

Rake *HELL*

THE CHIMNEYS OF WHITEHAM

WRITING & DESIGN

Gareth Ryder-Hanrahan



ACKNOWLEDGEMENTS & CREDITS

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Quote (page 3) from **The Chimney Sweeper** by *William Blake*.

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(<http://library.mcmaster.ca/archives/findaids/findaids/b/Brit.Legal.1.ill.htm>)
- **Highwayman 1 (page 3)**
<http://oak6j.blogspot.com/2008/09/poetry-highwayman.html>
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<http://riskyregencies.blogspot.com/2010/06/regency-police-raid.html>
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http://www.srpublications.com/tools/literature_language_arts/page_1/hound_of_the_baskervilles.htm
- **Candle (page 18)**
Candles: <http://www.cheekybee.com/Q/Catalogue.html>
- **Whiteham House Floorplan (page 19)**
Floorplan for Hopetoun House (designed by Sir William Bruce).
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- **Tom Bracknell (page 20)**
<http://faculty.ed.umuc.edu/~jmatthew/naples/scugnizzo.html>
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- **Nathaniel Huddock (page 26)**
<http://slytherineprincess.files.wordpress.com/2009/12/artful-dodger1.jpg>
- **Mary Groves (page 28)**
<http://janeaustrworld.wordpress.com/2009/09/22/little-girls-regency-dresses/>

INTRODUCTION

*"As Tom was a sleeping he had such a sight
That thousands of sweepers -
Dick, Joe, Ned & Jack
Were all of them lock'd up in coffins of black"*



It is the closing years of the 18th century. England has sold its soul. The burgeoning industrial revolution is, in secret, an infernal revolution. Aristocrats bargain with devils, souls are traded in the financial markets, and dark satanic mills belch sulphurous smoke over the blighted countryside. Few dare speak of the corruption openly. It would be impolite to hint that certain streets in London now slope vertiginously downwards into the maw of Hell, or that the clergy now preach a very different gospel in many parishes. It would be treason to suggest that the wrenching spiritual wound drove King George III insane, or that his son stalks the night and feasts on human blood.



Souls are the new coin of the realm, more precious than gold or rubies. Through infernal arts, a soul can be subdivided, ground down, distilled into inks and tinctures. These are not the primitive nights of Faustus, where a man would sell his soul entire for power. Instead, soul-selling can be done in parts, a little at a time. Only when one's entire soul is gathered by a single demon are you bound for damnation. With every transaction, hell takes a little more of you, until the accumulation of interest drags you into the burning pit – but why sell all of your own soul, when you can buy and sell parts of others?

Wealth breeds thieves, and the highwaymen who prowl by highways and byways of London Town are driven by more than greed. They are damned men, bereft of the greater parts of their souls. Through black criminal deeds, they seek to reclaim that which they lost – or had taken from them. Folklore calls them *rakehells* – they rake the coals of hell by their misdeeds, making their eventual fate all the worse through their defiance.

If a rakehell could steal back his soul, if he could reclaim that which he lost or squandered before it is carried away into Hell, then perhaps he could redeem himself...

Game System

The game system is a variation of FATE; if you're familiar with any of the games using that system (Spirit of the Century, Dresden Files, Diaspora, Starblazer Adventures and so on) then you'll be able to muddle through.

Skills

Your character is defined by a number of skills. These skills are rated from Mediocre to Legendary, as shown on the Ladder on your character sheet. Any skills not listed are assumed to be Poor (-1).

- Agility
- Alertness
- Brawl
- Charm
- Courage
- Deception
- Endurance
- Fencing
- Intimidate
- Legerdemain
- Might
- Oratory
- Pistols
- Riding
- Science
- Secrets
- Stealth

Aspects

Aspects are things associated with your character – personality traits, contacts, possessions, parts of your backstory, descriptive elements and so on.

Firstly, there is your **Concept**. Who are you? What sort of person are you?

Concept Aspect Examples

- Former pirate
- Murderous rogue

- Wrongly accused
- Uncouth footpad
- Fallen clergyman

Secondly, there is your **Goal**. What do you want? Revenge against the bastard who took your soul? Infernal power? Redemption?

Goal Aspect Examples

- Die a good death
- Social justice for all! Down with the aristocrats!
- Find my missing sister
- Kill the devil

Thirdly, you have Aspects for your **Garb**, your **Weapons** and your **Horse**.

Finally, you have up to five **Soul Aspects**.

A Soul Aspect can be *earthly* or *infernal*. Earthly bonds are connections between you and the mortal world, usually positive associations. They carry no special benefit, but if you have no Earthly aspects, then you're damned. They are the tethers that hold your soul out of the abyss.

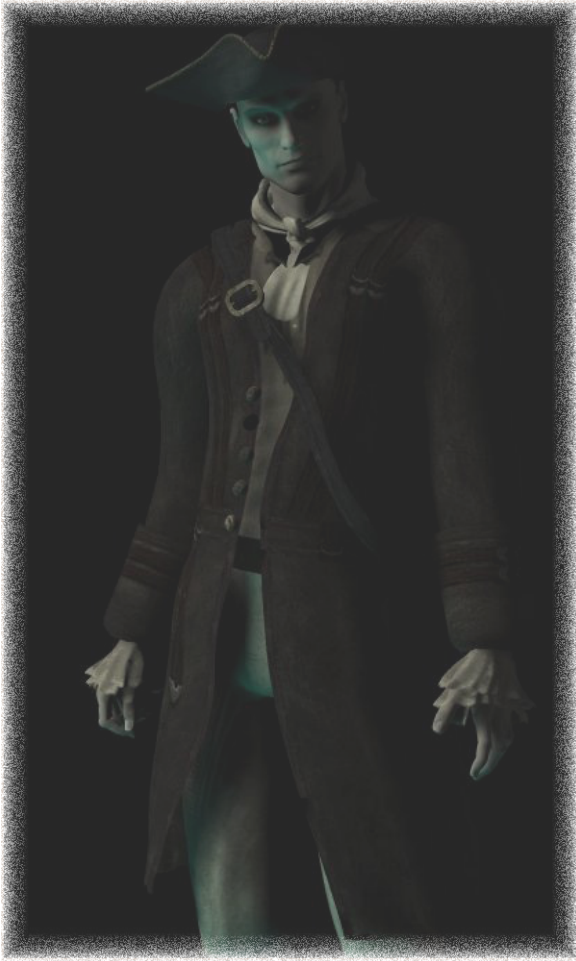
Examples of Earthly Aspects

- My horse, Midnight
- In love with Bess, the innkeeper's daughter
- Falsely accused of the murder of Trevallion
- Trustworthy face
- Loves poker

Each infernal aspect brings you closer to hell, but also gives you a supernatural power as the hellfire floods the void left in your truncated soul. A character who has four infernal aspects possesses four matching infernal powers.

Examples of Infernal Aspects

- My nightmare, Midnight
- Hell-forged blades
- Haunted by the ghost of Trevallion
- Gazed into the abyss
- Devil's Own Luck



Changing Soul

Aspects

Giving up or selling part of your soul for power turns one or more Earthly Aspects to Infernal ones. This means that, at any time, you can gain a new Infernal power. (However, there's no way to turn these back into Earthly Aspects.) The new Aspect should ideally be a hellish twist on the original one.

If you have one or more Infernal aspects, you no longer own your soul - when you perish, you are bound for Damnation.

If you have no Earthly Aspects left, then you are instantly Damned; you'll be dragged to Hell at the Devil's earliest convenience. A merciful GM will give you a crowning moment of awesome before consigning you to the flames below.

Shadow Roads

There are hidden paths behind the world, leading to a shadowy version of London. Highwaymen and smugglers know these roads, and use them to avoid the authorities. One of these roads leads to Hell.

The Borderlands: The Borderlands are the territory between Earth and Hell. The half-way point is marked by a crossroads. If a Rakehell crosses this border, he may be unable to return to the Mortal World. To escape the clutches of Hell for a time, he must make a Courage roll to ride back.

No Infernal Aspects: No Roll needed

1 Infernal Aspect: Minimum Fair needed

2 Infernal Aspects: Minimum Great needed

3 Infernal Aspects: Minimum Fantastic

4 Infernal Aspects: Minimum Legendary

5 Infernal Aspects: No Escape

Infernal Powers

Any Infernal Powers you possess at the start of the game are listed on your character sheet. There's also a sheet with suggested for more powers. These are just suggestions, though – if, on the spur of the moment, you need your character to grow bat wings and fly, then burn an Earthly Aspect and go for it.

All Powers consist of a passive, always-on portion and a more powerful form of the ability that costs one Fate point to activate.

Examples of Infernal Powers

<p>Spectral Rider</p> <ul style="list-style-type: none"> • Armour 3 against missile attacks when riding • 1FP: Ride through a solid wall or barrier 	<p>Hellish Steed</p> <ul style="list-style-type: none"> • A demonic steed that gives you +2 to Riding. • 1FP: Summon your steed.
<p>Inhuman Might</p> <ul style="list-style-type: none"> • +2 to all Might rolls. • 1FP: Use Might instead of Fists for a scene. 	<p>Devil's Charm</p> <ul style="list-style-type: none"> • +2 Charm. • 1FP: Make someone trust you.
<p>Moonlight Blade</p> <ul style="list-style-type: none"> • You can wield moonlight as a rapier; you always have a weapon to hand at night • 1FP: +2 Fencing for the scene. 	<p>Inhuman Senses</p> <ul style="list-style-type: none"> • +2 to all Alertness rolls. • 1FP: See in the dark for a scene.

<p>Inhuman Agility</p> <ul style="list-style-type: none"> • +2 to all Agility rolls. • 1FP: Leap or dodge in an impossible fashion, automatically avoiding an attack 	<p>Devil's Luck</p> <ul style="list-style-type: none"> • You have the strangest good fortune • 1FP: For the rest of the scene, roll 5DF and pick the best four.
<p>Devour Soul</p> <ul style="list-style-type: none"> • Gain a Fate Point when you kill an important NPC • 1FP: When you kill someone, you gain one of their Earthly Aspects. You don't get the Fate Point back until you give up the Aspect. 	<p>Devil's Ride</p> <ul style="list-style-type: none"> • Your steed can ride over water, mud, ice or other normally impassable surfaces. • Your steed can fly for a scene.
<p>Regeneration</p> <ul style="list-style-type: none"> • Automatically heal -4 Consequences between scenes. • 1FP: Gain two more -2 Consequences 	<p>Hellfire Sermon</p> <ul style="list-style-type: none"> • You can speak the secret tongue of flames. • 1FP: You can speak words that conjure flames, attacking with Secrets +4.
<p>Shapeshift</p> <ul style="list-style-type: none"> • Your animalistic features give you a +1 to Intimidate • 1FP: Take on the shape of an animal such as a rat, fox, or crow. 	<p>Spook Horses</p> <ul style="list-style-type: none"> • Your presence unsettles horses, giving you a +1 bonus in Riding contests • 1FP: Scare another person's horse.

Other Stuff

Stress & Consequences

Rakehell uses the faster conflict system; damage is applied to the Stress track on a 1-for-1 basis (a three point hit=3 Stress) and Consequences reduce damage.

- 2 Consequences heal after a scene
- 4 Consequences heal after a night or two of rest and recuperation.
- 6 Consequences need medical attention and take weeks to heal.
- 8 Consequences never heal naturally.

Pistols

If you've one pistol, it takes a round to reload. If you've got 'a brace of pistols', you can keep shooting until the aspect's compelled to run out of ammo.



THE CHIMNEYS OF WHITEHAM



his continues the development of the Rakehell setting. It's an experiment to see if the game setting can support characters other than the desperate, maddened highwaymen of the Gaelcon game. The characters this time are orphaned chimney-sweeps, penniless and oppressed; into their hands falls the key to Hell.

Damn'd London

The setting of the game is London, in the 1780s. Don't sweat the historical details – it's the era of Dick Turpin (fifty years too late, but still...), of revolution, of the Scarlet Pimpernel and the Regency (and, if all else fails, Blackadder III). History has taken a turn for the strange, though, so anachronisms are to be expected.

The primary haunt for highwaymen in London is along the roads to Exeter and York, in Hounslow Heath and Shooter's Hill. There, highwaymen operate alone or in small bands, preying on travellers, especially wealthy aristocrats and merchants, and on carriages and couriers. If caught, they can expect a show-trial in the Old Bailey followed by a swift hanging.

Beneath the city, there is another London, a hellish shadow where the streets are warped and lit by hellfire. There, demons walk openly. A road leads from this shadow London all the

way down to Hell. Highwaymen prey on traffic on this road, too.

Running the Game

This is a pre-first draft test run of the game. It's by no means complete, balanced or finished. It was originally written as a one-shot for a convention (Warpcn XXI), and it's still in development.

Keep the pressure on. The feel should be a mix of real-world occultism and Matrix-style flintlock wushu and stunting.

The Characters

The five player characters are all young, aged between 8 and 15. They're all in the employ of **Mr. Sidney Huddock**, a sinister sweep. He's actually a thief; he uses his young charges to case the houses of the rich, and then sends other agents back to steal the valuables identified by the sweeps. As the characters discover over the course of the scenario, he's also dabbling in the black arts of magic.

Tom Bracknell

One of Huddock's older thieves, Tom dreams of being a highwayman. Huddock's already given Tom supernatural powers.

Paul Conway

Another thief, Paul is tormented by dreams of damnation.

Sarah Whiteham

The cousin of the Whitehams, her father was ruined by his brother. She's out for revenge.

Nathaniel Huddock

Sydney's son, here to prove himself in his father's eyes.

Mary Groves

A young orphan girl, innocent and doomed.

Sydney Huddock

The main antagonist of the game. The 'criminal mastermind' behind the PCs exploits; he's a cheap sorcerer who got himself in debt to the devil, and now sells children's souls to save his own skin.

Sydney Huddock

Skills	<ul style="list-style-type: none"> • <i>Superb</i> Deception (+5) • <i>Great</i> Stealth, Legerdemain (+4) • <i>Good</i> Occult, Charm, Pistols (+3)
Aspects	<ul style="list-style-type: none"> • Fagin (C) • In Hock to the Devil (C) • Hard Bastard • Winning Smile
Powers	<ul style="list-style-type: none"> • Steal Soul Can pay his own debts with the souls of others. • Summon Demon Can conjure demons with a ritual. 1 FP: Call a minion demon.
Body	□ □ □ □
Will	□ □ □ □ □
	3 Consequences (-2, -4, -6)



The Servants

Barnabas

A workman and gardener. He's in charge of the PCs while Huddock is away. He's a cruel, crude man; his main job is to make sure that Huddock doesn't dump a bunch of grimy orphans on the Whiteham house and run away, or that the PCs don't steal the silverware. Play him as a bastard. He's drunk half the day anyway.

"You brats shut up, or I'll give you a Summat to yowmer about!"

Barnabas

Skills	<ul style="list-style-type: none"> • Great Intimidate (+4) • Good Brawl, Alertness, Strength (+3)
Aspects	<ul style="list-style-type: none"> • Drunken Sot • Quick With His Fists • Grubby Gardner
Body	☐ ☐ ☐
Will	☐ ☐ ☐
	2 Consequences (-2, -4)

Lucy

A kind-hearted chamber-maid, she slips the PCs the occasional plate of left-overs. She's one of the servants who attends Phillipa Whiteham, and can pass the characters gossip about the family. Play her as sympathetic.

“I must attend to milady. I beg you, stay out of trouble and don't be bothering anyone.”

Lucy

Skills	<ul style="list-style-type: none"> • Good Charm, Craft (+3)
Aspects	<ul style="list-style-type: none"> • Kind-Hearted • Fingers Worked to the Bone • Nightmares About Ghosts
Body	☐ ☐ ☐
Will	☐ ☐ ☐
	1 Consequences (-2)

Molly Tonbridge

The cook. A tyrant in the kitchen, but soft-hearted outside her domain. She's terrified of losing her job, so she runs her kitchen like a workhouse.

“Get those filthy beasts out of my clean kitchen, or I'll chop you up for sausages!”

Molly

Skills	<ul style="list-style-type: none"> • Great Craft (+4) • Good Brawl, Intimidate, Might (+3)
Aspects	<ul style="list-style-type: none"> • My Kitchen, My Rules • Fat Old Biddy • Red-Faced and Roaring
Body	☐ ☐ ☐
Will	☐ ☐ ☐
	2 Consequences (-2, -4)

Will the Stable Boy

The stableboy. In charge of the horses. Has airs about being the servant in a grand house, and will bully the chimneysweeps if they cross his path.

“Little gutter-snipes think they can ride, do they?”

Will

Skills	<ul style="list-style-type: none"> • Great Stealth (+4) • Good Brawl, Intimidate, Riding (+3)
Aspects	<ul style="list-style-type: none"> • Bully • Knows the House Inside-Out • Arrogant
Body	□ □ □
Will	□ □ □
	2 Consequences (-2, -4)

Mr. Graves

The butler and head of the servants. Old, stern, does not suffer fools gladly. The PCs may never encounter him directly, but everyone else in the household is terrified of him.

“This is not in accord with the proper running of the house. Remove them!”

Mr. Graves

Skills	<ul style="list-style-type: none"> • Great Charm (+4) • Good Stealth, Intimidate, Oratory (+3)
Aspects	<ul style="list-style-type: none"> • Cadaverous • Gentlemen’s Gentleman • Figure of Terror
Body	□ □ □
Will	□ □ □ □

The Family

Lord Whiteham

Elderly and almost insane, Whiteham was one of the first diabolists in England. His family wealth comes from his bargains with the Gentleman in the Doorless Room. He talks to himself and believes everyone in plotting against him. He has a particular dread of devils.

“I hear them...rats in the walls... rats with books, and scrolls, and philtres, and poisoned daggers!”

Lord Whiteham

Skills	<ul style="list-style-type: none"> • Great Occult, Courage (+4) • Good Oratory, Fencing, Altness (+3)
Aspects	<ul style="list-style-type: none"> • Lord of the House (C) • Secret Occult (C) • Mad as a Hatter
Powers	<ul style="list-style-type: none"> • Summon Demon Can conjure demons with a ritual. 1 FP: Call a minion demon. • Blast Can attack with Occult. 1 FP: Blasts do +2 damage for the rest of the scene.
Body	□ □ □
Will	□ □ □ □
	3 Consequences (-2, -4, -6)

Lady Whiteham

Dead; her body is entombed in the family crypt in the gardens, and her soul is kept in a jar in Philippa Whiteham's bedroom. She intends to possess her own daughter, and when Philippa sleeps, she makes her daughter sleepwalk to the Monas and work on the translation of the requisite sections.

Powers	<ul style="list-style-type: none"> • Enchanted Rapier Does +2 damage and Hungers for Blood. (+1 per previous successful attack).
Body	☐ ☐ ☐ ☐
Will	☐ ☐ ☐

Lady Whiteham

Skills	<ul style="list-style-type: none"> • <i>Great</i> Stealth, Occult (+4) • <i>Good</i> Courage, Occult, Deception (+3)
Aspects	<ul style="list-style-type: none"> • Ghost • Hungers for a Body • Vain
Body	
Will	☐ ☐ ☐

Phillipa Whiteham

Vain and under the thumb of her domineering dead mother. She's trying to seduce Caspian, the son of a neighboring wealthy family, who live at Ashborn Abbey. As the scenario begins, she's waiting for an invitation to a ball at Ashborn Abbey.

“This boredom is agony. Where is my Caspian? Perhaps his charms will while away this endless Autumn?”

George Whiteham

A drunken fop, the shame of his father. He's an excellent duellist. He's bored, and eager to cause trouble.

“Little beasts! I'll thrash you!”

George Whiteham

Skills	<ul style="list-style-type: none"> • <i>Great</i> Fencing (+4) • <i>Good</i> Brawl, Intimidate, Riding (+3)
Aspects	<ul style="list-style-type: none"> • Drunken Fop (C) • Skirt-Chaser • For Shame

Phillipa Whiteham

Skills	<ul style="list-style-type: none"> • <i>Great</i> Charm (+4) • <i>Good</i> Deception, Dance, Altness (+3)
Aspects	<ul style="list-style-type: none"> • Belle of the Ball • Spoiled Little Rich Girl • Seductress (C)
Powers	<ul style="list-style-type: none"> • Shapeshift 1 FP: Can take on the form of a black cat for the rest of the scene.
Body	☐ ☐ ☐
Will	☐ ☐ ☐

The House

Whiteham House is a rambling country house in the middle of vast estates. The central part of the house was built some twenty years ago, but it's attached to crumbling older buildings and surrounded by outhouses. The cellars, too, date back in some cases to the 1400s. The gardens are especially famous; they are filled with statuary and small monuments brought back by Lord Whiteham from his days on the Grand Tour of Europe.

The characters are children and have no standing whatsoever within the house. They're less than the servants. Their room is in the western wing of the house, near the boilers.



The Scene is Set

The characters are all at Whiteham House, a huge country house with more than a hundred rooms and dozens of chimneys, all of which have to be cleaned by climbing up inside them. The characters have been given a pantry as a living quarters while they work through the house's chimneys, a task that takes several weeks. While they're cleaning the chimneys, they're to look for jewelry and other items to steal, but the real prize, as Huddock makes clear to them, is a Book.

Secret Blasphemies

Both the Whitehams and Sydney Huddock are diabolists.

The Whitehams used the Book to bind a devil to their service. Their influence and fortune are based on its power. Whiteham's brother (Sarah's father) threatened to reveal this blasphemy, and Lord Whiteham destroyed him.

Huddock stole the secret of diabolism years ago, and called up a devil without thinking. He's managed to stave off damnation by passing other souls onto the monster, but he's run-

ning out of time. The devil's bargain extends to his children; if Nathaniel is to be spared, Sydney needs the Monas.

The PCs start off being used as pawns by Huddock; to triumph, their need to seize control of their destiny to survive, or they will be consumed by Huddock's demon.

Events in the Scenario

1. **The Chimney-Sweeps:** The characters arrive at Whiteham Hall to rob the place. Their main target is a book, the Monas Hieroglyphica.
2. **Exploring the House:** The PCs explore the house. Huddock leaves unexpectedly, citing 'business'.
3. **Thieves in the Walls:** The PCs start sweeping chimneys and casing the house.
4. **The Gentleman in the Doorless Room:** The characters discover a strange gentleman in a walled-up room. The Gentleman is a devil bound by the Whitehams; he wants the PCs to free him by splashing Whiteham blood across the binding circle that restrains him.
5. **Stealing Blood:** The PCs have to find a way to acquire the blood of the Whitehams.
6. **Huddock's Return:** Huddock returns, pursued by his demon.
7. **Unbinding:** The PCs use the Blood to free the Gentleman in the Doorless Room.
8. **A Devil Rides In:** It all goes to hell.

The Chimney-Sweeps

The characters arrive at Whiteham House, led by Huddock. They've been walking for days to get here. Pausing at the gate to the house, he explains that the characters are to look for anything valuable and mark its position, but what he really wants is a book for a 'learned cove' in London. The book is an old leather-bound tome called the Monas Hieroglyphica. It's somewhere in the house; he wants the PCs to search the house and find the book..

Playing Huddock

- Play him as a Fagin-style thief. All cheery good humour, you've got to sweep a chimney or two
- He brings up the Monas Hieroglyphica almost as an aside; he doesn't want the PCs to attach too much importance to it
- He says he's got to go away on business, but will be in touch. Don't worry – the PCs will get food and board at Whiteham House.

The PCs and Huddock meet with Barnabas. The manservant sneers at the PCs, but puts them to work. They're given rooms near the boiler.

Claiming he has 'urgent business', Huddock departs. He's actually off preparing for his next tithe to Hell, where he will sacrifice one of the children to his demon patron.

Barnabas explains who the key individuals in the house are (Mr. Graves, the family) and what the characters' responsibilities are. In short, most of the fireplaces are in use at night, so the PCs need to finish the sweeping during the morning and early afternoon. They're not to disturb the family or the other servants unduly; servants will cover relevant rooms in sheets to protect them from soot and filth.

Exploring the House

The PCs can move through the servants' quarters without too many problems; some of the more important servants will shout at them if they track soot into the kitchen or otherwise interfere with the running of the house, but otherwise they can move freely. The PCs cannot enter the 'good' parts of the house; if spotted in the public areas or in the family rooms, they'll be caught and beaten. Call for Stealth rolls when the PCs try to get into somewhere they're not supposed to be.

To get to the restricted parts of the house, the characters can use the chimneys. There are seven different chimney 'networks', but there are also secret passages and attic connections that let the characters get from one section of the house to another without being seeing. Make travelling through the chimneys a dangerous and claustrophobic experience – even when the fires below are out and the chimneys aren't filled with smoke, it's still lightless, cramped and dangerous. Call for Athletics rolls to move through the chimney; anyone who fails either falls or gets stuck.



If the fires below are burning, then moving through the chimneys is even harder and more perilous. Characters in a smoky chimney need to make Endurance rolls to avoid Stress.

Possible Hazards/Encounters

- A black cat (Philippa, wandering the house bored)
- George deliberately lighting a fire to torment the children
- Finding rats in the walls

Thieves in the Walls

The Whitehams are immensely wealthy; there's plenty of stuff to steal. Remember, at this point, the PCs' job isn't to steal, it's to case the place and look for things to steal. Let the characters decide how they'll case the house – they could creep into rooms at night and poke around, or use their chimney-sweeping as cover, or cause a distraction, or befriend the staff.



While exploring the house, the characters may spot one section of the house where a door has been bricked up and painted over. This is the room to the upper left of A on the map. There is no way into this room except through the chimneys. This is the Doorless Room (see below - *The Gentleman in the Doorless Room*).

Looting the House

Key targets include:

- **The Dining Room:** Silverware, plates etc.
- **The Library:** Rare books, money
- **The Grand Bedchamber:** Jewelry and personal effects
- **The Gunroom:** Pistols, riding equipment
- **The Tower:** More books, Lord Whiteham's personal effects.

Looking for the Book

The Monas Hieroglyphica is not in the house; it's locked in the tomb of Lady Whiteham, which is in the gardens in the middle of a hedge maze. There's no way for the characters to find the Book without help; run The Gentleman in the Doorless Room about 1/3 to 1/4 the way into the game. Checking the family library turns up several books on the occult, including a discussion of the Monas. It is said that the book discusses a magical symbol, called the Monad, which Dr. Dee claimed contained all the knowledge of the universe.

The Gentleman in the Doorless Room

While the characters are sweeping chimneys or sneaking around behind the walls, one of them makes a strange discovery – a doorless room. Inside, the room is sumptuously decorated; the walls are lined with books, there is a writing-desk and a comfortable armchair and lots of paintings, but no way in or out except through the fireplace. The floor is inlaid with a complex occult symbol drawn in gold – if the PCs ever find the Monas Hieroglyphica, they recognise this symbol as the Monad.

Sitting in the armchair is a well-dressed young man. He is supernaturally pale, with bone-white skin, pinkish albino eyes, and hair of white gold. This is the Gentleman in the Doorless Room; he is a devil called up by Lord Whiteham decades ago, and magically bound to serve the family. Instead of being paid in souls, the devil was trapped by Whiteham's magic and locked in the room.

The Gentleman explains his plight to the player characters. He knows of the Monad Hieroglyphica; it was used by Whiteham to bind him. He can help the characters find it,

but at a price. His offer is as follows: if the PCs weaken the binding that holds him, Lord Whiteham will be forced to bring the book out of its hiding place and repeat the spell. The characters can steal the book; the Devil will have its freedom. It offers the characters the chance to take supernatural powers by converting Aspects if that will help them.



To weaken the binding, the devil needs the Blood of Lord Whiteham. Either the Lord himself, or one of his children. (Sarah Whiteham's a niece of Lord Whiteham; her blood won't do, at least in a small quantity. Perhaps if the characters were to slit her throat and drown the floor in her blood...

Playing the Devil

Be restrained; don't be too pushy. Lure the PCs in instead of demanding they serve you.

Devil's Bargain? No Thanks!

Cautious players may reject the devil's bargain, or search for some other way of convincing the Whitehams to hand over the Monad – say, by finding out that Lady Whiteham's soul is kept in a jar in her daughter's room, and kidnapping that. That's fine – the pressure will ramp up when Huddock comes back anyway.

The Theft of Blood

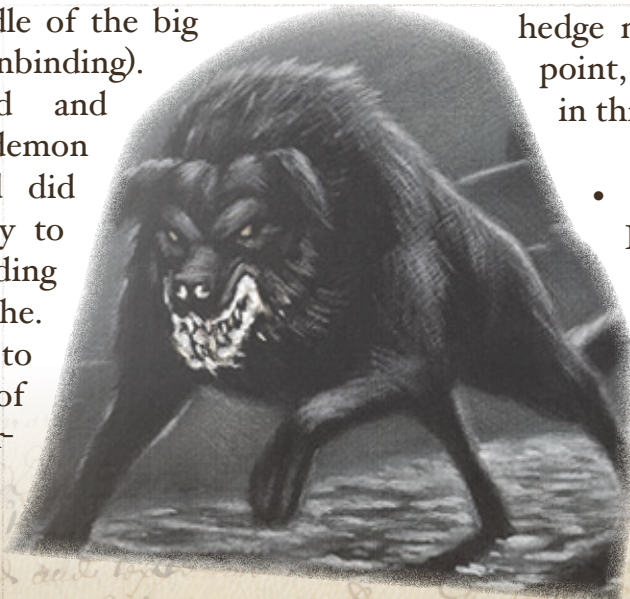
So, how do the characters get the Blood they need? Possible options:

- Breaking into one of the rooms at night and stealing the blood with a knife.
- Setting up a duel between George and another young buck, or having one of the PCs challenge him to a duel (normally, the thought of a chimneysweep challenging a nobleman to a duel would be laughable, but George is massively overconfident and easy to provoke).
- Waiting for George or Lord Whiteham to cut themselves while shaving.
- Stealing horses, disguising themselves as highwaymen, and attacking Phillipa when she is en route to Ashborn Abbey.

Huddock's Return

While the characters are plotting how to get the blood, Huddock returns to Whiteham. (Optionally, he can show up in the middle of the big storm in *Unbinding*).

He's wounded and exhausted; his demon is hungry and did not take kindly to him not providing a suitable tithe. He intends to sacrifice one of the player characters to the demon when it comes for him.



In the mean time, he wants the PCs to hide him from the authorities, and to get him the

Book. Huddock should be a more sinister figure here than in his earlier appearance; he's desperate to get the Book and complete the binding of his own demon. He encourages the PCs to go through with the Devil's suggestion.

Unbinding

Spilling blood across the Binding Circle in the Doorless Room weakens the binding spell, and causes a tremendous storm strikes Whiteham House. Lightning strikes the house, collapsing some of the chimneys. Cue mass panic.

In the midst of this chaos, the second devil approaches – the one bound to Huddock. This fiend manifests as a huge hound, as big as a pony, with coal-black hair and eyes of burning yellow fire.

A Devil Rides In

Lord Whiteham (or Phillipa Whiteham in a possessed trance, if Lord Whiteham is dead or otherwise incapacitated) heads out to the hedge maze to retrieve the Monas. At this point, all bets are off. The warring factions in this scene are:

- The Whitehams, eager to use the Book to rebind their demon.
- Huddock, who wants to use the book to bind his demon. For this, he needs the book and a sacrifice.
- The Gentleman in the Doorless Room, who is struggling to free itself of the binding.
- The Hound, which just wants to consume Huddock

Both devils want the Monas destroyed.

If the Gentleman is unbound, then it takes the Whitehams and all the power and wealth it gave them. The fires of Whiteham Hall begin to burn with infernal power, and the house is set alight and dragged to hell.

If the Hound remains unbound, and Huddock doesn't get his sacrifice, then it grabs Huddock and rides off to hell with the crook in its jaws.



Binding a Demon

This requires the Book, a circle, and a blood sacrifice.

How to Run This Game In 5 Minutes

It's 18th century England, with occult powers lurking in the wings. The characters are young chimney-sweeps in the employ of Sydney Huddock, a trickster and thief who's in hock to a devil. Huddock gives the children infernal powers so they can steal for him, and then sacrifices them to his devilish master. To save his son, Nathaniel, from such a fate, he's in search of a book, the Monas Hieroglyphica.

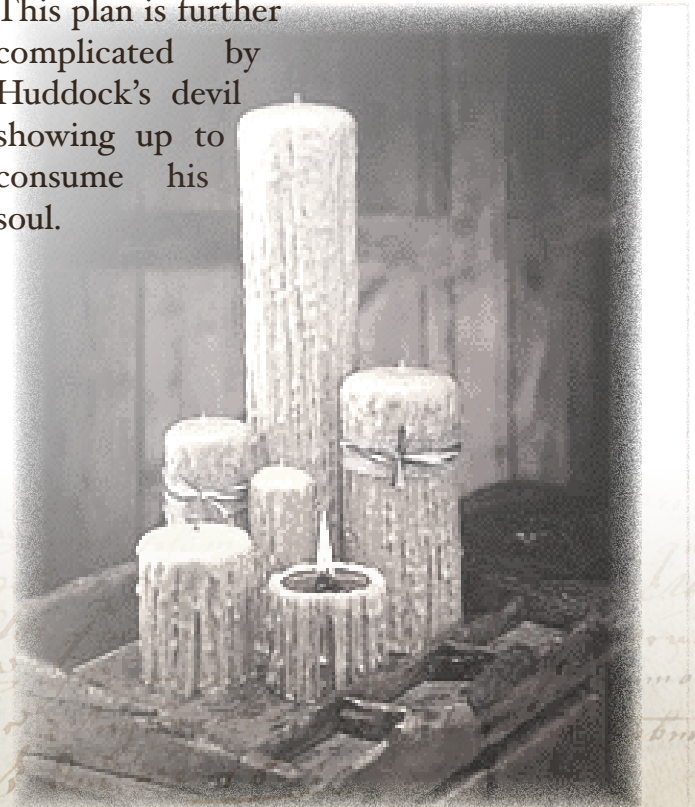
The book allows a sorcerer to bind a demon instead of entering into a compact with one; the demon becomes the magician's slave. The book is in the possession of the Whiteham family, a wealthy family of aristocrats whose power and influence is based on their bound devil, the Gentleman in the Doorless Room.

The PCs are:

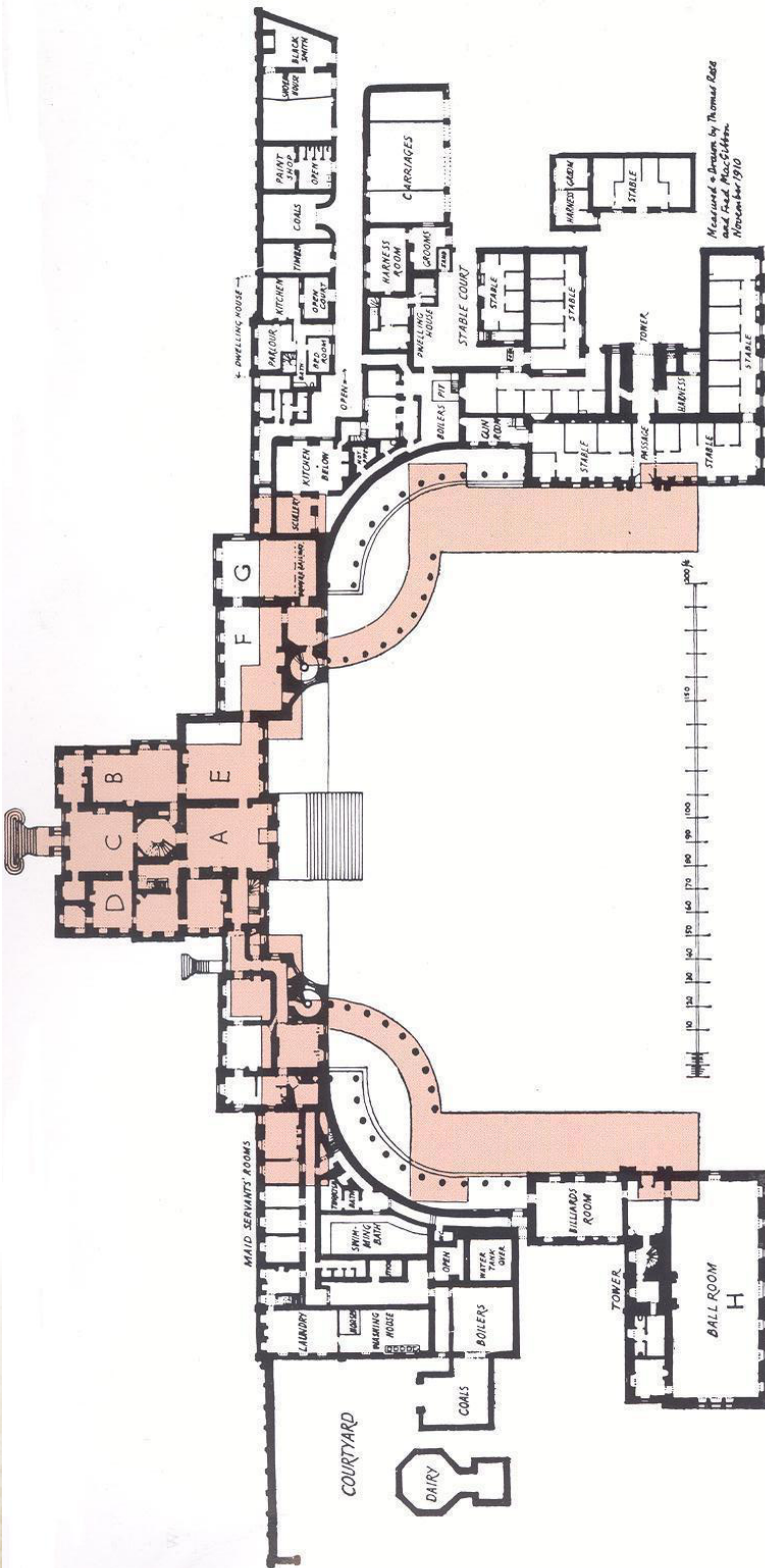
- **Tom Bracknell:** One of Huddock's older thieves, Tom dreams of being a highwayman. Huddock's already given Tom supernatural powers.
- **Paul Conway:** Another thief, Paul is tormented by dreams of damnation.
 - **Sarah Whiteham:** The cousin of the Whitehams, her father was ruined by his brother. She's out for revenge.
 - **Nathaniel Huddock:** Sydney's son, here to prove himself in his father's eyes.
 - **Mary Groves:** A young orphan girl, innocent and doomed.

In short, they show up at Whiteham Hall, search for the book, and find the Gentleman who explains that the only way to get the Monas is to weaken his binding with Whiteham blood, then steal the book when the Whitehams reveal its presence.

This plan is further complicated by Huddock's devil showing up to consume his soul.



WHITEHAM HOUSE



Key to Plan

A: Entrance Hall	E: Drawing Room
B: Family Rooms	F: Library
C: Garden Parlour	G: Dining Room
D: Grand Bedchamber	H: Ballroom

TOM BRACKNELL



Why, they will speak your name in every tavern and assembly room in England when you are done! Today, you may only be a humble chimney-sweep, but one day soon you will be the most fearsome highway-man who has ever ridden the roads by night. All you need is a horse. And a mask. And a brace of pistols. And perhaps a good name.

You come from a small village in the midlands; your parents apprenticed you to a London blacksmith, but he beat you, and you ran away. You found employment with **Sidney Huddock**, a sweep and a rogue. He's put you to work as a thief; you spy on the houses by day when clearing them of soot, and come back by night to clear them of coin. You're growing too big now to clamber up chimneys or steal through windows, so you have set your heart on becoming a highway robber.

You dream of thundering down the Great North Road in pursuit of some rich nobleman's carriage, and seducing his beautiful wife even as you take his gold. You will be a legend, even if that legend ends at Tyburn Gallows.

Your Fellows

Young **Paul Conway** is closest to you in age, but not in temperament. He's weak and lily-livered. There's also **Nathaniel Huddock**, the son of your employer.



You secretly desire **Sarah** – she's a pretty thing – but she scorns you. Maybe she'll change her tune when you're a famous highwayman. Finally, there's young **Mary Groves**, a mere child.

Our Tale Begins

Mr. Huddock has brought you to a great country house called Whiteham. You've never seen such a mansion, and can only dream of the wealth that it contains. Why, they've got horses and guards – and a carriage, and rich nobles. Perhaps it is time to begin your career as a highwayman here...

Tom Bracknell

Concept	Would-be Highwayman	Goal	Find Your Fortune
Skills	<ul style="list-style-type: none"> • <i>Great</i> Might, Alertness (+4) • <i>Good</i> Brawl, Agility, Endurance (+3) • <i>Fair</i> Charm, Stealth, Pistols, Riding (+2) • <i>Average</i> Courage, Fencing, Intimidate, Legerdemain (+1) 	Body <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Will <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Consequences -2 _____ -4 _____ -6 _____ -8 _____
Fate Points	○ ○ ○ ○	Clothing	
Weapons		Horse	
Earthly Aspects	<ul style="list-style-type: none"> • Blacksmith's Apprentice • Sinews of Steel • Never Actually Sat on a Horse • Growing Lad 	Infernal Aspects	<ul style="list-style-type: none"> • Long Service to Sydney Huddock
Powers	Shadow Step +2 Stealth IFP: Teleport from one shadow to another, as long as you know your destination well enough to visualise.		

- Spend a Fate Point & invoke an Aspect to get a +2 or a reroll
 - Spend a Fate Point to compel someone else's aspect
 - Spend a Fate Point to resist a compel
 - Put an Aspect on someone else and tag it for free!
 - Make an Aspect Infernal and gain a new power. Choose either one of the suggested new powers or make up your own – but if you have five Infernal Aspects, you're inescapably damned!
- Legendary +8
 - Epic +7
 - Fantastic +6
 - Superb +5
 - Great +4
 - Good +3
 - Fair +2
 - Average +1
 - Mediocre +0
 - Poor -1
 - Terrible -2

PAUL CONWAY



You are most assuredly damned. You feel the hot breath of the Devil on your neck, and know that your death cannot be far away now.

You were sent to London to study. Your parents intended for you to become a clergyman or a clerk, and paid for your place in a boarding school. You learned your letters, can write passably well in English, French and Latin, and can read a little Greek too. You seemed set upon a righteous path – and then you were cast out. The headmaster's purse was stolen, and it was found in your satchel. You pleaded innocence, but to no avail. You were thrown out of the school and found yourself penniless and alone on the streets of London. You could not return home with such shame; you resolved to starve.

A man – no gentleman – took pity on you. He was **Sidney Huddock**, a chimney-sweep and a thief. He gave you food and shelter, but at a cost. He put your education to work; his urchins stole letters and legal documents and you read them in search of useful material for future crimes or blackmail. Later, he promoted you to thief. You would spy on houses while sweeping their chimneys, then return at night to steal.

Your Fellows

The leader of your band is **Tom Bracknell**, a strong and brave young man.



There's also **Sarah**, close to you in age and breeding. She will not speak of her past, but you guess there's tragedy in it. Young **Mary Groves** is little more than an infant; you feel greatly protective of her. Finally, there's **Nathaniel Huddock**, Mister Huddock's son.

Our Tale Begins

Mr. Huddock has brought you to a great country house called Whiteham – no doubt to rob it, and to compound your sins. You've begun to dream of damnation, of devils and burning fires and being pursued by horrors. You fear your soul, already imperilled, is doomed unless you find redemption.

Paul Conway

Concept	Harrowed Student	Goal	Save Your Soul
Skills	<ul style="list-style-type: none"> • <i>Great</i> Secrets, Oratory (+4) • <i>Good</i> Stealth, Agility, Alertness (+3) • <i>Fair</i> Deception, Legerdemain, Charm, Science (+2) • <i>Average</i> Riding, Fencing, Pistols, Brawl (+1) 	Body <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Will <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Consequences -2 _____ -4 _____ -6 _____ -8 _____
Fate Points	○ ○ ○ ○ ○	Clothing	
Weapons		Horse	
Earthly Aspects	<ul style="list-style-type: none"> • Well-Educated • Highly Strung Nerves • Honest Face • Dreams of Damnation • Protective of Mary Groves 	Infernal Aspects	<ul style="list-style-type: none"> • Dreams of Damnation
Powers	Shadow Step +2 Stealth IFP: Teleport from one shadow to another, as long as you know your destination well enough to visualise.		

- Spend a Fate Point & invoke an Aspect to get a +2 or a reroll
 - Spend a Fate Point to compel someone else's aspect
 - Spend a Fate Point to resist a compel
 - Put an Aspect on someone else and tag it for free!
 - Make an Aspect Infernal and gain a new power. Choose either one of the suggested new powers or make up your own – but if you have five Infernal Aspects, you're inescapably damned!
- Legendary +8
 - Epic +7
 - Fantastic +6
 - Superb +5
 - Great +4
 - Good +3
 - Fair +2
 - Average +1
 - Mediocre +0
 - Poor -1
 - Terrible -2

SARAH WHITEHAM



Two years ago, you slept in a feather bed in a mansion. Last night, you slept in a cowshed.

You were born Sarah Whiteham. Your father, John Whiteham, was the younger brother of Lord Whiteham. You've met your uncle three times. Once was at a Christmas when you were four; once was when he ruined your father in court, and the last was at your father's funeral.

Lord Whiteham destroyed your family. You suspect your father threatened or insulted his brother in some way, but no offence could merit the devastation wrought by your uncle. He humiliated your father and broke his spirit. It drove your father to suicide, your mother to the madhouse. You should have gone to live with your aunt, but instead you ran away. You wanted revenge.

You fell in with a band of thieves led by **Sidney Huddock**. He masquerades as a chimney-sweep, and has his urchins steal from the houses he cleans. It's filthy, dishonest work, but you don't care. You're not a young lady any more – all you want is revenge on your uncle.

Your Fellows

There's **Tom Bracknell**, the oldest and toughest of the sweeps. You've done things you'd never dreamed you were capable of, but you're not a fighter. Bracknell is.



There's **Paul Conway** – he's the best educated of the group, but he's weak. You don't think much of Huddock's son **Nathaniel** either. Finally, there's little **Mary Groves**; it breaks your heart to think of such an innocent child in such straits, but you have your revenge to think of.

Our Tale Begins

Finally, Huddock's listened to the hints you've dropped about your uncle's wealth. You've arrived at Whiteham House. The others are here to rob it – you're here to find a way to ruin Lord Whiteham.

<i>Sarah Whiteham</i>			
Concept	Wronged Girl	Goal	Destroy Lord Whiteham
Skills	<ul style="list-style-type: none"> • <i>Great</i> Charm, Deception (+4) • <i>Good</i> Oratory, Courage, Science (+3) • <i>Fair</i> Secrets, Agility, Stealth, Legerdemain (+2) • <i>Average</i> Fencing, Riding, Alertness, Endurance (+1) 	Body <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Will <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Consequences -2 _____ -4 _____ -6 _____ -8 _____
Fate Points	O O O O O	Clothing	
Weapons		Horse	
Earthly Aspects	<ul style="list-style-type: none"> • Gently Born • Blood for Blood • Memories of my Father • The Whiteham Look • Fear Will Get You Killed 	Infernal Aspects	
Powers			

- Spend a Fate Point & invoke an Aspect to get a +2 or a reroll
 - Spend a Fate Point to compel someone else's aspect
 - Spend a Fate Point to resist a compel
 - Put an Aspect on someone else and tag it for free!
 - Make an Aspect Infernal and gain a new power. Choose either one of the suggested new powers or make up your own – but if you have five Infernal Aspects, you're inescapably damned!
- Legendary +8
 - Epic +7
 - Fantastic +6
 - Superb +5
 - Great +4
 - Good +3
 - Fair +2
 - Average +1
 - Mediocre +0
 - Poor -1
 - Terrible -2

NATHANIEL HUDDOCK



Thievery's the family business, and this is your apprenticeship. Your father's an arch-rogue named **Sidney Huddock**. He pretends to lead a band of chimney-sweeps, but that is a ruse. Rich fools invite your father into their house, and he spots every item of value and every loose window. Your father's a bloody genius, is he not? They pay him to case their homes, and then his urchins sweep in and steal what they saw earlier.

You're one of those urchins. You've swept hundreds of chimneys, crawled through hundreds of windows and into attics and cellars, but you still know little of his methods. He was gone from your mother for years (your mother's a whore down Cheapside, and sent you out to find Huddock when she couldn't feed you). Your father's got strange friends, and you've heard him mutter the most curious words when drunk. He holds his secrets tight. Of late, he's seemed especially worried, with the air of a man whose creditors are closing in.

Your father acknowledges you as his own, but there's nothing more than that. You desperately want to win his approval, for him to lay his hand on your shoulder and say he is well pleased with you. You'll prove yourself to him. His blood flows through your veins, and that's the most important thing. It's all in the blood.

Your Fellows

There's **Tom Bracknell**; he's too big now to be a good thief. No doubt your father will cast



him out – whenever a boy grows too big to fit up a chimney, he's got to go. You'll miss Tom, but you won't miss sniveling **Paul**, with his airs. **Sarah**, now, you've got your eye on – she's a pretty thing, and well spoken. You sometimes suspect that your father brought her into the crew as a match for you. You've heard her talking about Whiteham House to your father – how does she know about it?

Finally, there's little **Mary Grove**; little kids like her make good tear-jerkers and maunder-beggars.

Our Tale Begins

Your father's brought you to a great country house called Whiteham. Why, this will be the grandest robbery in history. You'll show him he can trust you with his secrets.

Nathaniel Huddock

Concept	Heir to a Thief	Goal	Impress Your Father
Skills	<ul style="list-style-type: none"> • <i>Great</i> Stealth, Legerdemain (+4) • <i>Good</i> Agility, Alertness, Brawl (+3) • <i>Fair</i> Intimidate, Courage, Secrets, Deception (+2) • <i>Average</i> Endurance, Science, Pistols, Charm (+1) 	Body <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Will <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Consequences -2 _____ -4 _____ -6 _____ -8 _____
Fate Points	○ ○ ○ ○ ○	Clothing	
Weapons		Horse	
Earthly Aspects	<ul style="list-style-type: none"> • Grew up among Thieves • Blood of Sidney Huddock • Keep to the Shadows • Jealousy Is No Sin • Always Keep A Knife Handy 	Infernal Aspects	
Powers			

- Spend a Fate Point & invoke an Aspect to get a +2 or a reroll
- Spend a Fate Point to compel someone else's aspect
- Spend a Fate Point to resist a compel
- Put an Aspect on someone else and tag it for free!
- Make an Aspect Infernal and gain a new power. Choose either one of the suggested new powers or make up your own – but if you have five Infernal Aspects, you're inescapably damned!
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- Epic +7
- Fantastic +6
- Superb +5
- Great +4
- Good +3
- Fair +2
- Average +1
- Mediocre +0
- Poor -1
- Terrible -2

MARY GROVES



ou're the youngest of Mr. Huddock's band, and the smallest. That means you're the best at climbing up chimneys. No-one in London's as nimble as you, you can climb up any flue and cross any chimney-breast. You are eight years old.

Mr. Huddock takes care of you. You sweep chimneys and keep your eyes peeled for goriee (money) and other things to steal. When you're done with the chimneys, Huddock sends other urchins back to take what you've marked. When you're not sweeping, there's other work to be done. Begging's good; you can wail loud enough to wake the dead.

Huddock calls you his monkey, his good-luck charm. You laugh and smile even as you steal; you're still an innocent. One night recently, Huddock took you by the hand and drew a strange symbol in the soot with your finger; since then, the hottest coals have not hurt your skin and you've learned to spit fire with your thoughts. It makes you smile to have such a clever trick. He made you swear to keep it secret.

Your Fellows

There's **Tom Bracknell**. He used to be a good thief, but he's growing too big to fit up chimneys.



You like **Paul Conway**, he sometimes tells you stories he read in books, and you're careful to be nice to **Nathaniel Huddock**, the master's son. Lastly, there's **Sarah**. You know she was well brought up – she's twice your age older than you are, but knew nothing about the streets when you met her.

Our Tale Begins

Mr. Huddock's brought you to a big country house...

Mary Groves

Concept	Innocent Child	Goal	Survive
Skills	<ul style="list-style-type: none"> • <i>Great</i> Agility, Legerdemain (+4) • <i>Good</i> Charm, Deception, Stealth (+3) • <i>Fair</i> Courage, Brawl, Intimidate, Alertness (+2) • <i>Average</i> Secrets, Science, Riding, Might (+1) 	Body <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Will <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Consequences -2 _____ -4 _____ -6 _____ -8 _____
Fate Points	○ ○ ○ ○ ○	Clothing	
Weapons		Horse	
Earthly Aspects	<ul style="list-style-type: none"> • Tiny • Soot-Covered Urchin • Spiritual Innocent • Take pity on a poor orphan 	Infernal Aspects	<ul style="list-style-type: none"> • Huddock's Lucky Charm
Powers	Fireproof You take no damage from fire. 1FP: Set something alight.		

- Spend a Fate Point & invoke an Aspect to get a +2 or a reroll
 - Spend a Fate Point to compel someone else's aspect
 - Spend a Fate Point to resist a compel
 - Put an Aspect on someone else and tag it for free!
 - Make an Aspect Infernal and gain a new power. Choose either one of the suggested new powers or make up your own – but if you have five Infernal Aspects, you're inescapably damned!
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