

ARTHURIA

A campaign micro-setting for Fate Accelerated Edition



In the Year of Our Lord 510, the great wizard Merlin brought to King Arthur his ageless wisdom. His aid took many forms, from showing Arthur how to find (some say forge) the sword Excalibur to granting insight into the King's enemies. He showed Camelot's craftsmen how to build suits of Shining Armor with coiled springs that increase a knight's strength threefold. He taught sages secrets of mathematics, science, and engineering that propelled the kingdom into a Golden Age.

Nearly 25 years have passed since the coming of Merlin. Arthur's court has grown to nearly 200 Knights, and Camelot has spread peace across Britain. Many from the Round Table have set out on the most Holy of quests, even recovering the Grail of Christ, not a cup but a stone with an unearthly green glow. The Grail whispered further secrets to those

Merlin trusted to study it, powers to drive darkness from men's hearts, to cure all Earthly ills, to master the beasts of the field.

But portents grow dark. Merlin has disappeared. The King's sister, Morgana, has stolen the Grail. An army gathers under the banner of the dark knight Mordred. And the King's mind is bent by the possibility that his most trusted Knight is dallying with the Queen.

What will become of Camelot, of Britain, of the World? If there is no more Merlin, no more Arthur, who will rise to the call of history? Will it be you?

CAMPAIGN ASPECTS

A KINGDOM AT WAR; ANACHRONISMS ABOUND; SHADOWS OBSCURE

Who is Merlin?

Let's get down to brass tacks. Merlin is a time traveler. He's not saying where he came from or if he's even human, though he looks close enough to pass. He has been around just about every where and when.

That is, until his time machine's power core *fell out* over Wales in the early 6th century. Merlin crash-landed near the encampment of a Celtic war-chief named Arthur. The traveler took it upon himself to mold this man into the legendary king and to build up the Knights of the Round Table so that one might find his power core (what they called the Grail).

Unfortunately, Merlin came to care a great deal for Arthur and his burgeoning kingdom. When Percival came back with the Grail, the "wizard" didn't just take off again into the time stream.

One of Merlin's students, Morgana, was too bright for anyone's good. She managed to figure out the power core and used it to banish Merlin to another time and place.

It's up to the player characters to recover the Grail and return it to Merlin, wherever and whenever he might be.



SAMPLE HIGH CONCEPTS AND WHAT THEY'RE GOOD FOR



- **Artisan** (designing Wonders, fixing machines, understanding deceptively advanced physics and maths)
- **Bard** (reciting poetry, singing songs, telling tales, earning free drinks)
- **Courtier** (giving compliments, flattering, politicking)
- **Knight** (dueling, being chivalrous, looking dashing in shiny suits of clockwork armor)
- **Man-At-Arms** (getting down to the actual dirty business of war)
- **Mystic** (reading the hearts of men, controlling beasts, healing the sick)
- **Physick** (healing the sick, concocting medicines, explaining to the peasants what "germs" are)
- **Quaestor** (traveling across the land, enduring hardships of the environment, solving insidious riddles)
- **Sage** (gleaning knowledge of the future from Merlin's writings, spouting lore on any number of topics)
- **Scout** (skirmishing, sneaking, reconnoitering)

SAMPLE STUNTS

Beast Speech: Because I learned the tongues of animals from meditating with the Grail, I get +2 when I Quickly create an advantage involving animals.

Dutiful Squire: Because I am responsible for a young knight-in-training, once per session I can call on my squire to assist me as a mook with 2 stress boxes and stats created by the GM.

Future History: Because I have studied the strange writings in Merlin's workshop, I get +2 when I Carefully create an advantage based on my knowledge of history yet unwritten.

Greenwood Stealth: Because I am adept at disappearing into the undergrowth, I get +2 when I Sneakily overcome obstacles using plants and other natural features for cover.

Poison Tongue: Because I know the secrets of everyone at court, I get +2 when I Flashily attack other courtiers emotionally.

Quaestor Visions: Because the Grail speaks to me in dreams, guiding me to it, I get +2 when I Cleverly create an advantage based on my visions.

Shining Armor: Because I have a suit of spring-powered armor, I get +2 when I Forcefully defend against physical attacks.

Wonder-Worker: Because I have learned the secrets of engineering from Merlin himself, once per session I can pull out an item of advanced technology that will help me in the current scene.

FOES & FOILS

AMBITIOUS COURTIER

PLANS WITHIN PLANS; PRACTICED BEAUTY

Skill (+2) at: Spinning falsehoods, discovering secrets, exploiting weaknesses

Bad (-2) at: Physical violence

Stress: 1 box

The discord in Camelot has created opportunities for scheming nobles to advance themselves. Some secretly work for the enemy; most are just in it for themselves.

BLACK KNIGHT

EMBITTERED WARRIOR; STILL NOBLE AT HEART

Skilled (+2) at: Attacking fearlessly, holding ground

Bad (-2) at: Keeping his temper, resisting appeals to his honor

Stress: 2 boxes

The knights that have been tempted to Morgana's service are those with great anger in their hearts. They are also some of the strongest warriors in Camelot.

FAE SOLDIER

OTHERWORLDLY WARRIOR

Skilled (+2) at: Creating illusions, dueling

Bad (-2) at: Withstanding attacks with iron weapons

Stress: None (or 1 box per 2 members of a group)

Morgana made a deal with the princes of the Sidhe. These fairy warriors wield silver blades and fight in a whirling, fluid style. No human is aware that they are actually extra-dimensional aliens who have opposed Merlin for centuries.

MORGANA LE FEY

High Concept: *I Will Take What Is Mine*

Trouble: *Trust No One*

Other Aspects: *Dark Sorceress; Merlin's Greatest Student; Pact with the Sidhe*

APPROACHES

Careful: Average (+1)

Clever: Good (+3)

Flashy: Fair (+2)

Forceful: Great (+4)

Quick: Fair (+2)

Sneaky: Great (+4)

STUNTS

The Grail Itself: Morgana possesses the Grail. She gets +2 when she Forcefully attacks or Sneakily overcomes obstacles using magic.

Morgana Le Fey is the half-sister of Arthur Pendragon. She grew up in the shadow of her brother's destiny. When Merlin arrived, she threw herself into study, eventually uncovering the secrets of the Grail. She decided that Camelot belonged to her, and she set out to claim it.

LEGALESE



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