Absolutely stunning (p)*

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

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

**Arcane Affinity:** 6 **Arcane Stress:** 9

**Fate Points:** 9

### Stunts:

**The Strike of the Assassin:** Fast and Accurate she can spend a fate point to make an attack with a weapon as a free action out of turn, dealing double the WR of the weapon.

**Flashing Blades:** She is adept at using her speed and accuracy with her blades to parry incoming melee attacks. She gains an Armour Rating equal to the weapons WR but this AR does not stack with any armour being worn.

**Counterstrike:** If she gains spin when she defends against a melee attack she can spend a fate point to make a melee attack as a free action immediately after and also gains the bonus for the +1 spin and the +2 for the fate point spent.

**Saber-toothed Dagger:** She can spend a fate point to bring this into the scene.

WR +4, RNG 1 zone thrown; *"Small", "Armour Piercing (p)"*

**Golden Tunic:** She can spend a fate point to bring this into the scene. She gains the Aspect *"Resistant to damage (p)"*

**Con Artist:** She can substitute Deception for Empathy when reading a person to find Aspects and can do so as a free action after only a few moments with her target.

**Cats Grace:** She can use Agility to make Melee attacks.

**Look of Eagles:** She can spend a fate point to give off a particular aura depending upon the situation. She can choose from one the following for each fate point spent: -

*Aura of Command (p); Aura of Trust (p); Aura of Seduction (p); Aura of Mystery (p)*

**Regeneration:** Her body recovers from wounds at an accelerated rate reducing the time to heal by 2 time steps.

**Shape Shift:** For a fate point she can take the form of any creature she has seen, even mimicking the likeness of others. The change will last for the scene and may be extended with the further expenditure of fate points or appropriate essence.

In her new form she can re-assemble her physical skills by adding up the total and adding 6. She then redistributes this pool of skill levels amongst her physical skills to represent her new form.

She can not have a single skill above level 6

She can also spend points from this skill point pool to buy these advantages: -

2 points: Grow to size 1

2 points: Alternate movement

2 Points: Up to WR +4 in personal claws, bite etc.

2 Points: +4 to deception when mimicking a real person

**Beam of Fire:** Roll Affinity Dif: 4 to activate. Make an attack roll with affinity vs Agility Range 1 zone, WR +0

**Zone of Truth:** Roll Affinity Dif: 4 to activate. She places an aspect on a zone *"Must tell the Truth (p)"*

**Curse the Mortal:** Roll affinity Dif: 4 to activate. Make and attack roll with affinity vs Willpower or Endurance. With a success she may place any aspect on the target and this is persistent. Her favourites are *"Stuttering Buffoon (p)"*; *"Can't stop sneezing (p)"*; *"Asleep all the time (p)"* or for those she truly hates *"Always unlucky (p)"*



## Description & Tactics

### Description

"No greater beauty could hide such a devious mind" was her fathers quote as she was growing up. Trouble followed wherever she went. Her powers of wizardry came later but she had innate abilities that could ruin a person if on her wrong side. Early on she was sent to an abbess to have her put under some sort of control.

She is so very beautiful with long dark hair, or blonde, or red or whatever she likes. Her shape and form can change at will. She likes to keep her form constant at the guild and many have no idea she can take alternate forms and mimic anyone.

### Relationships

She likes to play all the sides and tends to be living on that fine knives edge of Frenemy, someone who does things that are almost in your best interests but it seems that she comes off better for it than you do.

All of the wizards at the guild like her and think that she has excellent ideas and a go get it attitude. She is often out and about looking for items, books, adventures and ideas for new forms and magical spells.

### Tactics

Infiltration, spying, sudden and unexpected attacks, seduction and intrigue are all her first call for tactics. If she can make her opponent think that it was their fault and their idea then so much the better. She likes to send her enemies to their graves with a smile and still thinking that she was their friend or lover.

When all else fails she is quite adept at looking after herself. A sabre toothed tiger is her favourite combat form to take and she has got used to pain and knows that she heals so much faster than other mortals; allowing her to dive into combat without fear.

Her daggers are used when she feels that revealing her shape shifting form might be a disadvantage, alternatively she can fire off some bolts of fire or curse them and walk away.

The guild has a tavern at its recreational heart, where the men at arms and servants take ale and tell tales. It is also used for the meetings of the wizards. She and her "friend" magus Lena have cooperated in building the structure; however, it is Eveline who has dominant control over it's magical capabilities.

### Goals

She has come to understand that everything that his happening to the world is because of infernal manipulations. Her house and that of Brunswick have been infiltrated by powerful devils, who have a game afoot and are using the Holy Roman Empire as their chess-board. She is determined to root out this evil and make it and it's minions pay for what they have done.

Her father Adolf von Wittelsbach has told her that she has been promised to a powerful Baron as a bride. The recent news has sent her into a quandary. Is this her fathers decision or a ploy of the one of the devils to get her out of the game. She must find out which it is. Either does not fit with her agenda, she wants to remain free to adventure and advance her powers.

## Sabre toothed Tiger

**Power Level:** Animal **Size:** 0

### ASPECTS

- **Cunning Predator**
- **Invokes fear**

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

**Physical Stress:** 8 **Mental Stress:** 5 **Social Stress:** 7

### Stunts:

**Cats Eyes:** Ignores modifiers for dark conditions

**Sneaky:** She gets +2 to her stealth rolls to sneak up on prey

**Super Climber.** +2 on Strength rolls to climb

**Athletic Leap:** As a supplemental action can make a *Strength check Dif: 4* on success can leap into a zone two zones away. On a failure only shifts one zone.

**Armour:** Natural: AR -1

**Claws:** WR +1

**Bloody Maw:** WR +4



## Magus Wendolin

**Power Level:** Mythic NPC **Size:** 0

### ASPECTS

- *A mage amongst the fey folk*
- *Fey Blood runs through my veins*
- *At home in the feywilds*
- *Still mourns the death of her apprentice*
- *Child of Prince Damh*
- *Disrespect for Nature bring forth my ire*
- *My Arcane powers are weakened in the presence of the divine.*
- *The charming voice of the harpy*
- *The reflexes of a feral cat.*

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

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

**Arcane Affinity:** 4 **Arcane Stress:** 7

**Fate Points:** 5

### Stunts:

**Cats Grace:** Use agility in place of strength for making melee attacks.

**Masterful Acrobat:** Once per scene may make an agility roll and reduce any attacks damage by the number of shifts gained. She also gets a +1 bonus to make defensive rolls in combat and +2 to rolls such as climbing and tumbling etc.

**Grow:** Activate with an affinity roll dif:4 she becomes size: 1 and gains the following aspects *"Invoke my Giants Blood (p)"; Ancient Fey Powers (p)"*. In addition melee weapon ratings are doubled.

**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

**Light of the Seelie Court:** Activate with an affinity roll dif:4 Range 4 zones. A stream of bright golden light issue from her hands and spreads out striking her chosen targets. She may chose multiple opponents taking a penalty of -1 for each target. The light strikes with a WR +7 but only affects undead targets and does double WR against those undead who have a weakness to sunlight such as vampires.

## Description & Tactics

### Description

She is tall for a woman, standing almost 6 feet, her auburn hair flows down her back to her waist and is often just left to blow in the wind. Only when she is working on some magic does she make it tidy. She mostly wears green as this colour compliments her hair and goes well with her viridian eyes. She wears two daggers that are obviously of fey origin, and even a casual observer will know that she has the skill to use them. She spends the majority of her time in her quarters atop the giant daisy flowers she created that are tethered together with what looks like clouds; she uses these as walkways between the flowers. Other times she is off to the north talking and conversing with the pixies and nymphs that live there.

### Relationships

She feels sorry for the native wild fey who are hunted by the giant and offers them aid and assistance where she can or dares to. She would be happy if the giant dies, no essence source is worth the suffering that he brings.

### Tactics

She prefers to avoid conflict and keeps mostly to herself. If she needs to make a point she will say it once and then let it smoulder in her heart if no one listens to her.

If pushed into a corner and must defend herself she will use all of her spell power to do so in a destructive manner. She does not give quarter or yield leaving only the dead in her wake.

### Goals

Get the wizards and the fey to live in peace.



## Magus Sandor

**Power Level:** Mythic NPC **Size:** 0

### ASPECTS

- *A master of Ice and Cold (p)*
- *Praetorian of the Arcane Brotherhood*
- *Member of the Cabal of the Umbral Paradox*
- *Studied at the School of Boreas*
- *Always take the long road to revenge*
- *Slow and Calculated Speaker*
- *Watchful and studious of people*
- *A practiced and strong mind*
- *Always work from first principles*
- *A man of duty and honour.*

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

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

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

**Fate Points:** 7

### Stunts:

**Mind over Body:** Once per scene he can make a willpower roll and reduce the amount of stress from any attack by the number of shifts obtained.

**Windows of Opportunity:** He is especially adept at spotting windows of opportunity and striking when the time is right. Once per scene during a conflict he can make an assessment as a free action on one opponent.

**The Perfect Blow:** Once per scene when he gets spin from an attack he can ignore any armour rating against that attack.

**Master with a Spear:** He gets +3 to his attack rolls with his spear.

**Icy Daggers:** Activate with an affinity roll dif:4 Range 4 zones. A stream of large sharp ice shards issue from his hands and spread out striking chosen targets. He may chose multiple opponents taking a penalty of -1 for each target. The ice shards strike with a WR +9

**Falling Blocks of Ice:** Activate with an affinity roll dif:4 Range 1 zone up to 4 zones away. A storm of large blocks of ice falls from the sky and attacks everyone in the chosen zone. The ice blocks strike with a ER +6

**Freezing The Blood:** Activate with an affinity roll dif:4 and stays on for the scene or until dismissed. Everyone in his zone and out to 3 zones is subject to a hazard attack of +6 as the blood in their veins freezes.

**Steal all the Energy:** Activate with an affinity roll dif:6. Make an attack roll against everyone in his zone with affinity vs Willpower. The target is frozen in time a number of rounds equal to the number of shift he generates with the attack.

**Body of Flames:** Activate with an affinity roll dif:4 as a reaction. He can absorb damage he sustains from flames, fire or heat and use this damage as a battery to power his other spells. The battery has 8 stress and a full set of consequences that only he can tap, to give +2 or a re-roll to a spell activation or attack roll. Severe & Extreme consequence are (p) persistent. If he gets to defeated however his ability to absorb the energy is overloaded and he takes a physical defeated (p) consequence.

**Resistance:** He can pay a fate point and for the duration of the scene he is immune to any cold effects.

**Spear** +5 attack roll **WR** +3 **"Large"**

**Armour Chain** **AR** -2 4 stress boxes **"Bulky"**

## Description & Tactics

### Description

He is from Catalan on the Iberian Peninsula, with the classic olive skin and swarthy good looks. He came to the guild with his good friend Magus Frederick Einstorm and the founder of the guild, who sadly died at the hands of the giant.

### Relationships

He challenged Priamunda for the rulership of the guild but lost the battle and now bides his time. Verbally he does not hold his tongue about his feelings of how she runs the place. He will do anything he can to gain support from the new magi, although he is sure magus Priamunda will do enough herself to get disliked all on her own.

### Tactics

He is unsubtle in his approach to conflict, when the time for words is over he is happy unleash a freezing hell upon his enemies.

### Goals

He would rather anyone be in charge of the guild and is happy to listen to ideas to make that happen. He wont partake in anything that will jeopardize the safety of the guild or break his oath to the Arcane Brotherhood.



## Magus Enklil

**Power Level:** Mythic NPC **Size:** 0

### ASPECTS

- **A master of Anvil and Hammer (p)**
- **Agoraphobic and won't leave his cave**
- **Hardened skin of crystal growths**
- **I will prove the myth of the Philosopher's Stone**
- **First we prepare then we act**
- **Stench of the Troglodyte**
- **A cave filled with treasures**
- **Prestigious master from the Guild of Rome**
- **Studied the inner secrets of the Essence of Earth**
- **Cursed by Gnarus (Eveline) to silence (p).**

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

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

**Arcane Affinity: 5 Arcane Stress: 8**

**Fate Points: 5**

### Stunts:

**Alchemist:** Once per scene you can make a ranged attack on everyone in an adjacent zone with an explosive rating equal to 1 + your craft skill; resisted with Agility. Alternatively you can place a sticky aspect on the zone or target such as **"On Fire"** or **"Slick with Grease"** these have a hazard value equal to your craft skill. With the expenditure of a fate point you can make additional uses of Alchemist in the same scene.

**Crippling Blow:** Once per scene he can increase the WR of a melee weapon he is attacking with by +3 WR for one attack. He can choose after he rolls the dice. He can use this again in the same scene with the expenditure of a fate point.

**Maker:** He carries with him a tool roll filled with an abundant array of instruments and gizmos. Once per scene he can spend a fate points to use craft in place of another skill. He has to be able to have access his tool roll to do this.

**Enchant Magical Weapon:** He can craft any weapon of the period and give it a (p) Persistent aspect such as **"Armour Penetrating (p)"**, +1 to attacks rolls and +2 WR. Resource cost of Fantastic +6

**Enchant Magical Armour:** He can craft any armour of the period and give it a (p) Persistent aspect such as **"Damage Resistant (p)"**, +2 to AR rating double Stress Boxes. Resource Cost of Epic +7

**Summon Gnome:** affinity activation dif: 4 three gnomes appear in the following round and act on their initiative as he directs them. He always summons the same gnomes.

**Limp** - He has a **busted knee** and can't walk properly anymore

**Wimp** - He has always been the **weaker of the three brothers**

though wimp by Gnomish standards is still really, really strong

**Gimp** - He cocks his head to one side and **walks bent over** like his master, the irony of the name is not lost on the other wizards.

**Lance of Stone:** Affinity activation roll of Dif:4 with a range of 4 zones. He conjures a lance made of hard white diorite, it strikes with an attack roll of his affinity vs agility; WR +3. On a hit he can make an Affinity roll vs targets Strength. If he wins he throws the target 1 zone away from him, on spin he throws the target 2 zones.

**Large Enchanted Hammer:** +4 attack, WR +6 **"Armour Penetrating (p)"**

**Enchanted Leather Tunic:** AR -3 6 stress boxes **"Resistant to Damage (p)"**

## Description & Tactics

### Description

A large bear of a man, made to look smaller by his hunched over gait. He has a shaggy body covered in all manner and colour of crystals and his personal odour is rank, causing many to leave his presence instantly or wretch at the smell of it. He lives in his cave at the foot of the covenant and in there he has his quarters and lab. He works constantly on proving that the Philosopher's stone is a myth and unattainable. He is often aided in his work by three Gnomes he calls, Limp, Wimp and Gimp. They have suffered some damage at the hands of the giant: Enklil sent them to fight as his proxies as he is too afraid to leave his cave.

### Relationships

He is very dismissive of the other wizards, telling them to leave him alone in no uncertain terms; even shouting angry terms if that's what it takes. He only turns up to the most important of wizardly meetings.

He is happy to swap essence as he needs Earth based essence all the time for his research.

Eveline found out about the enmity between Enklil and Gnarus, Enklil has boasted about defeating Gnarus in combat, a pure lie. Gnarus has sworn to take vengeance upon Enklil, however can't find him as he never leaves his cave. Eveline had noticed the new journeymen having conversations with the taciturn and seclusive Enklil and feared that some collaboration was going on. So she mimicked Gnarus and tricked him into accepting a curse instead of combat in which he would have lost.

He has excellent relations with the gnomes and makes visits to the King, making sure to get permission from the prince so as not to get into trouble on the way out. His main motive is of course rare metals & secret forging techniques.

### Tactics

No one knows as he's always in his cave.

### Goals

To prove himself as a better researcher and maker than his master in Rome.

## Magus Wilhelm Alban

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

### ASPECTS

- *I shall find my soulmate*
- *Lived an Idyllic Life*
- *Take me Seriously!!*
- *Sucker for a pretty face*
- *Subtle practitioner of magic*
- *Trained by a Moorish Sword master*
- *The Son of my master is out to kill me*
- *Immolaterix Archmage of Fire is my friend*
- *Thinks he is a great judge of character*
- *Master of Thaumaturgy (p)*
- *Master of spontaneous magics (p).*

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

**Physical Stress:** 8 **Mental Stress:** 5 **Social Stress:** 5

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

**Fate Points:** 5

### Stunts:

**Deadly Grace:** May use his agility in place of strength for making melee attacks.

**Legend with a blade:** He gets +2 bonus to his melee attack rolls with a light weapon he is familiar with.

**Linguistic Expert:** French, German, Greek, Latin, Terran (language of the Gnomes)

**Magical Energy Trap:** Arcane affinity Activation dif:4. He gains an additional stress track of 10 boxes. The stress and consequence taken from magical damage are tracked on this instead of the normal track. This includes damage from things that are created magically, but not damage from existing things moved by magic.

**Magical Shield:** Affinity Activation dif: 4, he can erect a magical barrier that gives him an AR -6 against physical damage but does not protect against Explosive damage.

**See the Hidden:** affinity activation dif: 6 Make a roll on your affinity against a dif set by the game master depending upon the location, item, person, event being viewed. Each shift give a piece of information, the greater the number the more detail given.

**Heal the wounded** - Affinity Activation dif: 4. Make an affinity roll against the level of consequence to be removed. Minor 2; Major 4; Sever 6; Extreme 8. On a success that consequence is removed. If you get 5 shifts over or a critical success you can remove a lesser consequence as well.

**Longsword:** Attack +6 WR +4 *"Large"*

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

## Description & Tactics

### Description

Physical Description; 5'8", 150 lb., Blond Hair, Blue Eyes. He has a wiry build and angular striking features, fair skin tone. Born into a wealthy merchant family specialising in glass he has had a wonderful early life of privilege. He discovered a fascination for the art of sword fighting after witnessing an exhibition at a fair. He begged his father for a tutor, to learn the exotic Moorish scimitar and was allowed to include this in his studies.

### Relationships

He see's Magus Piramunder: and current head of the covenant as slightly unstable, issuing odd edicts that make little sense to him.

He has had almost no interaction with Magus Eveline, although he suspects she considers him beneath notice.

Magus Enkil: has at least spoken with him and entrusted him with an important task (getting a great sword tempered by the king of the gnomes) so he hopes to build on this trust in the future.

Magus Sandor: seems to act against type and does not rush in as Praetorian magi are sometimes want to do. Wilhelm may someday have need of his help in freeing a covenant that may have been over run by some ancient evil.

Magus Wendolin: is both flighty and rude, Wilhelm believes she may have had something to do with the entrapment of the original head of the covenant by the giant. She is not to be trusted.

Magus Novak: Wilhelm believes that this mage has made an honest attempt at friendship and is rather enjoying explaining the inner workings of the order to him.

Magus Lena: Wilhelm feels enormous sympathy for the plight of this wizard, cursed to remain forever young and unable to develop emotionally. Only able to live vicariously through inhabiting the bodies of other people. He hopes to one day help break this curse see this girl grow to maturity.

## Signet Ring of Hermes

**Defining Aspect:** *"Power from an ancient past"*

**Negative Aspect:** *"Flashy and Desirable"*

The ring is made from a dark orange gold and is set with a large piece of carved Lapis Lazuli and bears the symbol of Thoth. The central stone is surrounded with Diamonds and Sapphires. The whole piece is oversized and weighty.

**Magical Missile:** Fate point or Affinity Activation Dif: 6

A stream of invisible bolts stream from the central stone hitting multiple targets. Make an attack roll using either Affinity or Perception with a penalty to each roll equal to the number of targets. Each hit strikes with WR +3

**Preternatural Speed:** Fate point or Affinity Activation Dif: 6

You may take an additional action during an exchange. This can only be used once per exchange.

## Magus Piotre Novak

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

### ASPECTS

- *I strive to push the boundaries of magic*
- *I have memories of my past lives*
- *I forge my own reality*
- *I am greedy for life*
- *A skilled leader of men*
- *Enmity of the fey Queen of Air and Darkness*
- *Magic Item - Hand of the Queens Consort*
- *An ally in Dorando the Elder, Venetian moneylender*
- *Travelling with me is a logistical nightmare.*
- *Master of the Elements (p)*
- *Consigliere of The Arcane Guild of Reedwater*
- *Arcane prestige as ground breaking researcher*

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

**Physical Stress:** 7 **Mental Stress:** 5 **Social Stress:** 8

**Arcane Affinity:** 5 **Arcane Stress:** 8

**Fate Points:** 5

### Stunts:

**Philosopher of Magic :** Gains a +2 bonus to control events when critically failing casting a spell.

**Exceptional Lab:** He has a Fantastic level +6 magical workshop

**Touched by Mars:** He is a great leader of men and can make a persuasion roll to generate a pool of fate points equal to the number of shifts. These can be handed out to other players and last for the duration of the scene.

**Hardened to Physical Stress:** He gets 2 extra stress boxes for his physical track.

**Wall of Force:** Affinity Activation dif: 6, he can erect a magical barrier that gives him a blocking value to attacks equal to the shifts generated on an affinity roll. This is a wall and not a sphere so only works from one plane.

**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)"**

**The Body Beautiful** - Affinity Activation dif: 4. Chose a zone up to 5 zones away, all creatures in that zone gain the aspects **"Perfect (p)"** and **"Magically Charged (p)"** for the duration of the scene.

**Cloth of Steel:** Affinity Activation dif: 4. An item of clothing becomes magically enchanted and gains an AR -6 for the duration of the scene.

**Memories of Past Lives:** Affinity Activation dif: 6 Gain the aspect **"Memories from my life as a ###(p)"** where ### is a career.

## Description & Tactics

### Description

He is a large man with lots of thick black hair looking more like a bear than a person. His steel blue eyes have a wisdom and command to them that instantly tell people he is someone to be listened to.

Magus Novak was born to Arcane guild folk in the Russian Steppes, he was quickly apprenticed to Magus Arcanus Eldritch (a scholar who had retreated to Russia to escape the relentless grind of politics), once the bulk of his training was complete, Magus Eldritch took Apprentice Novak travelling, visiting obscure guilds and magis throughout Europe, after a number of years they returned to Russia and began a project with priests of Dažbog (A Slavic sun god). At the culmination of this work they were able to call down a solar beam, and temporarily increase the essence of the guild. Magus Eldritch was delighted with the results.

He travelled back to the Black Forest and secured a place at the Reedwater guild, where he became determined to prove, that belief and not rules can shape reality.

### Relationships

Magus Novak is careful to cultivate a neutral relationship with the fellow magi of Reedwater; however he harbours a certain amount of contempt for Priamunda for her pathetic attempts to drive wedges between covenant members. While he respects the awesome power demonstrated by Sandor, he currently views him as a magus who wants to reap the benefits of covenant life without actually providing anything back.

Magus Novak views Magus Lena as a dangerous but potentially ally, both magi appear to share a certain world view; however he has noted that left unchecked the magus with her dolls is not above trying a sneaky manipulation which requires blocking. He views Magus Alban as a bit of a fool, why any magus would learn to use a physical sword, when the sharpest sword will always be magic? However, he is not above using him to achieve his goals, while trying to get him to actually have some worthy goals of his own.

### Goals

Having recently granted Arcane Affinity to an ungifted guild member, Magus Novak is feeling extremely smug with himself, he knows that the ritual he used shouldn't have worked, however by using the props that he gathered, he managed to convince him that the rules could be bent in his specific case, the belief on the part of the guild member, allowed the magic to warp reality in a way which previously wouldn't have been possible. Magus Novak, now intends to build on his work, with the acceptance of his peers, he believes it will now be possible to grant to the gift to someone else not of a magic line. However careful props will be needed to give the justification that will enable the reality warp. Magus Novak knows that he cannot enact too much change, too quickly, so he intends to advance his magical credentials through more traditional means before attempting another "impossible" task.

## Hand of the Queens Consort

**Defining Aspect:** *"Ungodly Powerful"*

**Negative Aspect:** *"Creepy and Mortifying"*

This is the severed hand of the male fey who was the consort of the fey Queen of Air and Darkness. A very powerful Archfey who still seeks to reunite her lover with his right hand. It stinks and is get black with little bits of rotten flesh that drop off at inappropriate moments.

**Mind of Woe and Dread:** Fate point or Affinity Activation Dif: 4

The hand animates and points to an enemy within a range of 4 zones who can see you. Make an attack roll using Affinity or Persuasion vs Willpower. The stress inflicted is mental and bypasses armour. The attack has a WR +7.

Each round thereafter the target takes stress equal to the original damage less 3 points, reducing by 2 points each round till reaching 0.



## Magus Lena

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

### ASPECTS

- *Inquisitor of the Arcane Brotherhood*
- *I want to be loved rather than feared*
- *My masters pride turned to cruel mockery*
- *Justice desires brutal retribution*
- *Cursed forever to be a child*
- *Let's pretend*
- *Crazed obsession of the fey*
- *Hannah my rag doll.*
- *Mistress of the mind (p)*
- *Otto Krenschwert, really nice but super creepy*
- *Seriously!? It's just a little girl*
- *Always with flair and flourish*

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

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

**Arcane Affinity:** 5 **Arcane Stress:** 9

**Fate Points:** 4

### Stunts:

**Master Enchanter of Magic Items :** Gains a +2 bonus to craft rolls to craft magic items

**Exceptional Lab:** He has a Fantastic level +5 magical workshop

**Dare to harm the weirding child:** Arcane affinity Dif: 4, range 5 zones. She makes an automatic fear attack with her affinity vs willpower before an attacker strikes. Only usable once wounded. The attack has a WR +5 and stress is on the mental stress track. Armour Rating does not reduce this damage.

**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

**Mould Flesh like Clay:** Affinity Activation dif: 6, May used as a physical attack and a manoeuvre. As a physical attack roll affinity vs Endurance range 5 zones, WR +5. As a manoeuvre roll affinity vs Endurance, place one persistent aspect on the target for each point of spin. Examples of such aspects are "**Head of an Ass (p)**"; "**Organs on the outside (p)**"; "**Transparent Skin (p)**" "**Twisted Limbs (p)**"

**My Small Glove Puppet:** affinity activation dif: 6 Automatically posses a target at any distance that carries one of her small rag dolls, she can cast spell through this 'Doll' if that person has an affinity score. While possessing, her normal body can take no actions and is unaware of her surroundings appearing to be a child playing with her dolls.

**My Big Glove Puppet:** Possess a target which carries a small doll on them (normally passed on to their person by the magus as a gift). Diff 6 (Range 5) vs Willpower (+2 to willpower if the target is conscious) inflicting a consequence enables Lena to possess them, and do so automatically thereafter using her Small glove puppet. (She is unable to cast spells through them unless they have an Arcane affinity).

**Weakness:** She is cursed to walk her life as a child in body and attitude if not in her mind and magical brilliance.

**Linguistics Expert:** Polish, German, Latin, English, French, Italian.

## Description & Tactics

### Description

Lena appears to be a rather sinister looking nine-year- old girl with shoulder length black hair, who nearly always clutches an equally sinister looking rag doll.

Lena is cursed to look (and act) like a young child, this means that unaided she is unable to behave or function as a mage (or have any meaningful adult plans or goals). She has developed a means of bypassing the mental aspects of the curse to such an extent that she can operate effectively as an internal policeman of the Order. To do this she uses specially prepared minions (which she calls dolls) which she can easily possess (and cast spells through) and with these takes the adult goals, ambitions, and personality of the dolls as her own. The child Lena will retain these adult aspects when she returns from possessing a doll for about an hour so she is able to pretend to have adult like attitudes even as the child.

The dolls are critical to Lena's functioning. To the dolls perspective Lena's possession is more like a merging (with a mass amount of corrupting power) they want that power and they are not happy about the other dolls who take time from them having that power. So, when they are possessed they are the wizard and they are forging their glory in the order, they also have vague memories of what the other dolls have done when they were possessed so they are aware of what they are competing against.

### Relationships

The source of her curse is wizards from Drondenberg and she feels obliged to have that guild as her enemy, however all her recent actions have been to save that guild or to thwart (kill) their enemies.

Muriel (head of the Guild of Drondenberg)- while Lena would like to hate and deride Muriel she has grown to respect her as a measured and flawless operator of diplomatic supremacy.

Magus Novak- Lena likes Novak who has a healthy amoral attitude to the mundane, but is passionate about all things magic, which is good for Novak since he appears to actively oppose her politically over all things.

The Walker (Magus Alban) - Lena finds it difficult to disguise her ut-

ter dismay for the Walker and his perfect non-troubled life of ease, love, and entitlement.

The Head of the Inquisitors has stated the Reedwater has within it a Diabolist mage and that mage should be brought to justice (killed). This “fact” colours Lena’s viewpoint on the Magi of her own covenant, any one of which can be killed with legitimate cause (evidence can always be found).

Priamunda – Lena maintains the illusion that Priamunda has been whipped into submission by threats. She has been told, over her mission, to root out and kill the diabolist and that she is the prime suspect. She believes that Priamunda is only acting out this submissive role, but for Lena that’s good enough for a working relationship.

Eveline – Lena pronounced it as Evil-line” however, has a good relationship with Eveline who appears to have taken up the mantle of culture and has a half stake in the inn-meeting hall. Eveline has avoided Lena’s traps to determine if she is the diabolist (by skill or by being innocent) and has avoided demonstrating any power at all; which demands respect.

### Erica the Doll

**Power Level:** Doll **Size:** 0

#### ASPECTS

- **Courtesan Spy**

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

**Physical Stress:** 5 **Mental Stress:** 4 **Social Stress:** 6

**Arcane Affinity:** 5 **Arcane Stress:** 7

**Fate Points:** 0

#### Stunts:

**Absolute Stunner:** She get +2 to her persuasion rolls against anyone who finds women attractive and desirable.

**Lip Reader:** +2 bonus to listen in on a conversation that can only be seen and not heard.

**Cats Grace:** She may use her agility as her attack skill for melee weapons.

Erica is the most attractive of the dolls with wavy long brown hair, she is quite happy to use her sex to her advantage in her dealings. Lena-Erica believes in building strong alliances with others, and that culture can be used as a weapon to drive forward change in the rotting order. As an Inquisitor she is keen to discover and root out diabolists to sate her superiors but is unable to come up with any viable plan.

**Longsword** +4 WR, “**Large**”

**Leather Armour** AR -1 Stress Boxes 3 “**Shrouded in Shadow (P)**”



## Ava the Doll

**Power Level:** Doll **Size:** 0

### ASPECTS

- **Wild Ranger**

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

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

**Arcane Affinity:** 5 **Arcane Stress:** 7

**Fate Points:** 1

### Stunts:

**Warrior of the Woods:** She get +2 to her physical rolls in the forests and woodlands, this includes defensive and offensive rolls.

**Tracker of Signs and Spores:** +2 bonus spot, follow and identify tracks left behind.

**Cats Grace:** She may use her agility as her attack skill for melee weapons.

Ava, is a tall graceful woman with braided locks of gold. Lena-Ava believes that justice should be strived for and honesty should be rewarded. She believes that the grand plans of the other dolls are a distraction from the importance of issuing justice to wrongdoers.

**Leather Armour** AR -1 Stress Boxes 3

**Compound Bow** Rng 2; WR+4 **"Armour Piercing"; "Slow firing"; "Huge (p)"**

**Wood Axe** WR +4 **"Large"**

### Stunts:

**Natural Artist:** She get +2 to her rolls on creating art, either written or in image

**Academical Trained:** +1 bonus on her knowledge rolls when performing research or making a declaration using knowledge in regards to history or science.

**Litigator:** She gets +2 to all her social interaction rolls that involves the law.

Heidi is probably what most people assume Lena would look like if she ever became an adult, she has dark hair and a goth look about her which is more nerdy than sinister. Heidi is unique amongst the dolls having obtained her own spark of original fire, while the other dolls are classed as minions (with Major and Serious consequences) she is considered a major character (with Minor, Major, and Serious consequences). Lena-Heidi believes that the order can be changed by the power of the written word and her open letter of epic quality to all guilds about the need to change the stagnant political processes of the order will set the spark of change.



## Heidi the Doll

**Power Level:** Doll **Size:** 0

### ASPECTS

- **Feminist Scribe**
- **Stirring of the soul**
- **Magic with words**
- **The Blue Ribbon maid of Munich**

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

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

**Arcane Affinity:** 5 **Arcane Stress:** 7

**Fate Points:** 1

# The Fighting Men of Reedwater

## Fontenbrau of York

**Power Level:** Expert NPC

### ASPECTS

- *A former Varangian Guard*
- *I will buy back my Lands in Green England*
- *Evicted to walk the earth*
- *Keeping quiet is the safest*
- *I can't swim as afraid of water*
- *I trained with Basil of the Broadaxe*
- *Sverker II of Sweden who's son I killed is my foe*
- *I love my Byzantine Lamellar Armour*
- *My staunch Ally is John Doukas Kamateros a Sebastos of Byzantium.*
- *I am not much of a Sailor*

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

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

**Fate Points: 5**

### Languages:

English, Latin

### Equipment

**Hardrada's Broadaxe**, Attack: +4, WR +5 *"Large"*

**Lamellar Armour**, AR -3, 5 Stress. *"Bulky"*

**Leather Armour**, AR -1, 3 Stress.

**Light Shield**, Attack +3, WR +2, AR -2

**Throwing Axe**, Attack +4, WR +3, Rng 1, *"Small"*

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

### Stunts:

**Expert with Axes** +1 to Strength Rolls in combat

**Fearless** +2 to willpower rolls to defend against fear

**Quick Step**, no penalty to action from supplemental movement

## Description & Tactics

### Description

Fontenbrau is a man of England and stands tall (6' 1") and straight as an oak, he is topped with black wavy hair and his complexion is tanned from his time serving in Byzantium. His shoulders are broad and his musculature hidden well by his armour and clothing, though the look in his eyes tells you he has seen battle; even through his quietness.

### Tactics

With his long reach and fleet footed movement Fontenbrau

always takes the battle to the enemy eager to rush into hand to hand combat. In close quarters combat where space is at a premium he will choose his lighter throwing axe and a shield over his broadaxe, keeping this for more serious and open area battles.

### Relationships

He has been serving the wizards of the Arcane Brotherhood, who have set up a guild of arcane lore just outside Ingolstadt in the hopes of acquiring enough money from serving them and their adventure to be able to buy back his lands. As a godly man he has little time for their sorceries but has seen many strange things while serving in the guards in Byzantium and accepts that there are many strange things in gods plan.

He takes his service seriously and would happily throw himself into a combat for a wizard he was guarding, seeing his quality of service and honour as his only medals he carries with him that can not be stolen. He stands out as a soldier of excellence and feels he has little in common with the other men-at-arms hired by the wizards of the guild.

### Goals

The man yearns for the green and pleasant lands of England, if opportunity arises to return home he will take it. An offer of service to an English lord would end his service to the Reedwater Guild of Arcane Lore.

## Typical Guild Man-at-arms

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

### ASPECTS

- *Training with spear and shield*
- *Ready to defend the wizard*
- *A wandering mind*

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

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

### Stunts:

**Pick Three basic stunts.**

**Armour:** Chain: AR -2 stress boxes 4 *"Bulky"*

**Light Shield** AR -2

**Spear:** WR +3, Range 1 zone Thrown *"Large"*

Equipped with typical gear for travelling the wilds.

### Squad of Man-at-arms

**Power Level:** Good Minions **Size:** Group of 4

**Strength:** 3 **Agility:** 3 **Willpower:** 2

#### ASPECTS

- *Training with spear and shield*
- *Ready to defend the wizard*
- *A wandering mind*

**Armour:** Chain: AR -2 stress boxes 4 *"Bulky"*

**Light Shield** AR -2 WR +2

**Spear:** WR +3, Range 1 zone Thrown *"Large"*

### Stephan Flusswache

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

#### ASPECTS

- *Watchman of the Riverguard*
- *At home on the waters of the Danube*
- *What's in it for me?*
- *Trained militiaman*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	2	Craft	2	Deception	1
Strength	3	Knowledge	2	Empathy	3
Endurance	3	Reasoning	2	Persuasion	2
Perception	2	Willpower	3	Resources	2
<b>Physical Stress: 6</b>		<b>Mental Stress: 4</b>		<b>Social Stress: 4</b>	

#### Stunts:

Pick Three basic stunts.

**Armour:** Leather: AR -1 stress boxes 2

**Spear:** WR +3, Range 1 zone Thrown *"Large"*

Equipped with typical gear for travelling the wilds.

### Adalbert the Forester

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

#### ASPECTS

- *Watchman of the Forest*
- *Master of Track and Spores*
- *Awareness of the greenwood*
- *Master with the longbow*

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

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

#### Stunts:

Pick Three basic stunts.

**Armour:** Leather: AR -1 stress boxes 3

**Woodaxe:** WR +4, *"Large"*

**Longbow** WR +4 Rng 1 zone, *"Armour Penetrating, "Slow Firing (p)"*

Equipped with typical gear for travelling the wilds.



## Heinrich

**Power Level:** Expert NPC

### ASPECTS

- *Hunter from the Black Forest*
- *Craves a big family*
- *Raised by Wolves*
- *One up on the arms race*
- *Excommunicated*
- *At one with the forest*
- *Enemies with the Nuremberg Rats*
- *A broken crossbow*
- *Hopeless Romantic*
- *Blessed of Horus Protector of the innocent.*

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

**Physical Stress:** 5 **Mental Stress:** 2 **Social Stress:** 4

**Fate Points:** 5

### Languages:

English, Latin

### Stunts:

**Feyvoured Prey:** He gets +1 to his physical rolls in any circumstances where the fey are involved, this includes combat.

**Favoured Prey:** He gets +1 to his physical rolls in any circumstances where humans are involved, this includes combat.

**Child of The Woods:** He gets +1 to rolls involving physical actions in the woodlands, including defensive and offensive rolls.

**Child of The city:** He gets +1 to rolls involving physical actions in the Cities, including defensive and offensive rolls.

**Master of Shadows:** As long as he remains still he gets +2 to his rolls to remain hidden from active searching.

**Dead eye shot:** Range of his crossbow is increased by 1 zone

**Crack Shot with Crossbow:** He gets +1 to his attack rolls with his crossbow.

**Agile Mover:** When he moves 1 zone as a supplemental action he does not suffer any penalties on other actions that round.

**Medic:** He gets +1 to knowledge rolls to administers aid to himself or others.

### Equipment

**Crossbow:** WR +3; Rng 3 "Armour Piercing", *"Large"*, *"Slow Firing (p)"*

**Leather Armour:** AR -1 Stress Boxes 3

## Description & Tactics

### Description

Heinrich was abandoned by his parents when he was only a few days old, luckily he adopted by a she-wolf who had her puppy die, he remained with the pack until his was five years old, when the pack was slaughtered by a local noble on a hunting expedition. Luckily for Heinrich, a forester in the noble's party took the young boy as his own and raised him, teaching him to hunt.

At the age of 14 the local noble's son got into an argument with another noble; the noble gathered together a pose of villages (including Heinrich) to go and sort his rival out, the situation escalated, weapons were drawn, and Heinrich fired his crossbow, which accidentally struck his own noble in the shoulder, Heinrich fled the scene and ended up in Nuremberg (he later learned he had been outlawed, and excommunicated by the church) for a while he tried to survive by stealing food and picking pockets, however he didn't have much talent for it, and came to the attention of the Nuremberg Rats (an infamous gang of pick pockets), Heinrich was brutally beaten up, but survived to lay low for a few days while he recovered, he then hunted down and shot the head rat through the head with his crossbow before fleeing Nuremberg.

He then fell in with Kruger who introduced him to guild life, Heinrich has never looked back since.

### Relationships

Heinrich is currently head over heels in love with Heidi one of Magnus Lena's dolls

### Goals

He desperately wants to marry her and have lots of kids, as the happiest time in his life was being part of the wolf pack, and now he wants a pack of his own.



# A Little Trouble

## Adventure Plot line

Kopfervord and the borderlands are in the middle of a civil war, where a proportion of the nobles took arms against the king in revolt over the right to be crowned the Holy Roman Emperor. The war, is hoped to be short; however it turned bloody and fratricidal, touching almost every family in the area. Only a few months have past since the king quashed the rebel nobles in the south, beheading or banishing them to barbarian lands or for their part in the insurrection.

The war has riven many families, leaving children without a home or parents; the king's men typically

burning out traitors hiding in the local area. The Widow Easterly's husband, a wealthy man, fell in the fighting for his Majesty the King. His estate was sizeable and included several surplus buildings. The Widow, a kind and religious person, gave over the old vintner property to be converted into an Orphanage.

The orphanage has been a beacon for distressed children; a refuge that feeds, clothes and notifies neighbouring villages, towns and cities in case their parents are still searching for them. The orphanage was headed by a venerable carpenter who cared for the children like his own but sadly he passed away. The duty of running the Orphanage passed to Parfumo a 'senior boy' who was capable and looked up to by the other children.

A few weeks ago, a young couple from a nearby village, selling produce at the Friday market, noticed a young orphan boy they thought they recognised. They tried to visit the Orphanage but were obstructed by the young master Parfumo who claimed they were not the boys true relatives. The couple, unhappy with their treatment sent a letter to the boys mother, who was a distant relative informing her of his situation. When she got the letter from her friends she rushed to the Orphanage only to be 'given

the tour' and shown no boys even vaguely resembling her own. She leaves angrily intending to visit the couple to discover how they could have been so wrong.

Next morning the Widow Easterly discovers an empty room that still has all of her belongings hanging in the closet. Suspecting she might return she waits for another day, and then another. Eventually she calls the Eric Boggerman, The Master of the Guards, who alerts the mayor and a civic moot is called to discuss the matter.

The townsfolk conclude that Malefic forces are at work, however the only people they know who are skilled to investigate are a cabal of wizards and their other-worldly servants at the Island of Reedwater a half day's walk to the west.

An embassy is arranged and The Widow, the Mayor, Eric Boggerman and several men-at-arms all travel by torchlight to the Island desiring the Wizards collaboration in this matter.

They are cautious about meeting with the wizards as they are remote and the wizards have a reputation for imposing foul maledictions on unwanted guests. Surely the wizards would value access to the town and

### Point by Point

- **Skill Challenge** - Get the deal from the town to trade with them.
- **Skill Challenge** - Follow the mystery back to the Orphanage
- Draw out evidence from contacts or use skill rolls to find the secret entrance to the Orphanage via the stream
- Fight their way up through the basement and the undead creatures and halflings to clean the evil from the town.
- Expose the children as otherworldly creatures to the priest and the Mayor.
- Return triumphant to the island with a trade deal from the town.
- Magus Alban proposes that the magi of the group is promoted from Apprentice to Journeyman or Journeyman to master. The tribunal is held as a skill challenge.

its trade goods in return for their assistance. Commerce however would have to occur after dark so that ordinary folk wouldn't be terrorised by the sight of the wizards strange looking companions.

The adventure requires one of the players to play an arcane character type who serves as an apprentice or Journeyman to the wizards at the Reedwater Guild. This way the other characters can fit into the guild as strays, that have been taken in, and who serve their new masters. This way the players are not limited to the Human race and could in theory play any race that the GM is prepared to allow.

## Kopfervord

**K**opfervord is a town of around 750 people and lies in the crook of a young fast stream spanned by two sturdy hardwood bridges. Locally made, these bridges are artfully adorned with fretted scrollwork and many saintly figures, mute witness to the towns prosperity.

The towns joiners and carpenters are renown in the local area with examples of their fine furniture finding their way to all corners of the Empire and even beyond the sea.

The young stream called the Tay has twice flooded its banks in the towns history causing many households to flee. Things however,

have been quiet for many years with the weather getting warmer and the winters dryer.

A small town on a busy high road, Kopfervord is host to many travellers and pilgrims that pass through on their way to somewhere of greater importance. Many rest their weary bodies at the local inn, the Oval Bell. Run by the Widow Easterly, it has a welcoming and homely atmosphere with a good trade in rabbit stew and the Widow's own scrumpy cider, a rough cider she calls the 'Amber Widowmaker' because of its potency.

The town is orderly and seldom sees any untoward behavior such as robbery and murders; though it sits on a border between two feuding lords and has witnessed some jousts which have run over into town confines. These 'games' have been responsible for several wounding and a single death. Jousting is in its infancy and there are few strict rules with most pertaining to the bloodline of legal combatants.

One such lord is a recent tenant, appointed after the previous incumbent had an appointment with the king's executioner. The other is a suspected rebel sympathizer, however the king had to leave him in place for lack of evidence. The two Lords have been squaring off ever since and several tussles have been fought in and around the town.

Kopfervord has a militia guard of eight men, run by Eric Boggerman,

an old army veteran, whose self esteem far exceeds that of the local populace. The guards have little or no skill and patrol the town more as a deterrent to naïve travellers than any force to be measured against. Boggerman, however, has some skill with a blade and cut down several men while in the army; a fact he oft repeats when partaking of the Amber Widowmaker.

He makes sure that the yeomanry are keeping up with their archery practice and that the town is safe from robbers. He has two sons Santa 12 and Hothgar 6 who slew his mother in childbirth hence gaining the wrath of his father. Boggerman currently courts the Widow Easterly, who owns the local inn and is renown to have a sizable wealth to her name. A generous man in his private life, Eric takes great pains to prosecute the law. He has loyally fought several battles against the Barons and has proven his honour and loyalty.

The Mayor, Athleric Halfstrap is elected from the local guildsmen to see to their interests and performs any diplomacy between the two local lords. For the past five years he has rendered good service and he is confident of re-election next year.

Some half of the town structures are crafted from local timber with a quarter being built from half stone - half wood and the remainder are of all stone construction. The large stone buildings are used for commerce or political gatherings by the town's guildsmen.

## Master Eric Boggerman

**Power Level:** Expert NPC

### ASPECTS

- *Master of the Kopfervord Guard*
- *Watch it young'en I have killed people.*
- *Deeply in Love with the Widows money*
- *Prosecute to the full extend of the law.*
- *Not in my town you don't !*
- *Trained with spear and shield.*
- *My god I am good!*

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

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

**Fate Points: 5**

**Languages:**  
German

### Equipment

**Spear** WR +3 Rng 1 Thrown; *"Large"*  
**Chain Shirt Armour**, AR -2, 4 Stress. *"Bulky"*  
**Leather Armour**, AR -1, 3 Stress.  
**Light Shield**, WR +2, AR -2

### Stunts:

**Expert with Spear** +1 to Strength Rolls in combat using a spear  
**Fearless** +2 to willpower rolls to defend against fear  
**Shield Master**, If he gets spin on a defence roll and is wielding his shield he can spend a fate point to have an immediate melee attack that exchange using his shield as the weapon.

## Description & Tactics

### Description

While he has seen some years and tough one's at that, he still feels vital and able to kick butt. He doesn't look very physically imposing; however, his demeanour and attitude speak to his martial capabilities.

### Relationships

He never misses a chance to belittle and berate the men under his command for there complete lack of skill and effort.

### Goals

His main focus of attention is twofold, keeping the town safe and bedding the widow Easterly so he can get his hands on her wealth.

## Mayor Althelric Halfstrap

**Power Level:** Average Minion

**Persuasion: 3 Deception: 3**

- *Argumentative troublemaker*
- *Pompous Windbag*

The Mayor is in his late 30's and has a wife and 3 daughters; a fact he laments as he badly desires a son to further the Halfstrap name. His wife barely survived the birth of her last child and now she is reluctant to try again. She has taken steps to prevent conception pretending ill health, ill temper or even imbibes a potion sinfully obtained from a passing pedlar.

Athelric has an abrasive and contradictory personality often taking the opposite side in a argument just for the fun of seeing how the other will defend their point of view.

## The General Store

The General Store is the place for adventurers, travellers and townsfolk alike to stock up on essentials. Old Man Godfrey seems able to get his hands on just about anything your heart desires.

The town has several blacksmiths and while any of them could turn out a sharp looking object they are no weaponsmiths. Old Man Godfrey however, can lay his hands on even magical blades and armour.

The cost, however could be a little higher than what the customer has in his purse. Old Man Godfrey is happy to put the goods to one side until sufficient funds are gathered. Then the customer encounters a situations where the money can be come by if they are prepared to step over a few lines...

The old man works alone and often asks customer for help when moving stock around or getting some weighty item from the back of the store. He is quite strong of course but likes to play the old dodderer who is having difficulty.

## Old Man Godfrey

Tall and lanky, old man Godfrey runs the local general store. He stocks almost everything a person could want or desire in his half-timber longhouse. He has long greasy knotted hair and an equally long knotted beard that hangs past his waist. He wears slack, dirty white robes, that waft a smell of urine and pine resin into the faces of his customers. He still gets trade a plenty as his prices are remarkably good.

What the locals don't know about Old Man Godfrey is that he is really Za'tuk Nabroo a Greed Devil on a mission from Hell. As a Greed Devil he tries to get those who come into his shop to take away more than they need, even if he has to give things away.

The few extra hard tack biscuits he gives away and most of the so called extras are all cursed in some way. Nothing threatening in its own right but sufficiently cursed to turn a hazardous situation into something more lethal.

### Father Egbert Renfor

**Power Level:** Good Minion

**Persuasion:** 4 **Empathy:** 3 **Resources:** 4

- *Always give a second Chance*
- *My words carry power*

Equipment Quarterstaff, Symbol of Hope, Vestments, Battle Standard of St Michael.

Men and women's souls are the remit of this solitary priest who hails from the cathedral city of Cologne, where the Duke holds his court. He is sanguine and philosophic of character with little use for the traditional 'fire and brimstone' sermons popular in other parishes, preferring the 'god loves and forgives if you donate to the church' approach.

Wise, well liked and respected he has gained a place on the town council; a seat that he uses to prosper the church. He keeps excellent ties to the bishop who visits only once or twice a year.

He accepts the arrival of the Wizards, viewing them as a new revenue source for the church.

### Gertrude Easterly

**Power Level:** Average Minion

**Persuasion:** 3 **Empathy:** 3

- *Unattainable Standards*
- *Loves the children*

There is only one inn for visitors to Kopfervord and that is the Oval Bell owned by the Widow Gertrude Easterly. The Inn has over twenty rooms and an expansive common room with a well finished benches tables and a roaring fireplace.

Widow Easterly is a buxom woman who harries her maids whose work never seems adequate to the widows standards. The stable boy, Horace, is in fact her brother-in-law; who has lent Gertrude a hand since he lost his wife.

She is strongly religious and superstitious with a penchant for symbols of faith which adorn the walls of the common room and the kitchen. Her husband was of knightly cloth and met his fate in a tournament. The lands from his estate were sold to the local lord and the old vintners was given over as an orphanage.

## The Truth

Many years past a nameless thief, stole a ring from a sleeping Arcadian tree god called the father. The ring was called the Princess and was one of a pair that sat on the father's branched hands; the other ring being called the Emperor.

Individually they were potent items allowing the father access to great magics. Together, however, they were devastating and with them the father could easily have defeated the plans of the invaders. Now with just the Emperor ring his people are vulnerable to attack. Some time ago the Shadow Realms planned the invasion of Arcandia, a green and prosperous realm.

The thief found his way to the ruins of some ancient and abandoned temple; relics from the realms dark and dangerous past. The area

consisted of three stepped pyramids organised about three pools set in a triangle. The temple had been used for evil worship of dark fey gods which have been banished to the Shadow Realms from which they still plan to return.

The robber sought to hide within the temple but took the opportunity to relieve it of its treasures. He negotiated the corridors avoiding lurking creatures until he came upon a rift. This rift was the breach created by the Shadow Realms in preparation for their invasion of Arcadia. In creating the breach however, a rift had also been torn through into the human realm which the thief used to escape with the ring. Looking at the strange sky and the hills he knew he was no longer in Arcadia. Ever the explorer he travelled on to see what mischief he could wrought in this new world.

Time passed and the Shadow Realms completed their invasion leaving many of the fey creatures either dead or enslaved. The father could not gain victory over the creatures of darkness that flooded through the rift, issuing from the temple. Soon the land was controlled by the same shadow that had been banished many millennia ago.

While the invaders were consolidating their grip on the land the father sent scouts to recover his lost ring in order to throw back the invaders. Many returned with little news and many returned not at all; falling afoul of the invaders wrath.

Then one day a young goblin returned with news of the rift that lead to another realm. On the other side of the rift he could detect the faint scent of the princess and was

sure that she had been taken that way. The father gave orders that many brave and cunning goblins should seek the ring beyond the rift.

The rift wrought a strange change upon the goblins giving them a child-like look (Halflings Stat block). The goblins were charming and charismatic but still mischievous and hurtful at heart ready to do anything to find the ring for their father and return it to restore their realm.

Soon the Goblins, now with their halfling form, found their way to the town of Kopfervord where the people were still reeling from the effects of the civil war. The Widow Easterly had just donated a large building, the Old Vintners, as a refuge for orphaned children in the surrounding area.

The halflings could determine that the ring had once been in Kopfervord. They thought that it might have been sold to a local and decided to stay and investigate. Discovering they were easily mistaken for human children they played to the concerns of the citizens, posing as orphans they joined the orphanage eventually taking it over.

The orphanage was originally administered by an old man called Edward Varsey, a gentleman who had some skill at education. The halflings used his age against him; stress, wine and a few tumbles meant that he was soon out of the picture. The leader of the Goblin expedition

was a well heeled rapsallion named Parfumo, who took his case to the town council that he be allowed to run the orphanage. Despite his seemingly young age Parfumo made a convincing argument using the fact that all of the children (now Halfling infiltrators) trusted him and his ability.

Every so often some youngster would come to the orphanage who had lost their parents either to death in the war or because of separation. The halflings knew how

to deal with the situation and these annoyances would soon 'find their parents' i.e. they would go missing.

The missing travellers at the Inn are nothing more than the halflings attempts to avoid suspicion that might have come their way. They have amongst them some necromancers, who use their magics to remove the bodies after they have been strangled in their sleep; by turning them into Zombies and having them walk away under their own power.



# The Adventure

## The Councils Approach

It is late in the evening and many who call the Arcane Guild of Reedwater home have retired for the night. It is spring time and the sun has set early foreshortening their studies. Coming up from the hills, heading towards the ferryman on the banks of the Danube are a collection of torch wielding individuals looking like fireflies winding up the path. They are too far away to discern faces or if they are armed and mean to cause menace.

The Wizards are awoken and those who call themselves warriors are called to arms. The Wizards are careful as many of their number have fallen to the sword and torch of a religious mob, bent on the destruction of what they could not understand.

Closer they come until finally it is recolonized the figures belong to the town council of Kopfervord wearing faces of fear not anger. As they approach they shout: "We mean you no harm. Cast not your spells upon us for we come only to talk".

Priamunda is roused from her slumber and goes out to talk to them. In her thickly accented voice she bids the town council welcome and tells them they have nothing to fear. Inviting them in she bids

the apprentices to gather what little hospitality they have to offer.

The council have a simple goal; they want the wizards to solve their problem. They are not sure what their problem is, however, but they know that it is beyond their capabilities to solve. Ideally they would like the wizards to cast a spell of divination and tell them what is going on and how to put things right. For fear of their souls they want nothing to do with the matter and have everything solved for them by the wizards magic.

The council have only one thing to offer — access to the towns resources and shops. At the moment the wizards are barely subsisting on whatever the hunters can kill or forage. Access to the town would greatly increase the quality of their life, and gives them access to paper, inks and other paraphernalia that they might purchase from the shops.

How these two groups will reconcile is up to the characters as the wizards will put them in charge of the negotiations and go back to bed. It is then up to the characters to get the Wizards the much desired access to the town.

The sole caveat that the town council insist on is that whoever

comes into town does so after dark; that way, none of the ordinary townsfolk will be disturbed by their unwholesome appearance.

You can run this as a free form negotiation where the characters make their points and as the GM you play the town council and try to get them the best deal. In this form skill checks are only required to test the level of success with the overall level of success judged by the GM based on the quality of role-playing that the group have put into the encounter. Alternatively this can be run as a skill challenge as outlined in the tab section on the next page.

If the challenge is a success then the group have their mission and reward. If the challenge is a failure then Magus Priamunda will be furious and send the characters to redeem the situation and get the cabal access to the town and its trade goods.

### Character Power Level

The characters for this game should start out as characters with a Superb skill level pyramid or Mythic Heroes depending upon the type of FATE game you are using.

If you want, you can have only the wizard character at this higher level so he can buy spell powers and have the other characters at a lower Great level skill pyramid or Action Hero.



## Skill Challenge

### Council Negotiations

**Primary Skills:** Persuasion, Deception, Empathy

**Deception** Dif 2: Such as you try to tell the town council that “the strange things that go on at the caves are just miss-understood, that the odd looking creatures that live there are just defects of birth”.

**Persuasion** Dif 2: Such as you remind the town council of “the good works that have been done at the Arcane Guild”.

*First success with this skill opens up the use of the Knowledge skill (The Priest mentions the presence here of Saint Gregory).*

**Empathy** Dif 2: Such as you empathize with the town council telling them how “you can see that appearances can be frightening at first”.

*First success with this skill reveals that any use of Intimidation earns a critical failure. The town council are already peeing their pants thinking about the possibility of spending the rest of their life as a frog.*

**Knowledge** Dif 1: Such as you make an insightful remark about the “significant works of Saint Gregory in the region”.

*This is available only after one character has gained a success using the Persuasion skill, and it can be used only once in this way during the challenge.*

**Persuasion:** Dif: 1 The town council quiver in their boots and start to think that this might be a bad idea. A character might say “Do you really want these horrors walking your town streets”.

*Each use of this skill as intimidation earns a critical failure.*

**Success:** (10 shifts) The town council agrees to provide reasonable access to the town but only during the hours of darkness.

**Any Critical Failure:** The characters are left with the mystery the council provided and the anger of their masters for messing up the negotiation. Priamunda, the master magi will tell the characters to go and solve the mystery and **then** get the Guild access to the town.

# The Mystery

The council present the characters with a mystery that could have terrible consequences to the town if it became generally known. Over the past few months the Oval Bell Inn has had several couples go missing! The couples checked in and paid for their room but left suddenly leaving their belongings in the room except for clothes and boots for travelling.

The last couple to disappear came into town looking for a child that a local relative had informed them was staying at the orphanage; they had come to see if it was their little boy Thomas. The Widow remembers them returning from the orphanage upset and disturbed.

When they did not come down for breakfast it was discovered they had left their belongings behind just as the others. Also found in the room was a letter from a basket weaver who lives in Donau.

The letter tells the missing couple that on their travel to Kopfervord Market they saw a little boy who had a resemblance to their boy Thomas and thought that they should come to Kopfervord to make sure that it is or is not their son.

Master Boggerman sent two of his militia to Donau to ask the writers a few questions but found that they also had left suddenly. As with the previous missing people at the inn their belongings were all in order and only travelling clothes and boots had been taken. Sir Adalbern was very upset at having one of his basket weavers run off as the village is a fishing community and basket weaving is a premium craft.

The priest visited Parfumio at the orphanage enquiring if he knew anything about what was going on but he only reiterated that he has had many couples come to see him and many he turns away disappointed.



## Skill Challenge

## Mystery Investigation

**Primary Skills:** Persuasion, Knowledge and Empathy.

**Persuasion Dif 3:** You talk to widow Easterly and try to get her to let you look at the rooms where people were taken from. First success with this skill opens up the use of the Perception skill.

**Perception Dif 3:** You see that there is no sign of a struggle and it looks like both the husband and wife got up and left of their own volition. However there are signs that the couple were smothered by their pillows and the windows have both been opened from the outside. First Success with this opens up the Knowledge skill.

**Knowledge Dif 2:** The smell of oils and incense gives away the fact that a ritual has been performed here in a hurry and the faint marks on the walls and floors tell you that it was necromantic in nature.

**Empathy Dif: 3** The widow Easterly thinks that there might be others that have ended up this way but she is keeping quite.

**Knowledge Dif 1:** Both in Kopfervold and Lehmbrucke Children were seen playing outside of the places where people went missing. It was late and they should have been home.

**Success:** (10 shifts) All of the clues and remaining questions lead the characters back to the orphanage and why the children are always around when someone goes missing.

**Any Critical Failure:** Characters are left with the mystery but their digging around makes them the target of the goblins in an abusive child attack. The attack then leads the characters back to the orphanage.

He remembered the last couple because they took the news badly.

The priest has a bad feeling about Parfumo and will give the wizard a kind ear on matters concerning him - After a failure on the skill challenge the characters find themselves stumped by the Mystery the town has presented them. After poking their noses into everyone's business they leave the town and head back to the Reedwater Guild. They have, however, attracted the attention of Parfumo and the other halflings who are pretending to be children. Along the way the characters are ambushed by these childlike halflings who fight like men.

## Abusive Children Encounter

After a failure on the skill challenge the characters find themselves stumped by the Mystery the town has presented them. After poking their noses into everyone's business they leave the town and head back to the Arcane Guild of Reedwater. They have, however, attracted the attention of Parfumo and the other halflings who are pretending to be children. Along the way the characters are ambushed by these childlike halflings who fight like men.

The characters will recognize their attackers as children from the Orphanage and while they look like children and are clearly from their strength and ferocity not human children. They are goblins from the fey realm transformed into Halflings when they entered the human realm.

## Halfling Scout

**Power Level:** Expert NPC

## ASPECTS

- *Grotesque Fey Goblin*
- *Fey Glamour makes me look cute.*
- *Uses small size to advantage in combat*
- *Skilled at hiding and sneaking.*
- *Please Mister, I'm just a child.*
- *Cunning Trap Master*

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

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

**Fate Points: 5**

## Languages:

German, Goblin

## Equipment

**Leather Armour,** AR -1, 3 Stress.

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

**Sling** WR +1, Rng 1, "*Slow Firing (p)*"

## Stunts:

**Night Vision:** Does not take any penalties to perception for low light or dark conditions

**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.

## Halfling Thief

**Power Level:** Expert NPC

### ASPECTS

- *Grotesque Fey Goblin*
- *Fey Glamour makes me look cute.*
- *Uses small size to advantage in combat*
- *Skilled at hiding and sneaking.*
- *Please Mister, I'm just a child.*
- *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: 4 Social Stress: 3**

**Fate Points: 5**

### Languages:

German, Goblin

### Equipment

**Leather Armour**, AR -1, 3 Stress.

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

**Sling** WR +1, Rng 1, "*Slow Firing (p)*"

### Stunts:

**Night Vision:** Does not take any penalties to perception for low light or dark conditions

**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.

## Tactics

The lone Halfling Thief hiding behind the bushes to the south attempts to strike the group with surprise as they crest the small saddle in the trail. Make a stealth check compared to the perception scores of the group. Once he has made contact he will pull back south into the elbow of the stream trying to draw the characters with him. This will give the three Halfling Scouts on the Easterly hill line of sight for ranged attacks.

Then the Halfling Scout, Halfling Thief and the Big Pig to the North will attack the group from the rear.

During the combat the Halflings will be able to smell the lingering magical sweetness of the Ring on the Characters. They will gladly fight to the death in the hope of destroying the characters and getting their hands on the ring.

They will call out: "They have it!" or "I can smell the Ring" or "For the Father!" If captured they will tell the group that they are searching for a magical ring and can smell its presence upon them. If asked who they work for they will tell them the Father and elaborate no further.

## Trained 'Big Pig'

**Power Level:** Monster **Size:** 0

### ASPECTS

- *Powerful Porky Jaws (p)*
- *Loyal to the Halflings*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	2	Craft	-	Deception	-4
Strength	4	Knowledge	-	Empathy	-1
Endurance	7	Reasoning	-1	Persuasion	-
Perception	4	Willpower	2	Resources	-

**Physical Stress: 11 Mental Stress: 1 Social Stress: -**

**Fate Points: 5**

**Languages:** None

### Stunts:

**The Keen Sense of Smell:** +2 on perception rolls where scent can be a factor.

**Armour:** Natural: AR -1

**Powerful Maw** WR +2 "*No Defence*"

## Rewards

This adventure uses the treasure parcels that keep the amount of treasure awarded to the group at a balanced level. However, not every party of adventurers is going to want a +1 shortsword; some might prefer a +1 Warhammer. So assigning magic items in a written adventure becomes more difficult.

A common method is to get a 'Wish List' from your players and then slot these magic items in at the appropriate level in the rewards tab. Another method in a *high fantasy* game is to convert magic items to a gold value and then let the group purchase their magic from some local magical emporium.

**Cash Award:** Treasure Parcel; Fair +2

**Magical Award:** Potion of Healing.

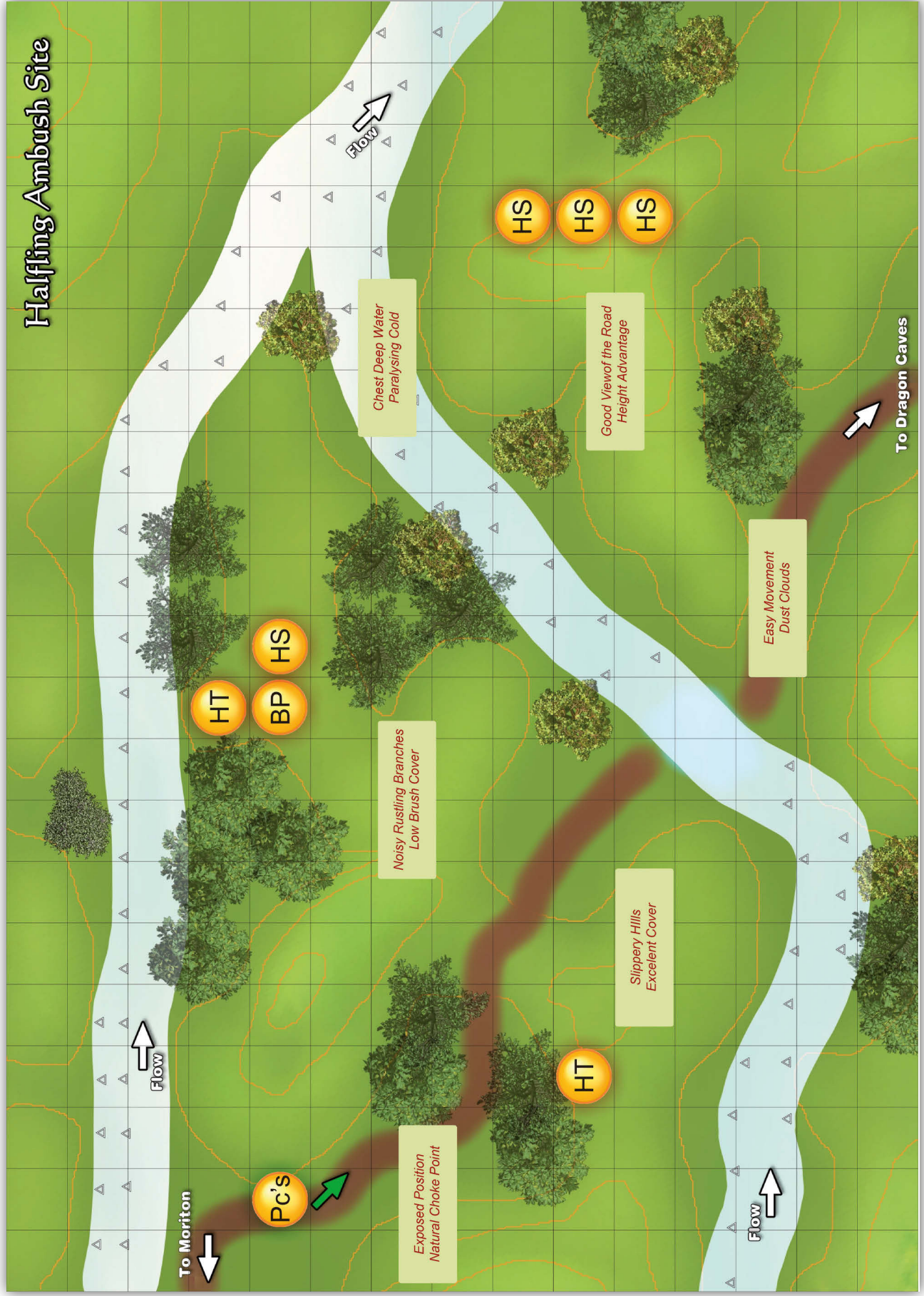
## Potion of Healing

The vial contains a thick red treacle like substance that tastes a little like liquorice but with a metallic after taste to it. As it speeds up the healing process and mends the wounds the process is quite painful.

**Effect:** When this is drunk the character can remove the effects of one major consequence.

Only one use may be taken from a single vial of this potion.

# Halfling Ambush Site



# The Orphenage

The group could use Bluff to get inside the orphanage e.g. by pretending that they have lost one of their children etc.

Parfumo however, is not stupid and will probably see that this is more than it seems. After the characters have left he will send some of his men to deal with the group. Use the **Abusive Children Encounter** Change the setting if needed and if the characters win they will have proof that something is not right at the Orphanage.

The Halflings have so well insinuated themselves into the town that it should give the characters pause in assaulting the orphanage. By day the gardens are filled with the little monsters giving the halflings great defensive advantage. Any violence visited upon the halflings in the open would be seen by the Townsfolk as truly evil; they would certainly have a bad reaction to the characters seemingly butchering the local orphans!

Attacking by night would be a better plan though the interior of the Orphanage is very defensible and these little folk will certainly have guards. Any sudden alarm and a whole swarm of halflings would be upon them.

There is, however, a little known subterranean entrance to the orphanage remaining from the days when it was a Vintners. This is an underground stream that runs from the hills to the North down to the Tay stream. There are three people that know of this entrance: the local Priest, Father Egbert, Widow Easterly and Priamunda the mistress of the Apprentice Wizards.

## Casing the Orphanage

If the characters investigate the orphanage grounds

Perception check Dif: 4; time interval several hours

Any shifts will give the players the details of its existence and location of a subterranean entrance from the stream to the north.

The building itself is all stone construction, with 1' thick walls and has a ground floor and a 1st floor. Each floor has many windows that are shuttered at night. The roof is a steep double slope with backed red tile over slats. Interior doors are oak and generally left unlocked except for personal rooms like Parfumo's office.

## Parfumo

**Power Level:** Heroic NPC

### ASPECTS

- *Grotesque Fey Goblin*
- *Fey Glamour makes me look cute.*
- *Uses small size to advantage in combat*
- *Skilled at hiding and sneaking.*
- *Please Mister, I'm just a child.*
- *Cunning Trap Master*

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

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

**Fate Points: 7**

### Languages:

German, Goblin

### Equipment

**Leather Armour**, AR -1, 3 Stress.

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

**Sling** WR +1, Rng 1, "*Slow Firing (p)*"

### Stunts:

**Night Vision:** Does not take any penalties to perception for low light or dark conditions

**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.

## Bluffing Parfumo

The group could use Bluff to get inside the orphanage e.g. by pretending that they have lost one of their children etc.

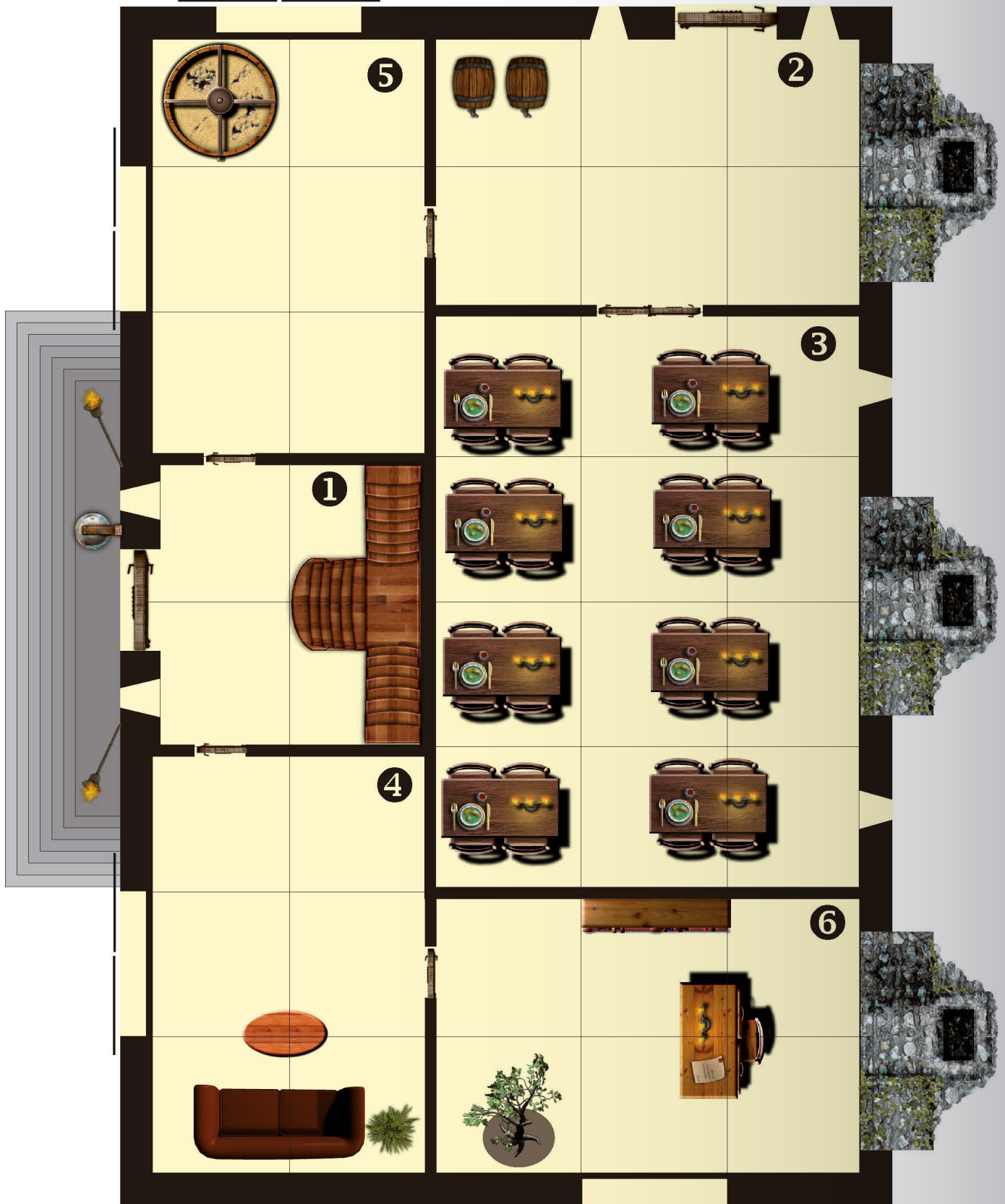
### Deception vs Parfumo's Deception

= **or 1 shift:** The characters seem a bit suspicious in how they present themselves. He agrees but has three Halfling Thieves escort them around.

**2 Shifts:** Parfumo has a bad feeling about them, but decided to give them a tour under his watchful eye.

**3 shifts:** They are shown around openly and only afterwards does Parfumo get suspicious

## The Ground Floor



## Entrance 1

Grey stone steps lead from the path to the large oak door with its black iron bindings. To the left of the door is a bell hanging from a wall bracket and a long cord drops to the ground so that the little folk can ring the bell. Either side of the door are arrow slits and a torch.

The entrance hallway, always has two halflings loitering here as guards and the hat stand by the door obfuscates two hand cross-bows.

The staircase is a grand affair and has been built with all of the skill of the local carpenters. It shines with an orange patina from where the halflings have slid down the rails on their bottoms and the stairs on the serving trays.

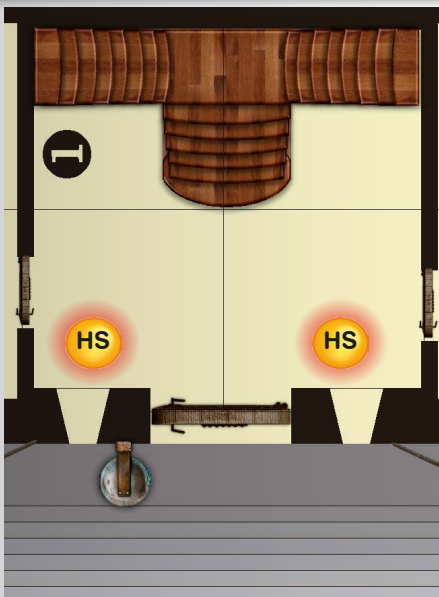
## Tactics

If the Alarm goes out then the two halfling scouts will pull out the hidden hand crossbows and shoot out of the arrow slits at their enemies. Every round afterwards another two Halfling scouts will turn up here until there are 8 of them ready to throw back the invaders.

They will use the **height advantage** that the grand staircase gives them. When they have run out of ammunition for their hand cross-bows they will descend the staircase by sliding down the banister. This is a free action allowing them to end up at the bottom of the stairs upright and **ready to fight** with their short swords drawn.

They will hold this area as long as they can so that they buy time for the others to fortify the other rooms and the leaders of the group can escape through the secret tunnels.

If the characters have discovered the secret tunnels then no bell will have been sounded and this becomes an easy fight against two halfling scouts.



## Halfling Scout

**Power Level:** Expert NPC

### ASPECTS

- **Grotesque Fey Goblin**
- **Fey Glamour makes me look cute.**
- **Uses small size to advantage in combat**
- **Skilled at hiding and sneaking.**
- **Please Mister, I'm just a child.**
- **Cunning Trap Master**

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

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

**Fate Points: 5**

### Languages:

German, Goblin

### Equipment

**Leather Armour**, AR -1, 3 Stress.

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

**Sling** WR +1, Rng 1, "**Slow Firing (p)**"

### Stunts:

**Night Vision:** Does not take any penalties to perception for low light or dark conditions

**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.

## Rewards

**Cash Award:** Treasure Parcel - Fair +2

**Magical Award:** Once slain the halflings take on a grey and shrivelled appearance and their eyes turn into jet black obsidian stone. Each stone is worth +1 essence that is tuned to Illusions, Vision and Images.

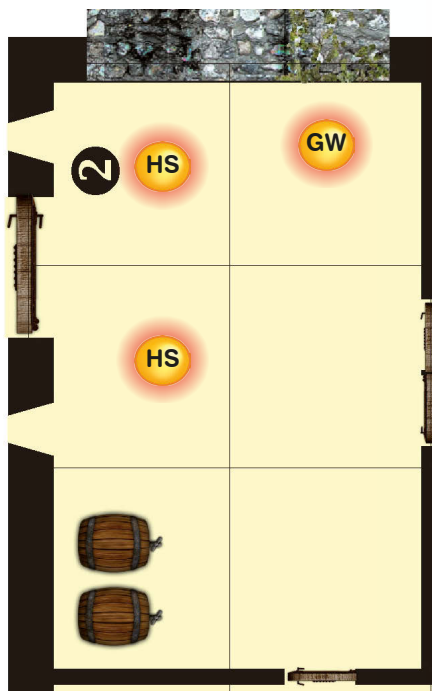


## Kitchens 2

The flagstones floor is coloured with the reds, blacks and oranges of many *spilt meals and wine*. The large stone fireplace has a cooking range in front of it and has all the signs of being well used.

Two barrels lie against the wall and though they once contained wine they have been converted to tobacco storage.

The back door has two arrow slits. The area containing the barrels is classed as *difficult terrain*.



## Grey Wolf

**Power Level:** Monster **Size:** 0

### ASPECTS

- *Razor Sharp Teeth (p)*
- *Trained Attack Animal*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	2	Craft	-	Deception	-4
Strength	3	Knowledge	-	Empathy	-1
Endurance	3	Reasoning	0	Persuasion	-
Perception	4	Willpower	1	Resources	-

**Physical Stress:** 6 **Mental Stress:** 1 **Social Stress:** -

**Fate Points:** 5

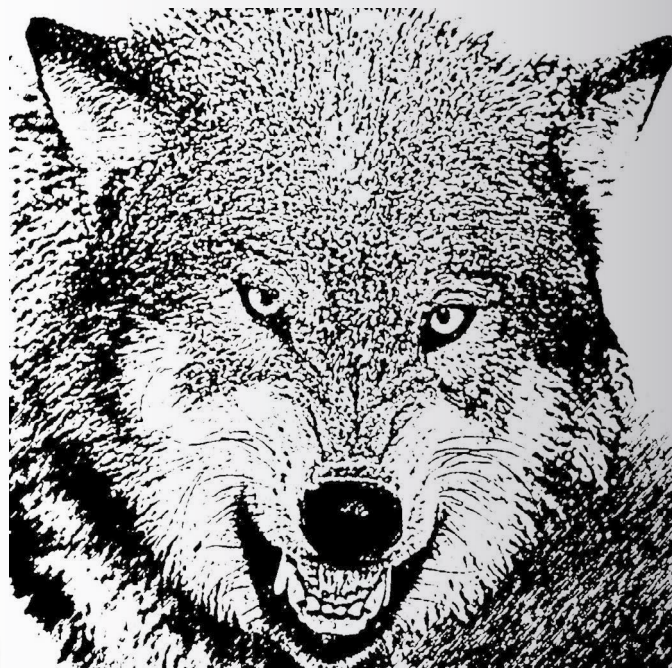
**Languages:** None

### Stunts:

**The Keen Sense of Smell:** +2 on perception rolls where scent can be a factor.

**Armour:** Natural: AR -1

**Powerful Jaws** WR +2 *"No Defence"*



## Rewards

**Cash Award:** Treasure Parcel - Good +3

**Magical Award:** Once slain the halfings take on a grey and shrivelled appearance and their eyes turn into jet black obsidian stone. Each stone is worth +1 essence that is tuned to Illusions, Vision and Images.

## Dinning Room 3

Humans entering this room have **an odd feeling** about it as all of the furniture is halfling size. It's like that feeling you get when you go back to your old school.

The tables have all manner of dishes, knives and other cutlery on them and all the room count as **difficult terrain**.

## Tactics

The halflings here have **trained at fighting while standing on chairs and tables** and so do not suffer any movement penalty for the difficult terrain in this room.

The Blazing Skeleton will appear on round 2 of the combat. On the 1st round the halflings will move away from the fireplace, afraid of getting burned by the skeletons fiery fists.

## Halfling Scout

**Power Level:** Expert NPC

### ASPECTS

- **Grotesque Fey Goblin**
- **Fey Glamour makes me look cute.**
- **Uses small size to advantage in combat**
- **Skilled at hiding and sneaking.**
- **Please Mister, I'm just a child.**
- **Cunning Trap Master**

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

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

**Fate Points: 5**

### Languages:

German, Goblin

### Equipment

**Leather Armour**, AR -1, 3 Stress.

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

**Sling** WR +1, Rng 1, "**Slow Firing (p)**"

### Stunts:

**Night Vision:** Does not take any penalties to perception for low light or dark conditions

**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.

## Halfling Thief

**Power Level:** Expert NPC

### ASPECTS

- **Grotesque Fey Goblin**
- **Fey Glamour makes me look cute.**
- **Uses small size to advantage in combat**
- **Skilled at hiding and sneaking.**
- **Please Mister, I'm just a child.**
- **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: 4 Social Stress: 3**

**Fate Points: 5**

### Languages:

German, Goblin

### Equipment

**Leather Armour**, AR -1, 3 Stress.

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

**Sling** WR +1, Rng 1, "**Slow Firing (p)**"

### Stunts:

**Night Vision:** Does not take any penalties to perception for low light or dark conditions

**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.

## Rewards

**Cash Award:** Treasure Parcel - Good +3 and a Fair +2

**Magical Award:** Once slain the halflings take on a grey and shrivelled appearance and their eyes turn a into jet black obsidian stone. Each stone is worth +1 essence that is tuned to Illusions, Vision and Images.

The Blazing Skeleton has a red hot coal where a heart would be. This is worth 2 Essence that is attuned to fire.

## Blazing Skeleton

**Power Level:** Heroic Monster **Size:** 0

### ASPECTS

- *You burn if you get close (p)*
- *Bright Purple flames dazzle and distract*
- *Gaps between bones for blades to slip through*
- *Relentless Killer*
- *Magic Resistant Undead*
- *Dull of mind and reason*

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

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

**Fate Points:** 5

### Languages:

Goblin (Can not speak but understands.)

### Stunts:

**Fiery Breath:** Cost 1 FP, make an agility attack against a target up to 1 zone away. Defends with Perception. WR +6.

**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.

**Weakness:** Take double WR from Ice attacks

**Fiery Fists:** Melee Attack WR +3 *"Inflicts Terrible Wounds"*

## Offices 4 + 6

Parfumo likes his luxuries and has made sure that he is not disturbed by his underlings unnecessarily by having a reception area built and guarded by one of his trusted halflings.

Human visitors are welcomed by a very polite little female halfling named Gracelyn who alerts Parfumo to their presence.

Parfumo is also very well spoken and if one didn't know he was a halfling one would say that he had an old head on his shoulders. Parfumo is *quick to size up a situation* and the intentions of the visitors.

Parfumo is *happy to play his part* as the administrator of the orphanage as long as is required. After a meeting that he thinks might affect the mission he will dispatch the hunter group from the **Abusive Children Encounter** to kill and dispose of any awkward persons.

## Parfumo

**Power Level:** Expert NPC

### ASPECTS

- *Grotesque Fey Goblin*
- *Fey Glamour makes me look cute.*
- *Uses small size to advantage in combat*
- *Skilled at hiding and sneaking.*
- *Please Mister, I'm just a child.*
- *Cunning Trap Master*

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

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

**Fate Points:** 7

### Languages:

German, Goblin

### Equipment

**Leather Armour,** AR -1, 3 Stress.

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

**Sling** WR +1, Rng 1, *"Slow Firing (p)"*

### Stunts:

**Night Vision:** Does not take any penalties to perception for low light or dark conditions

**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.



## Gracelyn

**Power Level:** Expert NPC

### ASPECTS

- *Grotesque Fey Goblin*
- *Fey Glamour makes me look cute.*
- *Uses small size to advantage in combat*
- *Skilled at hiding and sneaking.*
- *Please Mister, I'm just a child.*
- *Cunning Trap Master*

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

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

**Fate Points: 5**

### Languages:

German, Goblin

### Equipment

**Leather Armour**, AR -1, 3 Stress.

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

**Sling** WR +1, Rng 1, "*Slow Firing (p)*"

### Stunts:

**Night Vision:** Does not take any penalties to perception for low light or dark conditions

**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.

**Pack Advantage:** If there are more of her allies in the zone than enemies, she gets +2 to her WR on melee attacks.

**Graceful Fighter:** She can use her agility instead of strength for her melee attacks.

**I'm no Lady:** If she gets spin on her defence she can Spend a Fate Point to make an immediate melee attack.

## Rewards

**Cash Award:** Treasure Parcel Great +4

**Magical Award:** Once slain the halfings take on a grey and shrivelled appearance and their eyes turn into jet black obsidian stone. Each stone is worth +1 essence that is tuned to Illusions, Vision and Images.

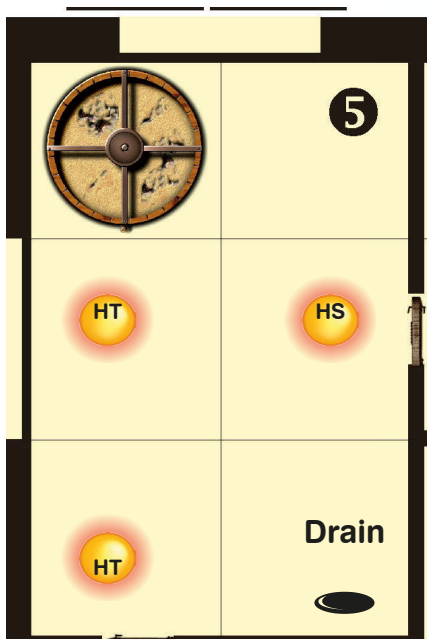
## Cloak & Washroom 5

This is where the little ones hang their cloaks and put their sandals to be cleaned. It is also where clothes and persons are washed and a large open barrel of water is in one corner and a drain is in the other corner.

The drain is where the character will enter the building if they have come through the secret tunnels and basement level. If all goes bad for the halfings then this is where Parfum and Gracelyn will try to make for and *escape the building*.

The drain is covered and *not easily visible* on this side. Perception Dif: Good +3 to spot the drain and Reasoning Dif: Good +3 to guess that this leads to the old basement where the Wine used to be barrelled.





### Halfling Scout

**Power Level:** Expert NPC

#### ASPECTS

- *Grotesque Fey Goblin*
- *Fey Glamour makes me look cute.*
- *Uses small size to advantage in combat*
- *Skilled at hiding and sneaking.*
- *Please Mister, I'm just a child.*
- *Cunning Trap Master*

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

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

**Fate Points:** 5

#### Languages:

German, Goblin

#### Equipment

**Leather Armour**, AR -1, 3 Stress.

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

**Sling** WR +1, Rng 1, "*Slow Firing (p)*"

#### Stunts:

**Night Vision:** Does not take any penalties to perception for low light or dark conditions

**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.

### Halfling Thief

**Power Level:** Expert NPC

#### ASPECTS

- *Grotesque Fey Goblin*
- *Fey Glamour makes me look cute.*
- *Uses small size to advantage in combat*
- *Skilled at hiding and sneaking.*
- *Please Mister, I'm just a child.*
- *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:** 4   **Social Stress:** 3

**Fate Points:** 5

#### Languages:

German, Goblin

#### Equipment

**Leather Armour**, AR -1, 3 Stress.

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

**Sling** WR +1, Rng 1, "*Slow Firing (p)*"

#### Stunts:

**Night Vision:** Does not take any penalties to perception for low light or dark conditions

**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.

### Rewards

**Cash Award:** 2 gp

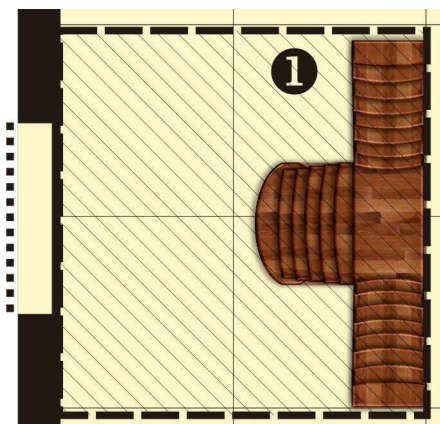
**Magical Award:** Once slain the halflings take on a grey and shrivelled appearance and their eyes turn into jet black obsidian stone. Each stone is worth +1 essence that is tuned to Illusions, Vision and Images.

## The First Floor



## Entrance Overwatch 1

This **area is open** and overlooks the entrance to the orphanage. The drop from here is 20'. The area is cordoned off with a nice hardwood balustrade that has turned rails close enough together to **give cover** but far enough apart to allow the halflings to shoot through with their hand crossbows.



## Mezzanine Balcony 2

There are always two halfling slingers on this level ready to cast down bullets upon the intruders below. The walls have painting on them that have been done by the halflings. They are basic and crude in their application but **adult and disturbing** in their content. If questioned about this during a visit Parfumo will cast off any comments easily reminding the visitor that these children have been through a civil war and **seen things that children should not see**.

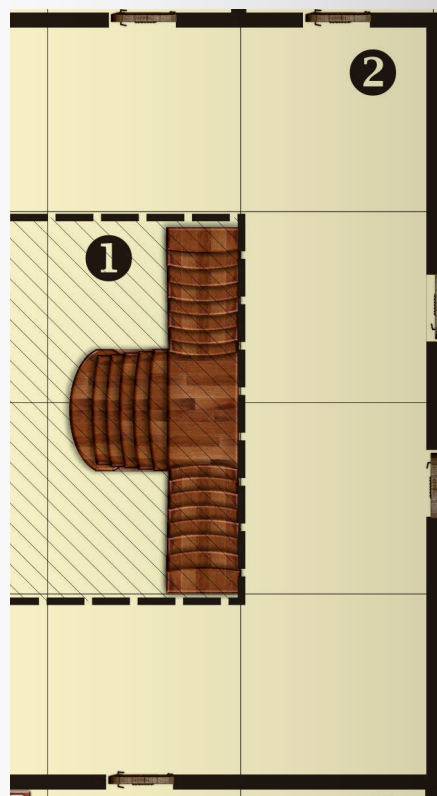
## Tactics

The Slingers will **strike from a hidden position** on the mezzanine level from behind the cover of the railings. They have a set ambush and attack the characters perception score with their Deception to try to gain surprise.

After two rounds of combat the slinger will be supported by two bombardiers from areas 5 and four Halfling scouts from area 3

If the combat advanced to round 4 then the group will be supported by a further two Halfling thieves from area 6

After 5 rounds the initial combatants will be limited to the Endurance scores in any physical actions.



## Halfling Slinger

**Power Level:** Expert NPC

### ASPECTS

- **Grotesque Fey Goblin**
- **Fey Glamour makes me look cute.**
- **Uses small size to advantage in combat**
- **Skilled at hiding and sneaking.**
- **Please Mister, I'm just a child.**
- **Cunning Trap Master**

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

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

**Fate Points: 5**

### Languages:

German, Goblin

### Equipment

**Sling** WR +1, Rng 2, **"Slow Firing (p)"**

### Stunts:

**Night Vision:** Does not take any penalties to perception for low light or dark conditions

**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.

**Dead Eye Shot:** Increase rang of missile weapons by one zone

## Halfling Bombardier

**Power Level:** Expert NPC

### ASPECTS

- *Grotesque Fey Goblin*
- *Fey Glamour makes me look cute.*
- *Uses small size to advantage in combat*
- *Skilled at hiding and sneaking.*
- *Please Mister, I'm just a child.*
- *Cunning Trap Master*

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

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

**Fate Points: 5**

### Languages:

German, Goblin

### Equipment

**Sling** WR +1, Rng 2, *"Slow Firing (p)"*

### Stunts:

**Night Vision:** Does not take any penalties to perception for low light or dark conditions

**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.

**Bombardier:** Once per scene you can make a ranged attack on everyone in an adjacent zone with an explosive rating equal to 1 + your craft skill; resisted with Agility. Alternatively you can place a sticky aspect on the zone or target such as *"On Fire"* or *"Slick with Grease"* these have a hazard value equal to your craft skill. With the expenditure of a fate point you can make additional uses of Bombardier in the same scene.

## Alchemical Fire

A milky white thick liquid that smells of soap and turpentine. It has many other chemical in it that makes it burn on contact with the air. It is stored in glass vials that break and let the fluid burn in the air.

Make a ranged attack on a single target up to 1 zone away using your perception vs agility. The attack has a WR +5

If the hit manages to inflict a consequence then the target also gains the Sticky Aspect *"Burning"*.

Each round that he has the sticky Aspect *"Burning"* he must make an endurance check Dif: 5. Any failure shifts are taken as physical stress.

The target or another character can perform a manoeuvre to remove the sticky aspect. Agility Dif: 5

## Rewards

**Cash Award:** A Treasure Parcel - Fair +2

**Magical Award:** Potion of Healing, 4 x Alchemical Fire

## Dormitory 3

Six Halfling scouts are in this section and will respond to any trouble as detailed in the Mezzanine area. The room has bunks for twenty halflings and any combat fought here is done so over *difficult terrain*. The halflings are experts at fighting over bunks and chests and so suffer no movement penalty here.

## Halfling Scout

**Power Level:** Expert NPC

### ASPECTS

- *Grotesque Fey Goblin*
- *Fey Glamour makes me look cute.*
- *Uses small size to advantage in combat*
- *Skilled at hiding and sneaking.*
- *Please Mister, I'm just a child.*
- *Cunning Trap Master*

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

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

**Fate Points: 5**

### Languages:

German, Goblin

### Equipment

**Leather Armour,** AR -1, 3 Stress.

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

**Sling** WR +1, Rng 1, *"Slow Firing (p)"*

### Stunts:

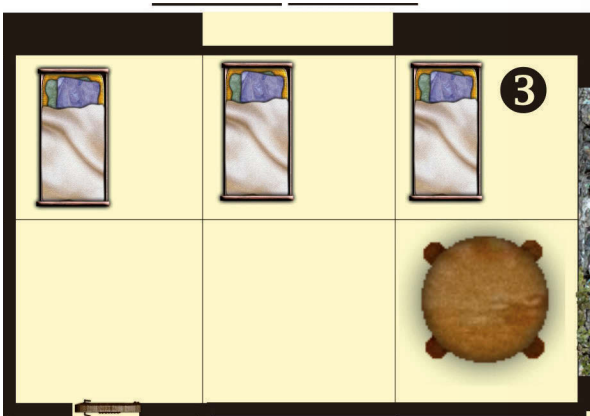
**Night Vision:** Does not take any penalties to perception for low light or dark conditions

**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.

## Rewards

None.



### Parfumo's Quarters 4

If the group attack at night then Parfumo and Gracelyn will be located here. Otherwise they will encountered at Parfumo's office.

They will use the furniture as a **barricade for cover** and shoot and defend over it. If things look bad then they will try to escape out of the **shuttered window**. If Parfumo's men are able to push back the invaders then he Gracelyn will try to get to the drain escape.



### Rewards

**Cash Award:** Treasure Parcel - Fair +2

**Magical Award:** Iceneedle Parfumo's Light Sword.

**NOTE:** This reward is only gained once at either Parfumo's office or here in his Quarters.

### Parfumo

**Power Level:** Expert NPC

#### ASPECTS

- *Grotesque Fey Goblin*
- *Fey Glamour makes me look cute.*
- *Uses small size to advantage in combat*
- *Skilled at hiding and sneaking.*
- *Please Mister, I'm just a child.*
- *Cunning Trap Master*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	3	Craft	3	Deception	4
Strength	3	Knowledge	2	Empathy	1
Endurance	2	Reasoning	3	Persuasion	4
Perception	3	Willpower	2	Resources	2
Physical Stress: 5		Mental Stress: 5		Social Stress: 6	

**Fate Points:** 7

#### Languages:

German, Goblin

#### Equipment

**Leather Armour,** AR -1, 3 Stress.

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

**Sling** WR +1, Rng 1, *"Slow Firing (p)"*

#### Stunts:

**Night Vision:** Does not take any penalties to perception for low light or dark conditions

**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.

### Iceneedle

A delicate light sword that is made out of Faerie glass and gives off intense cold. It was gifted to Parfumo by the fey princess Holly Iceheart for his services.

The blade is 28" of a fine white glass drawn out in a twisted diamond section. The quillons are of a shiny gold brass that spreads out to form a snowflake pattern basket. The hilt is made from the skin of some frosty fey beast. The pommel is made from a light blue sapphire, almost cyan in colour.

Light Sword, WR +3 *"Quick"*

The blade is enchanted and has the aspect *"Unbreakable (p)"*

Consequence taken from the blade are all cold related ones such as *"Frost Burn"*, *"Dead Frozen Flesh"* etc.

For a fate point the blade can exude a deadly cold, increasing it's weapon rating to a WR +6. The fate point must be spent before making the attack roll.

## Gracelyn

**Power Level:** Expert NPC

### ASPECTS

- *Grotesque Fey Goblin*
- *Fey Glamour makes me look cute.*
- *Uses small size to advantage in combat*
- *Skilled at hiding and sneaking.*
- *Please Mister, I'm just a child.*
- *Cunning Trap Master*

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

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

**Fate Points:** 5

### Languages:

German, Goblin

### Equipment

**Leather Armour,** AR -1, 3 Stress.

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

**Sling** WR +1, Rng 1, "*Slow Firing (p)*"

### Stunts:

**Night Vision:** Does not take any penalties to perception for low light or dark conditions

**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.

**Pack Advantage:** If there are more of her allies in the zone than enemies, she gets +2 to her WR on melee attacks.

**Graceful Fighter:** She can use her agility instead of strength for her melee attacks.

**I'm no Lady:** If she gets spin on her defence she can Spend a Fate Point to make an immediate melee attack.



## Halfling Bombardier

**Power Level:** Expert NPC

### ASPECTS

- *Grotesque Fey Goblin*
- *Fey Glamour makes me look cute.*
- *Uses small size to advantage in combat*
- *Skilled at hiding and sneaking.*
- *Please Mister, I'm just a child.*
- *Cunning Trap Master*

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

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

**Fate Points:** 5

### Languages:

German, Goblin

### Equipment

**Sling** WR +1, Rng 2, "*Slow Firing (p)*"

### Stunts:

**Night Vision:** Does not take any penalties to perception for low light or dark conditions

**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.

**Bombardier:** Once per scene you can make a ranged attack on everyone in an adjacent zone with an explosive rating equal to 1 + your craft skill; resisted with Agility. Alternatively you can place a sticky aspect on the zone or target such as "*On Fire*" or "*Slick with Grease*" these have a hazard value equal to your craft skill.

With the expenditure of a fate point you can make additional uses of Bombardier in the same scene.

## Private Quarters 5

**Posh quarters** for a single halfling and his servant with a desk and some **upper class tapestry** for the walls. Single beds and a foot locker complete the furniture. These areas are where the halfling bombardiers live and they will ready and attack intruders as described in the Mezzanine level.

## Rewards

**Cash Award:** Treasure Parcel - Fair +2

**Magical Award:** None.

## Main Dorm 6

More **spacious dormitory** for the **better trained** and **socially competent** halflings. These are proper beds rather the crude bunk beds in the other dormitory. There are two Halfling Thieves here that will respond to an attack as outlined in the Mezzanine area. The other 8 halflings that live here are noncombatants and will either flee or surrender if they have the opportunity.



## Halfling Thief

**Power Level:** Expert NPC

### ASPECTS

- **Grotesque Fey Goblin**
- **Fey Glamour makes me look cute.**
- **Uses small size to advantage in combat**
- **Skilled at hiding and sneaking.**
- **Please Mister, I'm just a child.**
- **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: 4 Social Stress: 3**

**Fate Points: 5**

### Languages:

German, Goblin

### Equipment

**Leather Armour**, AR -1, 3 Stress.

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

**Sling** WR +1, Rng 1, **"Slow Firing (p)"**

### Stunts:

**Night Vision:** Does not take any penalties to perception for low light or dark conditions

**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.

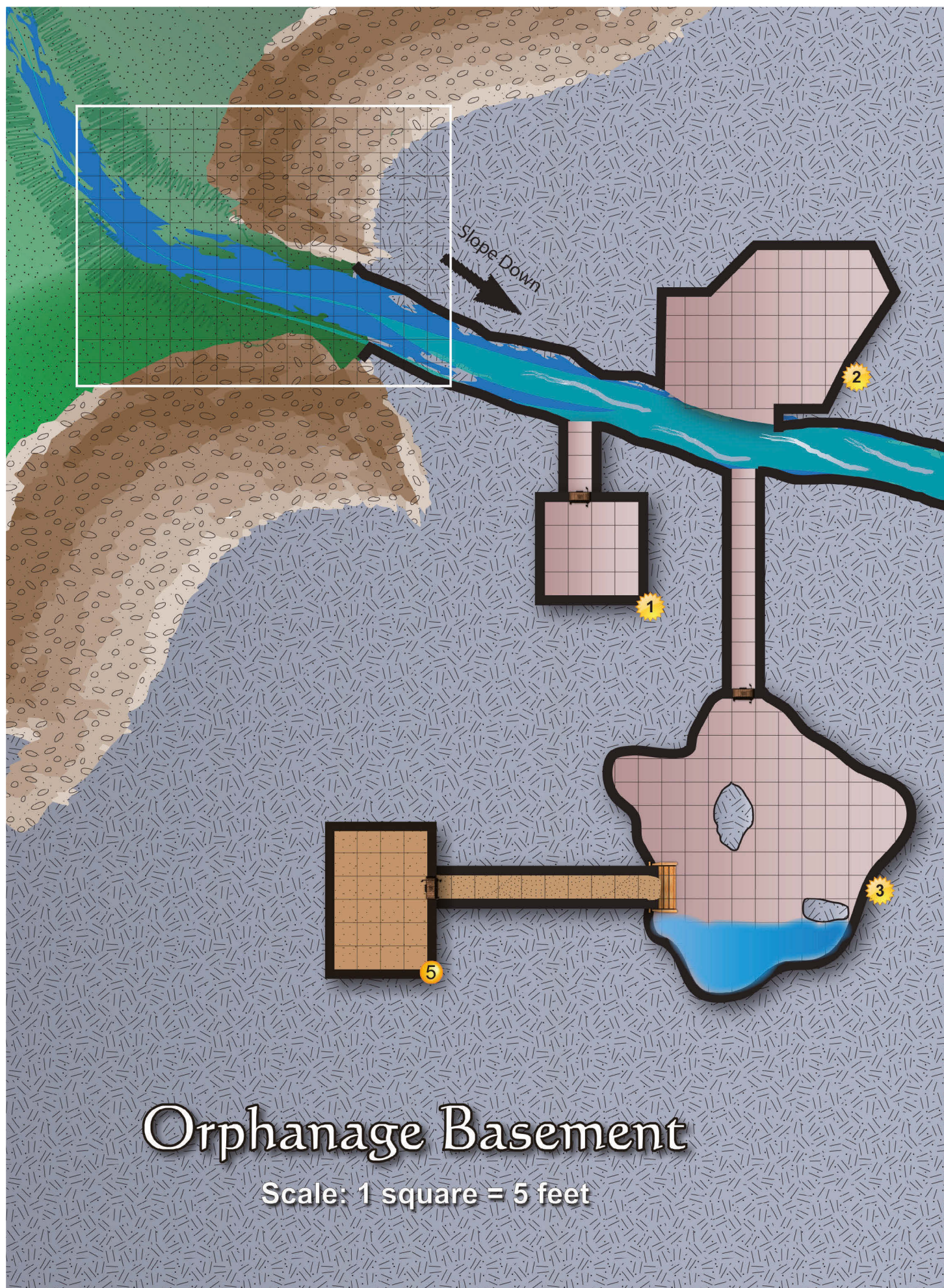
**Backstabber:** If he attacks from hidden or goes unnoticed as an enemy before he attacks he adds +2 to his WR.

## Rewards

**Cash Award:** Treasure Parcel - Good +3

**Magical Award:** None.

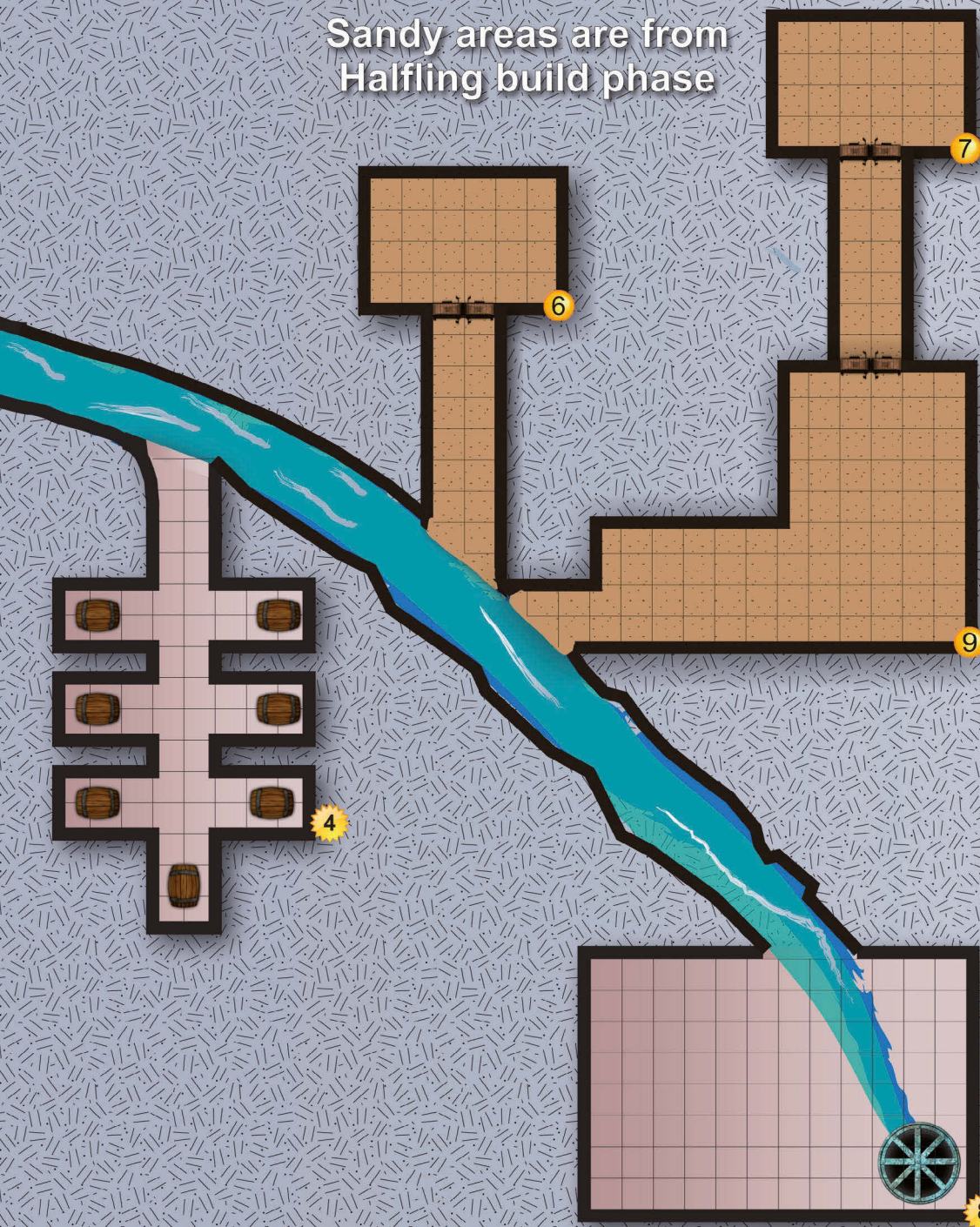




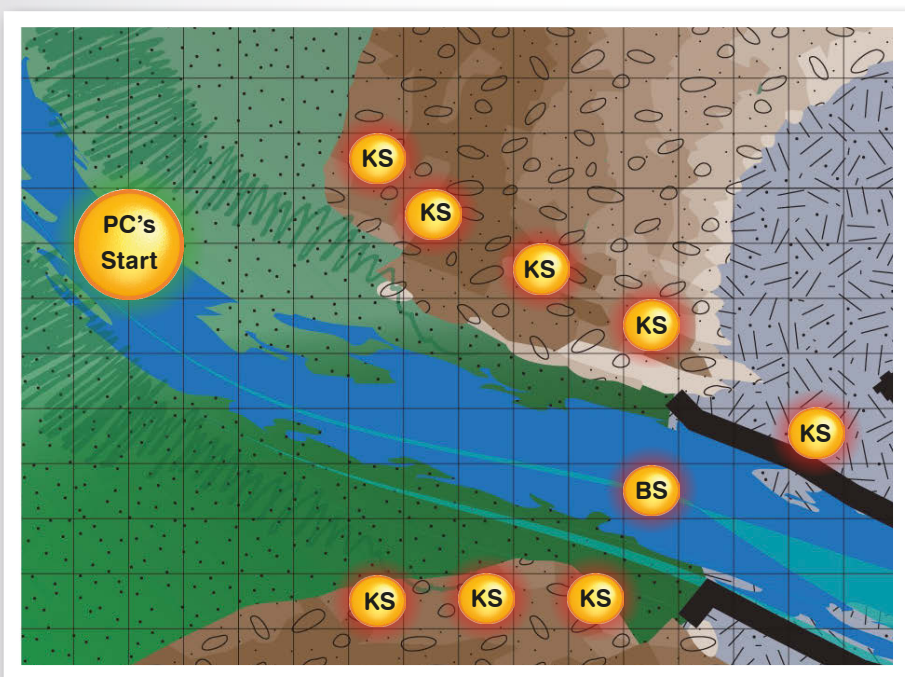
# Orphanage Basement

Scale: 1 square = 5 feet

Sandy areas are from  
Halfling build phase



Drain Pipe  
Leads up to  
Orphanage



### Cave Entrance

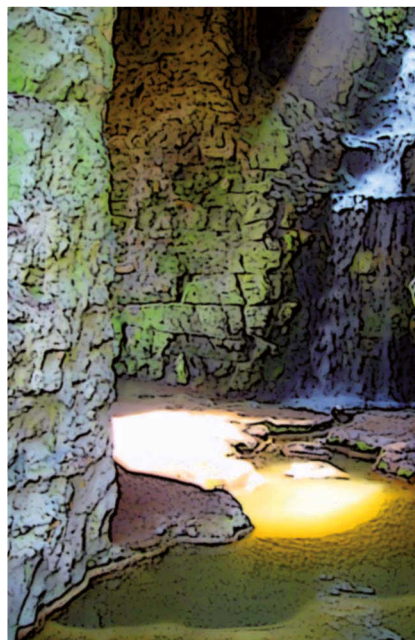
A walk into the hills to the north of the town and the characters come upon a cave entrance where a stream goes underground. This tunnel leads to the basement of the Orphanage and the waters were used in the wine making process when the place was a vintners.

The water is just short of knee deep and **very cold**, with a faint green tint of life floating on the surface. Under the surface the stream bed is full of **loose rocks** and makes progress along it **hard going** and counts a difficult terrain for characters movement. This movement penalty is applied for the whole length of the stream. The dark green banks are also difficult terrain.

As the characters enter the **blackness** and struggle up the rocky bed of the stream they are aware of a strange noise. A cross between a howling pig and a moaning woman. Cobwebs cover the ceiling and walls of the cave but they have been disturbed regularly and seem to be in a state of continual repair as little spiders run through the webs trying to keep up with repairs.

As they trek deeper into the caves they are welcomed by the attack of A Swarm of Bats and eight Shadow Spirits

The shadows are the spirits of dead children who were killed by the halflings who took their place in the orphanage. Stuck here and abandoned on by their parents and elders they have a deep hatred for those who are alive.



## Bat Swarm

**Power Level:** Expert Level Monster

### ASPECTS

- *Thousands of Flying Mice*
- *Grotesque Winged Creatures*
- *Disease Ridden*
- *Agile Hunters*
- *Disorientating Squeaks*
- *At home in the dark*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	4	Craft	-	Deception	2
Strength	1	Knowledge	-	Empathy	0
Endurance	2	Reasoning	0	Persuasion	-
Perception	3	Willpower	1	Resources	-

**Physical Stress:** 3 **Mental Stress:** 1 **Social Stress:** -

**Fate Points:** 5

### Stunts:

**Night Vision:** Does not take any penalties to perception for low light or dark conditions

**Alternate Movement:** Flight fast and accurate.

**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.

**Creature of Nightmares:** Any willpower morale checks called for when fighting these creatures has a penalty of -2 steps.

**Death of a Thousand Nibbles:** The swarm spends a fate point and makes an attack using its Agility vs Willpower on everyone in the same zone. The attack has a ER +4 and the damage is done to the mental stress track.

**Infection:** The swarm can spend a fate point and make an attack against a single creature in its zone. Make an attack Agility vs Endurance with a WR +4. Armour can protect against this attack and damage is taken on the physical stress track. If a consequence is taken then the target has been infected with the *Rave Fever malady*.

## Rave Fever Malady

Known today as Rabies, but known to medical scholars in these times as Rabere from the Latin meaning to rave. Folklore has it that people believed this disease was etiologically caused by a worm, called lytta, under the tongue.

**Disease Power:** Great +4

**Vector:** Bite from dogs, cats and bats

**Preferred Climate:** Temperate

**Onset:** 1 Day

**Resist:** Endurance vs Power [Great +4]

**Time Period:** 3 Days

**Initial Effect:** Gain Aspect *"Grumpy Bastard"*

**1st Failure:** Minor Consequence – *Fever*

**2nd Failure:** Major Consequence – *Vomiting*

**3rd Failure:** Serious Consequence – *Confused Hyperactivity*

**4th Failure:** *Taken Out*

## Kinder Shadow

**Power Level:** Expert Monster

### ASPECTS

- *Ghostly Image of Mutilated child*
- *I have no real body (p)*
- *Strike with wicked vengeance*
- *Chill touch of the grave*
- *Please Mister, I'm just a child.*

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

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

**Fate Points:** 5

### Languages:

German

### Stunts:

**Alternate Movement:** Flight, slow and cumbersome

**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.

**Touch of the grave:** Make a Strength vs Agility attack against a single target in your zone. The attack has a weapon rating of +4 and does physical stress. Consequences are of a necrotic nature, *"Blackend skin", Melting flesh"* etc.

## Tactics

The Bat swarm will try to draw the characters to its position, using its squeaking to pique their interest. On the round that the group make contact with the bat swarm the Kinder Shadows will make stealth checks vs perception to try to attack from hiding as they appear from out of the rock face.

If the shadow wins the stealth vs perception then the target of his attacks this exchange have only a mediocre defence +0 unless they have relevant stunts.

When the group reduce the bat swarm to 0 fate points the swarms remaining bats fly off to find a safer home for the colony. The Shadows fight until they have all been dissipated, however they will return to fight again after a year and a day unless their remains are found and blessed. The remains are scattered in the stream under the water.

## Rewards

**Cash Award:** None

**Magical Award:** None.

## Pulp Storage 1

This room is where the pulp from the crushed grapes was kept and then turned into compost to use on the fields. Left to go to ruin the **walls are crumbling** and the flagstone **floor ruptured**.

All of the Zones in this room are difficult terrain BV 2.

The door to the room holds back a fearsome creature who survives by hunting rats but looks forward to some large prey.

## Rot Beetle

**Power Level:** Expert Monster

### ASPECTS

- **Stench of Acid**
- **Dense Chitn Armour (p)**
- **Perfect Camouflaged Shell**
- **Powerful Jaws**
- **Immovable Lump**
- **No Cunning**

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	1	Craft	2	Deception	2
Strength	3	Knowledge	-	Empathy	-
Endurance	3	Reasoning	0	Persuasion	-
Perception	2	Willpower	2	Resources	-

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

**Fate Points:** 5

### Stunts:

**Alternate Movement:** Burrowing, slow and cumbersome

**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.

**Razor Sharp Mandibles:** Make an attack against a single target in the same zone, Strength vs Agility. The attack has a WR +4

**Spit Acid:** Spend a fate point and make a ranged attack against a single target up to 1 zone away. Endurance vs Agility with a WR +4. If the target takes a consequence he gains the sticky aspect **"Melting Flesh"**. Each round the target has this aspect he must make an endurance check Dif: 4, any shifts in failure are taken on his physical stress track. The target or an ally can take an action to remove the aspect Agility Dif: 4

## Tactics

Rot beetles tend to live most of the days underground from where they ambush their prey by surprise. Only their Antennae are visible from the surface making them very difficult to spot. Attack the character perceptions with the Beetles Deception roll to try to get a surprise round for the beetle. The beetle will fight until he has reached a Serious Consequence and then attempt to withdraw from the combat by using his burrow speed. At this point he would rather live, this is one meal that is too much trouble for him.

## Rewards

**Art Object:** Treasure Parcel - Superb +5; Gold and sapphire Ankle Bracelet.

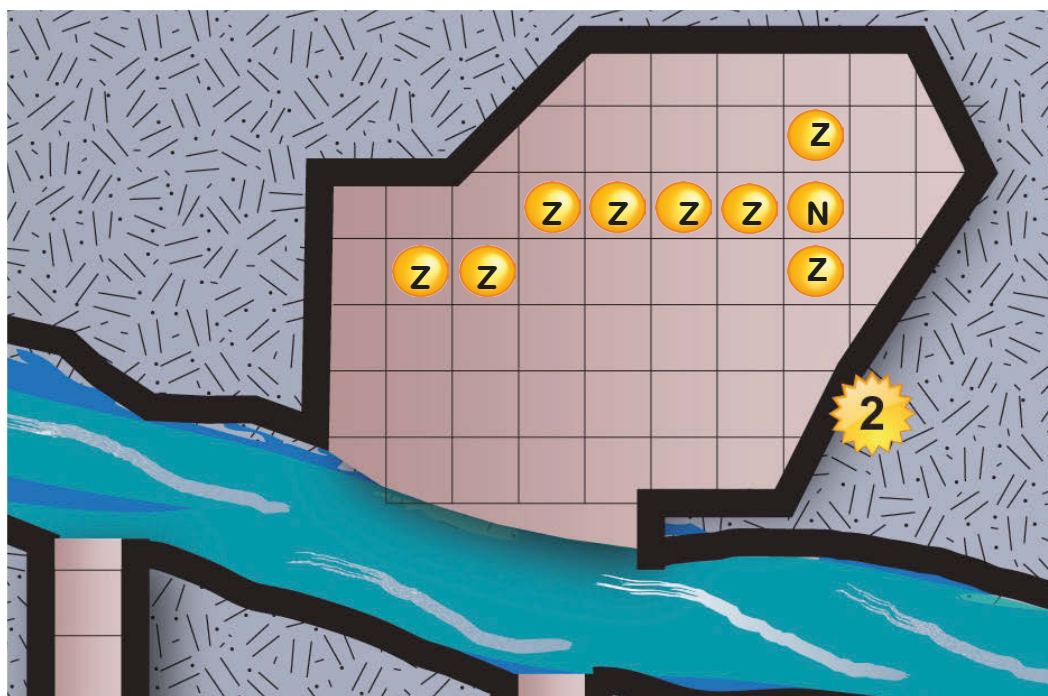
**Magical Award:** Surviving the acid and the elements, tucked in the disturbed earth is an Enchanted Chain Shirt.

## Umbral Chain Shirt

Made in ancient times by the armour called Volkbert who it was said had aid in his work from an orphaned Dvergr or Dwarf in our tongue. The shirt is made from black iron links that have been enchanted to be resistant to damage but also make the wearer hard to see in shadows and dark conditions.

AR -2, **"Resistant to the Elements"**, **"Invisible In shadows (p)"**  
4 Stress boxes.





### Family Crypt 2

This was the family crypt in the old days when the Easterly family was one of wealth and power. Since the civil wars and interim unrest many powerful families have lost lands and wealth as the power shifted constantly from one side to the other. This crypt was abandoned for many years until the Halfling necromancer converted it into a **fully functional Death Lab**. It has a Triple-Vaulted roof with many inset **stained glass circular windows** that are lit from behind by lanterns. Several of which have been broken leaving only a dark whole.

### Tactics

At the start of the combat the Ghoul is hidden in one of the broken false windows high up in the ceiling gnawing on some old bones and so is off the map. The ceiling is 20' high here vaulting to 40'.

The Necromancer will use the zombies as a first line shield keeping his Ghoul in reserve until an attempt to 'revoke the undead' has gone off or he is sure that the characters don't have that capability. Then he will send in the Ghoul from his lair who will try to gain a flanking attack by dropping 20' into an advantageous position.

The Necromancer will then use his Death glance to give the Ghoul an immobilized character to chew on.

If things go bad he will try to save his reanimation power for the Ghoul but if he is confident that he can win he will use it on one of his Zombies. Also if it looks like the characters are breaking through to attack him then he will also reanimate a Zombie.

### Ghoul

**Power Level:** Heroic Monster

#### ASPECTS

- **Driven by Endless Hunger**
- **Unfeeling Dead Flesh (p)**
- **Faster than the eye can see**
- **Leaps around like a scalded cat**
- **Disease Ridden Bite**
- **Undead Body**

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	4	Craft	0	Deception	4
Strength	2	Knowledge	-	Empathy	-
Endurance	4	Reasoning	0	Persuasion	-
Perception	2	Willpower	3	Resources	-

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

**Fate Points:** 5

#### Stunts:

**Leaping Move:** The ghoul can make an Agility check Dif: 3 with a success he can leap up to 2 zones as a supplemental action.

**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.

**Infected Bite:** Make an attack against a single target in the same zone, Strength vs Agility. The attack has a WR +4 If the target takes a consequence he must make an Endurance check Dif: +3. On a failure he gains the sticky aspect **"Can't Move"**. if he is bitten and takes this again the second time he fails this aspect become Persistent **"Can't Move (p)"**

**Claws:** The ghoul may spend a fate point and then it can make a claw attack against the same target in the same exchange as it has used it's bite. WR +2; agility vs agility

## Zombie

**Power Level:** Heroic Monster

### ASPECTS

- *Mindless Undead*
- *Unfeeling Dead Flesh (p)*
- *BRAAAINS*
- *Lumbering and Slow movement*
- *Strength of ten men*
- *Smell them coming*

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

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

**Fate Points: 5**

### Stunts:

**Miasma of the Dead:** Spend a fate point, everyone in your zone must make an endurance check dif: 4 or gain the sticky aspect *"Overcome with Nausea"*. They can take an action to remove the aspect with a willpower check dif: 4

**Infected Bite:** Make an attack against a single target in the same zone, Strength vs Agility. The attack has a WR +2 If the target takes a consequence he must make an Endurance check Dif: +2. On a failure he gains the sticky aspect *"Turning into a Zombie"*. if he is bitten and takes this again the second time he fails this aspect become Persistent *"I am a zombie (p)"*

**Fist:** The zombie makes a fist attack with strength vs agility, the fist has a WR+ 2

**Undead Flesh:** AR -1

## Halfling Necromancer

**Power Level:** Heroic Monster

### ASPECTS

- *Grotesque Fey Goblin*
- *Fey Glamour makes me look cute.*
- *Uses small size to advantage in combat*
- *Skilled at hiding and sneaking.*
- *Please Mister, I'm just a child*
- *Unseelie Necromantic Magi*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	2	Craft	4	Deception	2
Strength	2	Knowledge	3	Empathy	0
Endurance	2	Reasoning	2	Persuasion	3
Perception	2	Willpower	3	Resources	2

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

**Fey Affinity Score: 4 Fey Stress Track: 7**

**Fate Points: 5**

### Stunts:

**Death Glance:** The necromancer takes on the appearance of death himself. Make a fey affinity roll Dif: 6 stress is taken on his Fey stress track. Make a Fey Affinity attack vs Willpower against everyone in the same zone. The attack has a ER +4 and attack the mental stress track.

**Reanimate:** The necromancer makes an affinity check against dif: 4 with stress taken on his fey stress track. Choose an undead creature within 4 zones who has been defeated this scene. Roll affinity vs dif = Undead creatures endurance score. Success and the undead creature rises again with all empty stress boxes.

**Wand of Rotting:** Spend a fate point and make an agility vs agility attack against a single target in the same zone. The attack has a WR +6

## Rewards

**Cash Award:** Treasure Parcel - Fair +2

**Art Object:** Treasure Parcel - Superb +5; Gold and sapphire Ankle Bracelet

**Magical Award:** Wand of Rotting Flesh and a Potion of Healing.

## Wand of Rotting Flesh

An item that the necromancer has brought with him from his unseelie court home in Arcadia. It is the arm bone of a Dryad with dark ebony inlays of vile words. The bone is tipped with the tongue of dead fey maiden.

Attack agility vs agility against a single target in the same zone. WR +6 consequences taken are such as *"Liquefied flesh" flayed skin* and other such niceties.

## Description

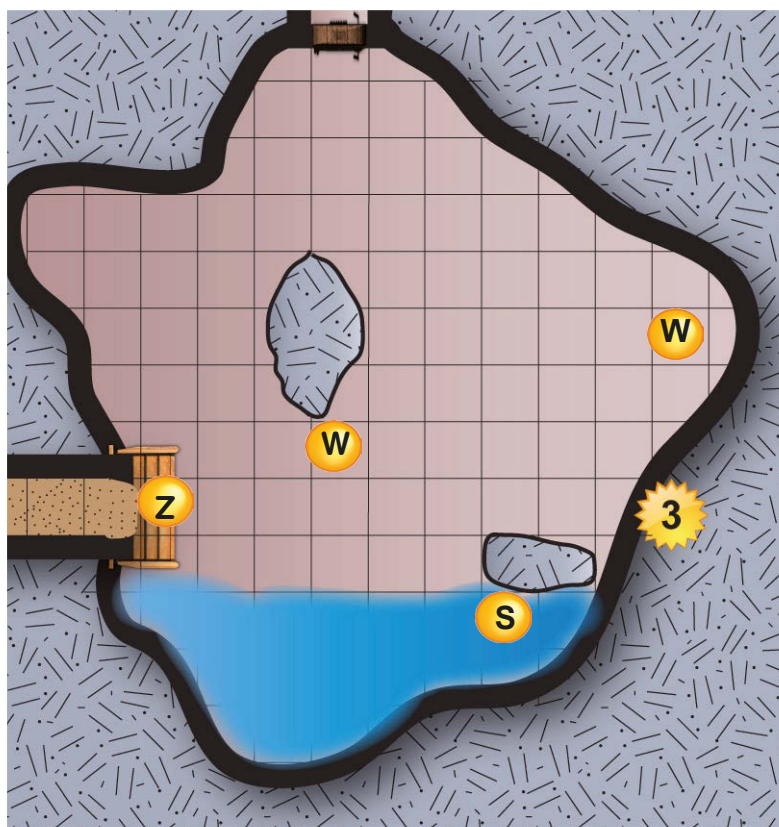
He is not dressed like the others, as a child. He wears dark blue robes with tattered ends to the hem and the sleeves. His true form has still been masked by the fey glamour but there is still something dark and evil about his appearance.

The robes have a dark blue embroidery of vile words that are barely legible to the eyes and visible only on closer inspection. His voice is a low cackle as though he has a cold and lots of phlegm.

His finger seem impossibly long as are the nails having a load of black dirt under them from his digging in the grave yard of the town.

He has picked up the stench of the zombies and over time has gotten used to their smell, now it has no affect on him at all.

His hair is long and white but he is thinning on top and his ears are as hairy as his head. He is clean shaven and his eyes are the deepest darkest black.



### Stagnant Cave 3

While this is a natural cave it dates from the original build of the basement level. A spring used to flow from the southern wall of the cave and the vintners used these clear fresh waters in their processes. Over time the underground spring has change its route and now all that is left is a grunge pool *filled with moss and slime*.

The Halflings have been trying to dig into the wall to find out what happened to the natural spring but have so far not had any success. In fact the stumbled upon *the nest of something quite horrible*. The barricaded the door to their tunnel and then left the area. This basement level is now only used as a necromantic lab and an escape route.

### Rewards

**Cash Award:** none

**Magical Award:** Potion of Healing.

Enchanted Belt of Iron Fortitude.

### Shadow Wolf

**Power Level:** Heroic Monster

#### ASPECTS

- *Ghastly Image of Rabid Wolf*
- *I have no real body (p)*
- *Chill touch of the grave*
- *Works well in a pack.*

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

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

**Fate Points:** 5

#### Stunts:

**Alternate Movement:** Flight, slow and cumbersome

**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.

**Touch of the grave:** Make a Strength vs Agility attack against a single target in your zone. The attack has a weapon rating of +4 and does physical stress. Consequences are of a necrotic nature, *"Blackend skin", Melting flesh"* etc.

**Paralysing Gaze:** Pay a fate point and chose a target withing 2 zones. The target must make a Willpower Dif: 4 or gain the aspect *"Paralysed with Fear (p)"* for the scene

### Spectre

**Power Level:** Heroic Monster

#### ASPECTS

- *Invisible to the eye*
- *I have no real body (p)*
- *Chill touch of the grave*
- *Fearsome Wailing Howls .*

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

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

**Fate Points:** 5

#### Stunts:

**Alternate Movement:** Flight, slow and cumbersome

**Incorporeal Body:** Immune to physical Attacks, Vulnerable to electrical elemental damage (double WR, ER or Hazard Rating).

**Touch of the grave:** Make a Strength vs Agility attack against a single target in your zone. The attack has a weapon rating of +6 and does physical stress. Consequences are of a necrotic nature, *"Blackend skin", Melting flesh"* etc.

**Wailing Howls:** Make a mental attack against a single target range 2 zones; Persuasion vs Willpower ; WR+4. Armour does not protect, damage is mental stress. Consequences taken are fear based.

## Tactics

At the start of the encounter only the Zombie on the stairs is visible to the characters unless the characters **perception roll dif: Fantastic +6 or greater** in which case they can see the wolf in the shadows of the East alcove.

Once the characters have committed themselves to the combat against the Zombie then the wolves and the spectre will attack. The Zombie and the Spectre will use their howls and gaze to try to give the Wolves aspects to tag and gain advantage.

## Belt of Iron Fortitude

An item that is obviously very old and Germanic in design, despite it's age it still remains in good condition with its large buckle of gold inlaid with various gemstones portraying some hero wrestling a large bull, probably an Aurochs.

While wearing this belt the wearer has the aspect **"Iron Fortitude (p)"**. In addition he gains a +2 bonus to Endurance roles to recover from physical consequences or avoid gaining them, from either poisons or diseases.

## Cask Storage 4

This is where they used to store the large casks of wine while it bubbled away. Now however, the casks of oak have been left in the damp conditions for some years and have begun to fall apart. The floor is covered in a **thick sticky goo** that sucks as you walk along and a carpet of **rotten wood** crawls with insects.

The smell here from the residue of the wine making process is pretty rank. On entering make a Superb +5 attack again each characters Endurance. On any successful shifts, that character is suffering and gains the aspect **"vomiting and dizziness"**.

While the character has this aspect he may be compelled to forgoes his turn while he throws up, or falls over from the dizziness.

Any physical actions while he has this aspect are limited by his endurance score.

## Giant Rats

Fey: Average Minion **Size:** Group of 6 per counter

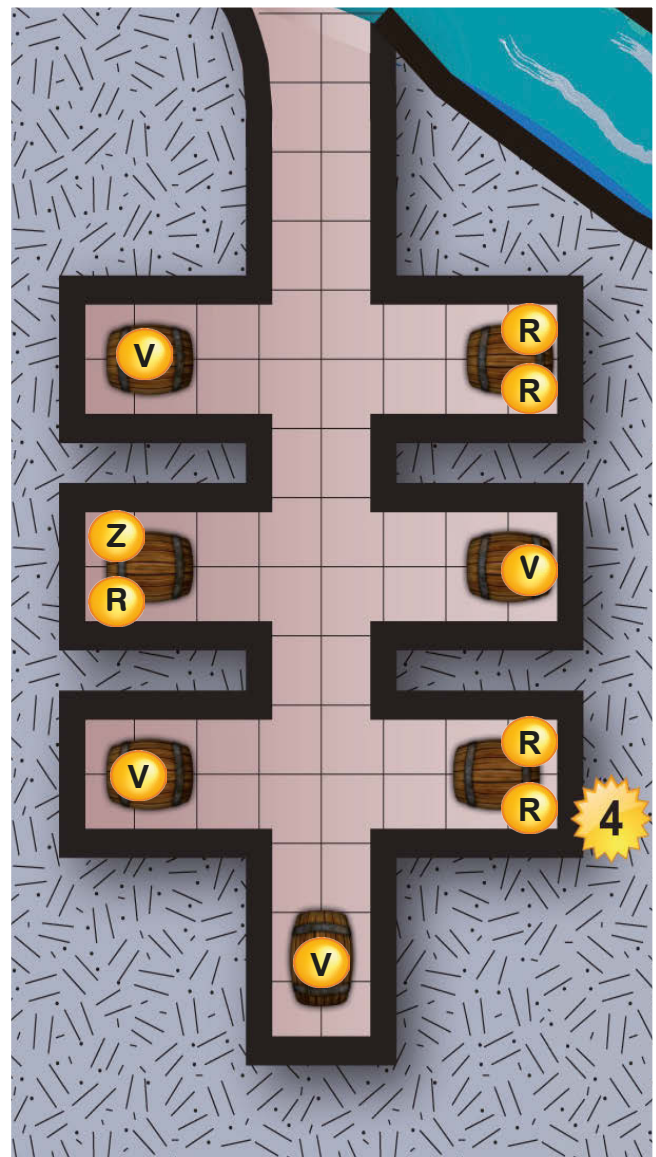
+3 minion bonus

**"Drooling Dirty Beast"**

**"Brutish Unnatural Strength"**

**Bite** Attack +1 (+4 with minion bonus) WR+1

If the bite inflicts a consequence then the target must make an endurance check dif: Good +3 or be infected with the Yellow Death



## Yellow Death

So called because the victims turn a deep yellow before they die from renal failure.

**Disease Power:** Good +3

**Vector:** Bite from rats

**Preferred Climate:** Temperate

**Onset:** 1 Day

**Resist:** Endurance vs Power [Good +2]

**Time Period:** 1 week

**Initial Effect:** Gain Aspect **"Pissing Fire"**

**1st Failure:** Minor Consequence – **Fever**

**2nd Failure:** Major Consequence – **Agonising Stomach Pain**

**3rd Failure:** Serious Consequence – **Delirium**

**4th Failure:** **Taken Out**

## Rewards

None

## Vampire Bats

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

### ASPECTS

- *Fluttering Horrors*
- *Persistent predator*

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

**Physical Stress:** 2 **Mental Stress:** 3 **Social Stress:** 0

**Fate Points:** 5

### Stunts:

**The Deadliest Grace:** uses agility for melee attack rolls.

**Flight:** Rapid darting flight

**Rapier Beak:** WR +3 *"Swift Attack"*

If the attack hits with spin, instead of inflicting damage the bat may spend a fate point and force the target to make an Endurance check dif: Good +3 or gain the Extreme consequence *"Exsanguinated (p)"*

## Abandoned Dig 5

The tunnel leading into this room still has tools and supporting material left lying on the floor. The door has been *hastily braced* from the tunnel side. All indications are that the Halflings have *gone somewhere they shouldn't*.

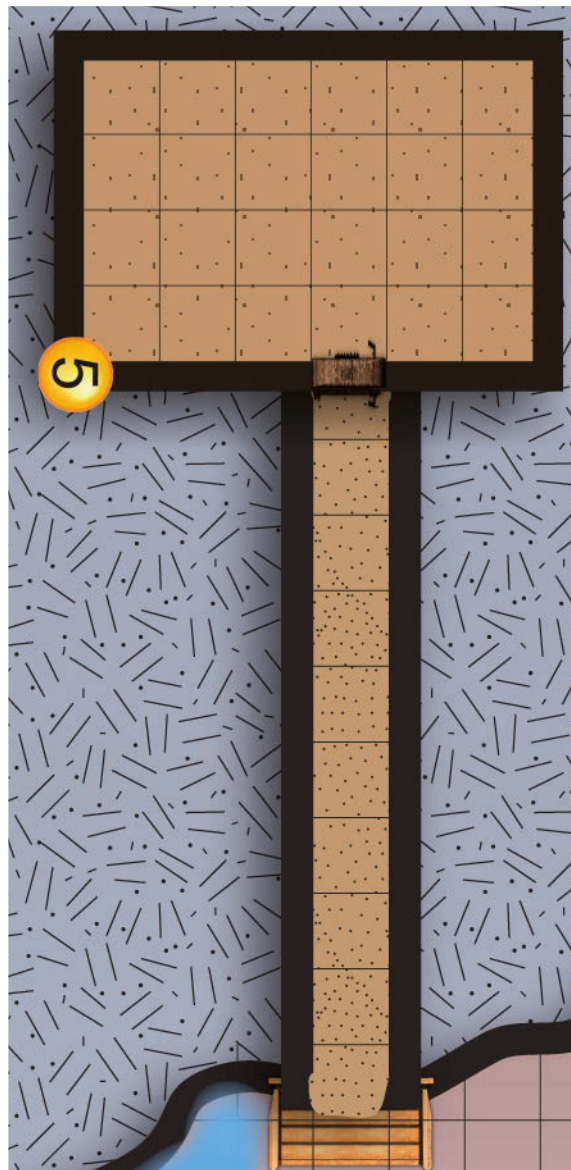
The ground is soft and sand and gives easily underfoot. There is a *slight vibration in the air*, melodic and repetitive, deep in tone and resonates down the corridor obviously coming from the room behind the door.

## Rewards

**Cash Award:** Treasure Parcel Good +3

**Art Object:** Golden Talisman Treasure Parcel +5

**Magical Award:** Balm of Regeneration, Fey Boots



## Balm of Regeneration

This is a thick cream that rather than being drunk like a potion is applied to a wound. It smells of sweet herbs like basil and coriander but has other magical elements in it also. The vial contains one use of the balm.

When applied to a wound, physical consequences heal 2 time steps quicker with no endurance roll required at the end of the time period. Even severed limbs may be grown back with the use of this balm.

## Sand Dragon

**Power Level:** Mythic Monster **Size:** 1

### ASPECTS

- **Super Perception of Vibration**
- **At home in its underground Tunnels**
- **Followed by the stench of death**
- **Lightning fast attacks**
- **Tough Scale Armour (p)**
- **Can sense the presence of Magic (p)**

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	3	Craft	3	Deception	4
Strength	4	Knowledge	3	Empathy	0
Endurance	4	Reasoning	2	Persuasion	3
Perception	5	Willpower	4	Resources	4

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

**Fate Points:** 5

### Stunts:

**Alternative Movement:** Can move through soft earth at normal movement rates.

**Enhanced Senses:** Is able to sense movement and interpret it as sight through soft earth.

**Enhanced Senses:** Can sense the presence of magic even through rock out to 4 zones away.

**Armour:** Natural AR -4

**Hypnotic Gaze:** The sand dragon can spend a fate point to make an hypnotic gaze attack on a target he can see and who can hear him speak. Make an attack against the target Persuasion vs Will with a WR +4 the stress taken is mental and armour does not protect. Consequence taken should reflect being hypnotise and controlled by the dragon. Such as **"Yes my Master"**, **"You are Always Right"**, **"My stuff is your stuff"**

**Sand Storm:** Pay a fate point, make an attack roll against all creatures in your zone an adjacent zones. Strength vs Agility ER +4. Any shifts are taken on the physical stress track and are from being sandblasted. If the attack gets spin, the dragon may spend a fate point to place the sticky aspect on the target of **"Blinded (p)"** on his turn the target may spend an action to make an endurance check Dif: 4 to reduce the aspect to **"Blinded"** then repeat next exchange to remove the aspect altogether.

**Bite:** WR +6

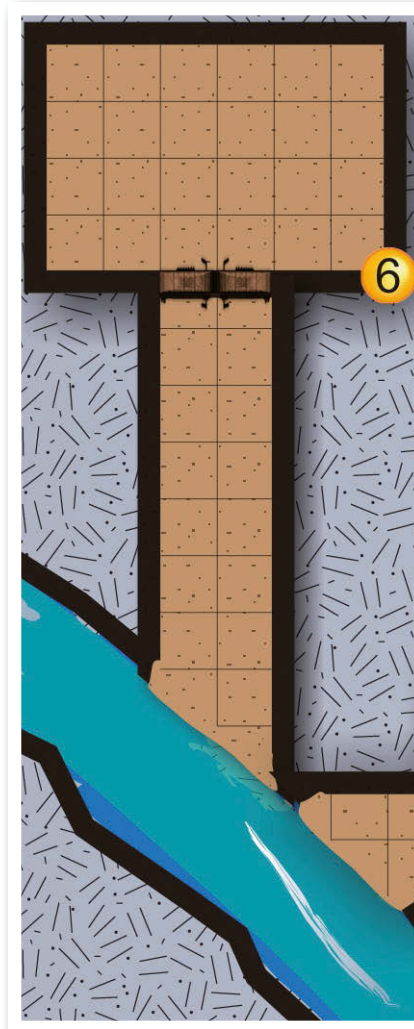
**Claws:** WR +4

**Tail Strike:** WR +4, on hit with spin, may spend a fate pint to push a target 1 zone. Make a contested Strength vs Strength check, if the dragon wins the target is pushed 2 zones and has the sticky aspect **"Dazed"** on his turn he may spend an action to make an endurance check Dif: 4 to remove the aspect.

## Fey Boots

These are long boots that stretch way up and over the knee where they fan out. They are laced all the way up and on command they can lace and unlace themselves. They are made from what looks like a large and thick green leaf.

While wearing these boots you can make a shift into another zone as a free action and hustle 2 zones as a supplemental action. Furthermore you take no penalties to movement from terrain blocking values.



## Goblin Stores 6

This is where the fey creatures have stored all of their belongings that they brought with them from the fey realm, items that tie them to being grotesque goblins rather than halflings/small children. The place is scattered with litter of mostly **useless stuff**.

## Goblin Masters 7

When the Goblins came through the portal most of them had changed into the little Halflings that pretend to be children. However, some of the goblins were so fey that they **resisted the change** and came through as their true selves. These **grotesque and misshapen little fey** creatures could not be seen around the town or they would be destroyed and the whole mission a failure. So they waited in the wilds until a base could be set up and then made their way through the tunnels beneath the vintners. They have dug their own tunnels and tried to **make this home**, venturing out into the town only after dark and then being very careful not to draw attention to themselves.

## Goblin Miner

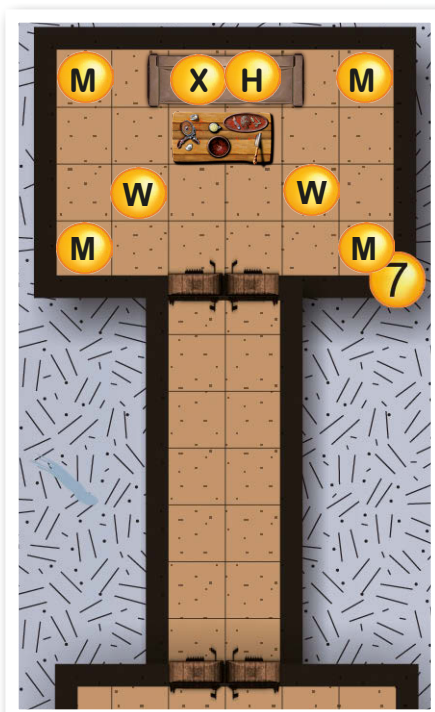
Fey: Average Minion **Size:** Group of 4 per counter

+2 minion bonus

**"Sharp Toothed Fey"**

**"Small Size is my advantage"**

**Pick Axe:** +3 attack with minion bonus WR +3 **"Unwieldy"**



## Goblin Warrior

**Power Level:** Heroic Monster

### ASPECTS

- **Grotesque Fey Goblin**
- **Teeth made of Obsidian (p)**
- **Uses small size to advantage in combat**
- **Skilled at hiding and sneaking.**
- **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: 4 Social Stress: 3**

**Fate Points: 5**

### Languages:

Goblin

### Equipment

**Chain Armour,** AR -2, 4 Stress.

**Bite:** WR +2 **"Poor Defence"**

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

**Sling** WR +1, Rng 1, **"Slow Firing (p)"**

### Stunts:

**Night Vision:** Does not take any penalties to perception for low light or dark conditions

**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.

**Flying Teeth:** The goblin makes a range attack out to 2 zones against a single target as his jaws fly out from his mouth gnashing at the target. Make an attack Perception vs Agility, the attack has a WR +4.

## Rewards

**Cash Award:** Treasure Parcel Superb +5

Art Object: Cold iron Crown Treasure Parcel Fair +3, Silver Medallion Treasure Parcel Good +3, Ivory Sceptre Treasure Parcel Superb +5

**Magical Award:** Potion of Healing and The Staff of Holy Iceheart



### The Staff of Holly Iceheart

Much like the dagger and the sword the staff is made from white and blue fey glass in a diamond section that has been twisted. The top of the staff is a needle sharp glass snowflake.

The wielder of the staff gains resistance to fire, any fire based attack halve their damage. They are also completely immune to cold effects.

They gain the aspect *"Need to eat more (p)"*

**Icy Daggers:** Activate with a fate point. Range 2 zones. A stream of large sharp ice shards issue from his hands and spread out striking chosen targets. He may chose multiple opponents taking a penalty of -1 for each target. The ice shards strike with a WR +4

**Falling Blocks of Ice:** Activate with a fate point. Range 1 zone up to 4 zones away. A storm of large blocks of ice falls from the sky and attacks everyone in the chosen zone. The ice blacks strike with a ER +4

**Freezing The Blood:** Activate with a fate point and stays on for the scene or until dismissed. Everyone in his zone and out to 3 zones is subject to a hazard attack of +4 as the blood in their veins freezes.

**NOTE:** If the wielder has a Fey Affinity higher than 4 increase the WR and range by the difference

**Staff of Holly Iceheart:** WR +3 *"Freezing Cold (p)"*, *"Unbreakable (p)"*

## Goblin Hexmaster (x)

Power Level: Mythic Monster Size: -1

## ASPECTS

- *A freak amongst the goblin folk*
- *Grotesque Fey Goblin*
- *Teeth made of Obsidian*
- *Princess Holly Iceheart gifted him magical powers*
- *Natural born leader*
- *Skilled at Hiding and Sneaking*
- *I use my powers to defend Arcadia*
- *A student of many curses (p)*

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

Physical Stress: 4 Mental Stress: 5 Social Stress: 7

Fey Affinity: 6 Fey Stress: 9

Fate Points: 9

## Stunts:

**Con Artist:** She can substitute Deception for Empathy when reading a person to find Aspects

**Cats Grace:** She can use Agility to make Melee attacks.

**Unseelie Words of Guile:** She can spend a fate point to give off a particular aura depending upon the situation. She can choose to apply an aspect to the scene taken from one of the following for each fate point spent: -

*Aura of Command (p); Aura of Fear (p); Aura of Revulsion (p); Aura of Confusion (p)*

The aspect remains for the duration of the scene.

**Beam of Ice:** Roll Affinity Dif: 4 to activate. Make an attack roll against a single target with affinity vs Agility Range 4 zones, WR +6

**Zone of Truth:** Roll Affinity Dif: 4 to activate. She places an aspect on a zone *"Must tell the Truth (p)"*

**Curse the Mortal:** Roll affinity Dif: 4 to activate. Make and attack roll with affinity vs Willpower or Endurance. With a success she may place any aspect on the target and this is persistent. Her favourites are *"Organs on the outside (p)"*; *"Bursting pustulant sores (p)"*; *"Projectile Vomiting of Faeces (p)"* or for those she truly hates *"Hunted by Demons (p)"*

**Staff of Holly Iceheart:** WR +3 *"Freezing Cold (p)"*, *"Unbreakable (p)"*

## Goblin Hero

Power Level: Heroic Level Monster

## ASPECTS

- *A former Fey Guard*
- *Grotesque Fey Goblin*
- *Teeth made of Obsidian*
- *Uses small size to advantage in combat*
- *Skilled at Hiding and Sneaking*
- *Cunning Trap Master*
- *Doesn't do what he's told*
- *As likely to strike his ally as his enemy*
- *Angry All the time*
- *Loves to eat his enemies.*

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

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

Fate Points: 5

## Languages:

Goblin

## Equipment

**Battleaxe,** Attack: +4, WR +5 *"Large"*

**Scale Armour,** AR -3, 5 Stress. *"Bulky"*

**Light Shield,** Attack +3, WR +2, AR -2

## Stunts:

**Expert with Axes** +1 to Strength Rolls in combat

**Fearless** +2 to willpower rolls to defend against fear

**Quick Step,** no penalty to action from supplemental movement

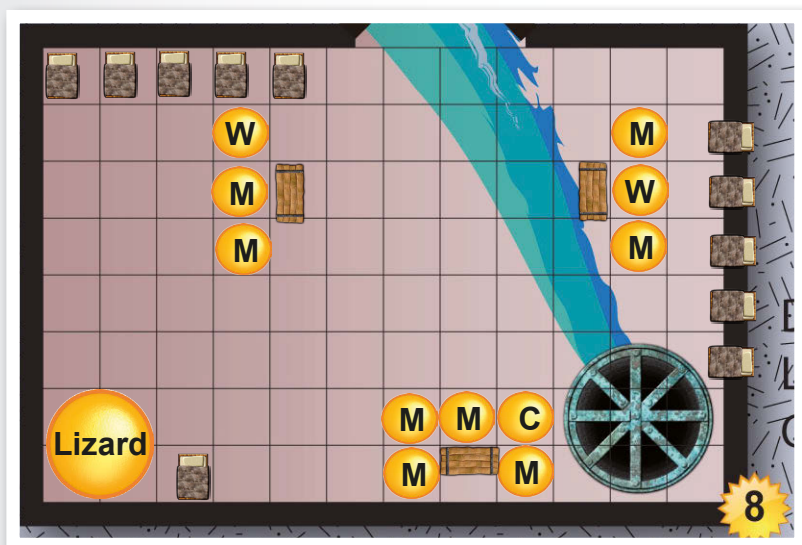
**Night Vision:** Does not take any penalties to perception for low light or dark conditions

**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.



### Drainage Room 8

This is where the **water drains** from the washroom above and leads into the Orphanage. **Old metal** ladders lead up to the drain and a catch is all that needs to be released to get access to the levels above.

### Goblin Miner

Fey: Average Minion **Size:** Group of 4 per counter

+2 minion bonus

**"Sharp Toothed Fey"**

**"Small Size is my advantage"**

**Pick Axe:** +3 attack with minion bonus WR +3 **"Unwieldy"**

### Tactics

When the combat first kicks off the Goblin Crusher is not on his mount but he will try to get to his Lizard as soon as he can, even drawing attacks if needed. He will try to use the full dimensions of the room to get a charge in whenever possible once mounted.

The bedding and the handmade rickety tables count as difficult terrain for movement with a BV 2.

### Rewards

**Cash Award:** Treasure Parcel Good +3

Art Object: Jewelled Scabbard Treasure Parcel Fair +2, Golden Broach Treasure Parcel Good +3, Gems Treasure Parcel Superb +5

### Goblin Crusher

**Power Level:** Heroic Monster

#### ASPECTS

- **Grotesque Fey Goblin**
- **Teeth made of Obsidian (p)**
- **Uses small size to advantage in combat**
- **Skilled at hiding and sneaking.**
- **Cunning Trap Master**

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

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

**Fate Points: 5**

#### Languages:

Goblin

#### Equipment

**Chain Armour,** AR -2, 4 Stress.

**Bite:** WR +2 **"Poor Defence"**

**Maul,** WR +4, **"Large (p)"**

#### Stunts:

**Night Vision:** Does not take any penalties to perception for low light or dark conditions

**Great Blow:** When attacking with his maul the goblin crusher can spend a fate point and increase his WR by +3 to a WR +7. He can chose to do this after he has hit.

## Goblin Warrior

Power Level: Heroic Monster

## ASPECTS

- *Grotesque Fey Goblin*
- *Teeth made of Obsidian (p)*
- *Uses small size to advantage in combat*
- *Skilled at hiding and sneaking.*
- *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: 4 Social Stress: 3

Fate Points: 5

## Languages:

Goblin

## Equipment

Chain Armour, AR -2, 4 Stress.

Bite: WR +2 *"Poor Defence"*Light sword, WR +2, *"Swift Striker"*Sling WR +1, Rng 1, *"Slow Firing (p)"*

## Stunts:

**Night Vision:** Does not take any penalties to perception for low light or dark conditions**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.**Flying Teeth:** The goblin makes a range attack out to 2 zones against a single target as his jaws fly out from his mouth gnashing at the target. Make an attack Perception vs Agility, the attack has a WR +4.

## Giant Lizard

Power Level: Mythic Monster Size: 1

## ASPECTS

- *Super Perception of Vibration*
- *At home in its underground Tunnels*
- *Followed by the stench of death*
- *Lightning fast attacks*
- *Tough Scale Armour (p)*
- *Can sense the presence of Magic (p)*

Physical Ability	Lvl	Mental Ability	Lvl	Social Ability	Lvl
Agility	3	Craft	3	Deception	4
Strength	4	Knowledge	3	Empathy	0
Endurance	4	Reasoning	2	Persuasion	3
Perception	5	Willpower	4	Resources	4

Physical Stress: 8 Mental Stress: 6 Social Stress: -

Fate Points: 5

## Stunts:

**Alternative Movement:** Can walk on walls as though flat ground, standard, good mobility**Enhanced Senses:** Is able to sense movement and interpret it as sight.**Ride By Attack:** When mounted if when the lizard moves he can make a free bite attack against a target any zone he moves through.**Charger:** If the Lizard moves before he makes an attack his WR is increased by +2**Armour:** Natural AR -2**Bite:** WR +4 The saliva of the lizard has anticoagulant properties and so wounds that he inflicts bleed uncontrollably. Any time he inflicts a consequence with his bite, he can spend a fate point to give the target the aspect *"Uncontrolled Bleeding (p)"* on his turn the target or an ally may spend an action to make an Knowledge (First Aid) check Dif: 4 to reduce the aspect to *"Bleeding"* then repeat next exchange to remove the aspect altogether.**Claws:** WR +2**Tail Strike:** WR +2, on hit with spin, may spend a fate pint to push a target 1 zone. Make a contested Strength vs Strength check, if the dragon wins the target is pushed 2 zones and has the sticky aspect *"Dazed"* on his turn he may spend an action to make an endurance check Dif: 3 to remove the aspect.

# Epilogue

It is possible that the characters won't bother to question any of their enemies, leaving a wake of dead bodies in their path. Try to have them at least question Parfumo about what they are doing here.

Once he explains the situation in his home realm, an Arcadian domain, the characters might be inclined to help. After all the ring sounds like a very powerful item, although Parfumo knows nothing of its actual powers; only that the father can save an entire land with it.

Make sure that you don't have the little folk speak of the Princess as a ring. To them it is a princess. She has been stolen, her father wants her back. The fact is that the change that altered the goblins into halflings also worked on the ring and made it into a her! A beautiful woman of childlike awareness. The thief is passing her off as his sister while using her magical powers for his own gains.

This is a lead in to your next adventure, find the thief and the Princess and return her to her father in Arcadia in the hopes of negotiating for a great prize.

The little folk can take the characters to the old Roman pump house where the rift has broken through from their realm. The characters might want to negotiate a reward from the tree called the father before they expend effort in finding the thief. A magical connection, could be provided by the father and make any divination spells more effective at tracking down the princess.

Upon their travel to the arcadian realm they will find a land that is blasted and covered in shadows, everything is a dark and tainted version of itself. Their guide will tell them that this was once a land of beauty and plenty, but the shadows came and without the princess the father is not strong enough to defeat the shadows.

As with the goblins alteration in entering the earthly realm, the characters will change upon entering the Arcadian realm. Pick one of their more descriptive aspects and come up with some physical alteration that could manifest to show off this aspect.

Negotiations with the father should be strange and odd feeling with the characters not having much idea of if they are winning, losing or just being misunderstood. At some random statement of one of the players the father will jabber "Excellent, then we have a deal". Leaving the players to return with a connection to the princess. The twig from his hand that she sat on.

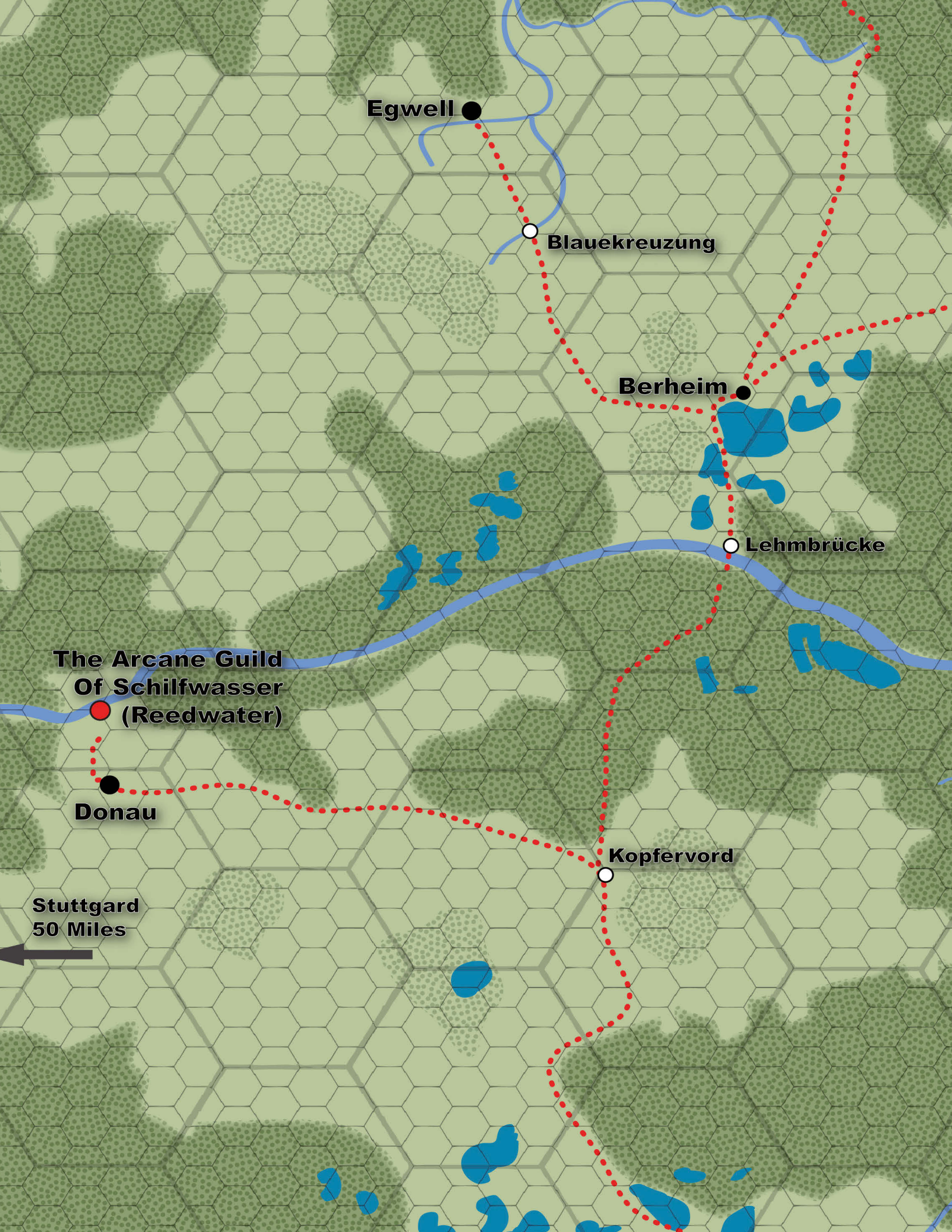
The second time the characters go through the rift they should have the princess in hand. On her return to Arcadia however, she changes from the beautiful childlike woman into an ornate ring.

You can make up a name that the thief is using for the princess and her aspects, powers etc. She might even cause a few adventures before the group can get her back to the pump house and through the rift.

The pump house should have some fey monsters lurking in there. After all it has been exposed to both the fey realm and the shadow realm overspill. Be creative and have some strange and morbid things in there. They should be twisted and evil versions of something lovely. Or brutal and large version of something small and icky from earth, like larger than normal spiders or ants.

Further adventures could be run in the Arcadian realm as the characters aid the father in fighting the shadow forces that have taken over his land. A treaty of sorts might be forged and a source of magical essence guaranteed for the guild.





**Egwell**

**Blauekreuzung**

**Berheim**

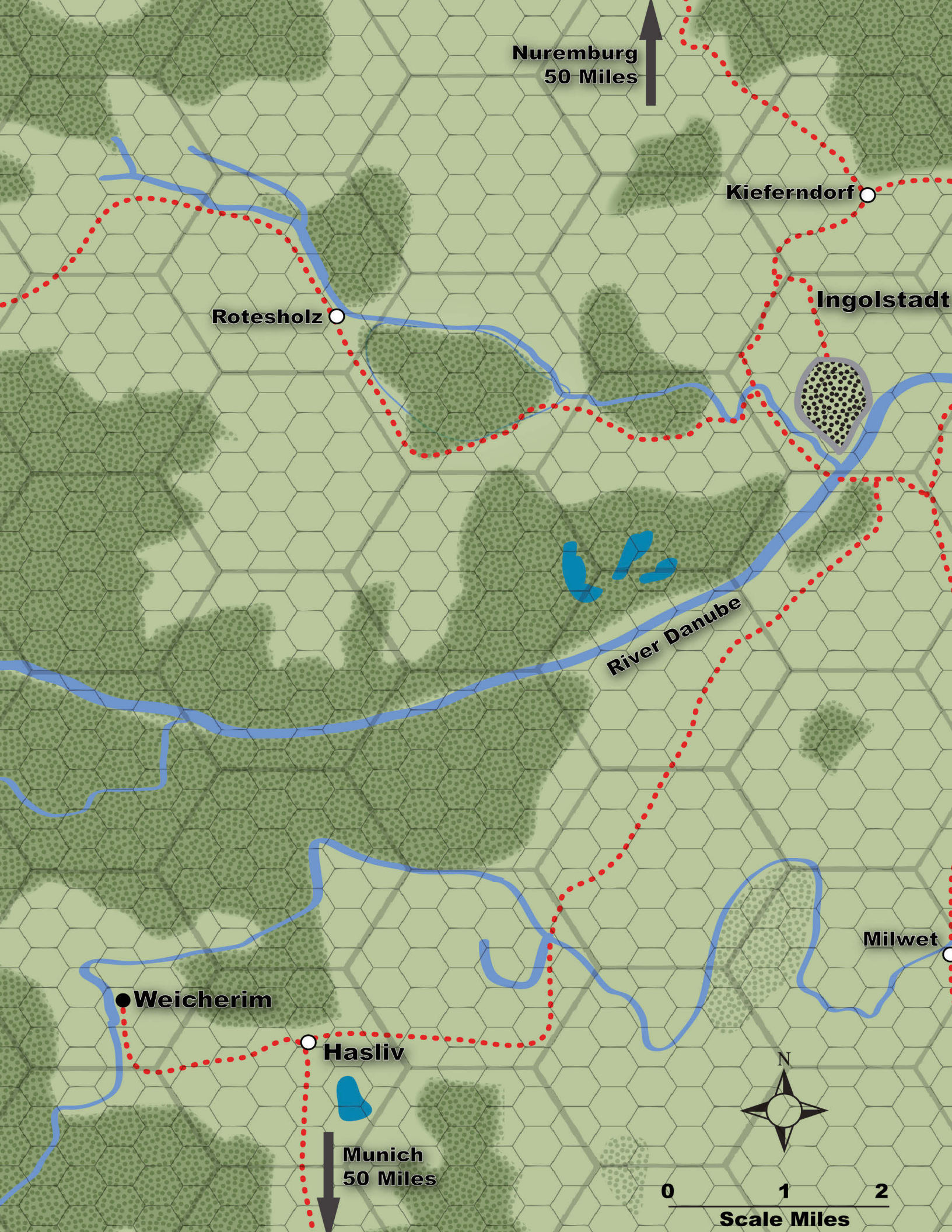
**Lehmbrücke**

**The Arcane Guild  
Of Schilfwasser  
(Reedwater)**

**Donau**

**Kopfervord**

**Stuttgart  
50 Miles**



Nuremburg  
50 Miles

Kieferndorf

Ingolstadt

Rotesholz

River Danube

Weicherim

Hasliv

Munich  
50 Miles

Milwet



0 1 2  
Scale Miles

# POWERED BY FATE™



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 area around the Arcane Guild of Reedwater, it's magical island and the creatures, wizards and fey that live there; as well as the ordinary townsfolk of Ingolstadt, Donau and Egwell.

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.

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