

Reedwater Adventure No. 2

Evil in Munich



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ANDERIAN DESIGNS

Designed by A. R. Cowley

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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 an adventure set around the Arcane Guild of Reedwater, wizards and fey that live there; as well as the ordinary townsfolk of Ingolstadt.

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

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

Think of this as a great toolbox, a super set of golf clubs, it's not going to sink the hole in one for you but you have a better chance with it than without it. You need to put some effort into running the game, working out which way your players will go, what tactics they will employ, how they will investigate.

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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.



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Evil in Munich

Introduction

*T*he characters are approached by two wizards from the city of Munich, claiming two of their number have been killed. The wizards are after retribution upon a rival Guild (a chapter of Swartzbroc) and are asking for the help of an Inquisitor. Without the go ahead of the Inquisitor, the wizards can do nothing about the death of their friends; they have to sit, wait and wonder who might be next. It is the Guild's lore, that war on a rival guild cannot be made unless the authority has been given by the Guild's Council of Archons and the petition can only be presented by an appointed Inquisitor.

There were four wizards originally in the Munich Chapter, hailing from Drondenberg; however, with two of their number dead, they are unable to maintain the chapter in the city. The deaths of their friends was gruesome, they were torn apart limb from limb. Whatever did this destruction was powerful, sneaky and had large talons. While the two wizards who were killed were young and relatively inexperienced, they should have been easily powerful enough to defeat most enemies. Therefore, whoever their attacker was, they had some sort of advantage over them either a magical or supernatural one.

In this adventure, one of the players need to be playing a wizard, someone who has been given the position of Inquisitor; the other players might choose to play wizards too. Or they can play companions, or warriors who are there to guard the wizard on this mission. The characters power levels should be relatively high as this is quite a challenging mission, involving supernatural powers and the infernal.

Plotline

*T*he adventure begins with the arrival of the two wizards at the Guild of Reedwater. Both of the wizards are relatively young and have not been seen before at the Guild. They arrived in a state of fear and anger. Both of the wizard who arrive have ties to the arcane Guild of Drondenberg, Munich is a chapter for these two wizards, who have sworn an oath to that Guild. The senior wizard is a specialist in plant magic and his associate is a specialist in air elemental magic. They both travelled with some support in the form of three Warriors and two support servants.

Upon arrival they insist on seeing the most senior wizard of the guild, in attendance with the guilds Inquisitor. After this has been granted and they are received in confidence, they start to outline the sequence of events that occurred in Munich.

Two weeks ago, one of their number a wizard who has specialised in Summonings did not return to the Guild after dark. On the next day his body was found near the Marshgate area of the city, it had been ripped apart and blood smeared all over the area - there was a strange sign left carved in his body.

One week later the second of their number went missing, he later turned up dead in a similar manner; within the Jewellery Quarter. A similar symbol had also been carved into his back, signalling some sort of ritual killings. The two wizards believe that this is the work of their rival Guild, Swartzbroc and they are asking for an Intervention for an Inquisitor to take the case to the archons for this to be declared as an act of War. A sate of war already exists between Drondenberg and Swartzbroc; however, chapter houses are not included in the articles for this war; therefore a new declaration has to be made.

The Declaration Of War can't be made without The Inquisitor seeing the evidence at hand he must travel to Munich and investigate.

Once in Munich the Wizard and his companions will be taken to the chapters headquarters, a small but well appointed cottage on the outskirts of town, located to the Northwest in the posh area. Inside the house has all of the usual amenities and spare beds for the characters to rest. The wizards are hospitable and provide food, drink and any comfort that the characters require.

The following day the Inquisitor sets out to do his investigation and travels to the marsh Gate. There, he finds some flowers that have been placed where the wizard was killed, the two wizards say that it was not them who put the flowers there, but probably some of the locals; as this was such a gruesome death. The ignorant peasants fear some infernal power might be at hand and the flowers are to keep them at bay.

The bundle is mostly made up of Agrimony and Angelica.

After this investigation the Inquisitor can move to the jewellery quarter of Munich, where the second death took place. This scene of crime has been cleaned up and no flowers can be seen, or even a trace of where the murder took place. If anyone is questioned in the area, of course no one saw anything.

The same day that the characters investigate the scenes of the deaths of the two wizards the third wizard goes missing, turning up the next morning, in the swineherds district. Initially it looks like he was killed in the same manner as the other two; however, this time it seems he had been prepared for an attack. Was he brave or stupid? Either way, he seems to have gathered some evidence that was absent from the other scenes. He is curled in a ball and clutched in his hands is a small silver Dagger, upon the blade is a glowing green fluid.

After some research and investigation into the dagger and the green fluid the wizard can come to the conclusion that its make and manufacturer is probably from Jewish origins and the green fluid some form of Alchemical poison. The city of Munich does have a very large population of immigrant Jews within its boundaries and a single Alchemist. The Jews have come under some trouble from locals recently,

as have most Jews throughout Europe, this gives the characters another avenue of investigation

The Jewish community is fairly tight-knit and tend to stick together against the gentiles. The characters have to come up with some scheme, to get them inside this social group. Any reasonable effort they come up with should be given a good chance for success; just have fun role playing with the situation.

Once begging to see the Elder works, it will immediately become clear that these people have something to hide; they will be evasive, shifty and looking to get the characters out of the building. However, this could be just an effect of the persecution that they have already suffered. The characters can use social interaction skills to discover lots of information here.

Inside the Rabbis office there are many old and dusty tonnes that refer to the manufacturer and the enchantment of Golems. This is certainly an enchanted creature and very powerful though it's unlikely that one of these could have created the wounds that have been seen on the wizards who have died. Golems tend to be creatures that crash and bash things rather than slash and gore.

No one at the murder sites will give information about the murders in the marsh gate and the Jewel Smiths quarter. A little local knowledge however reveals there are several organisations within Munich who could help. These are the Gypsies near the swineherders and the Beggars. Each one of these is run as a skill challenge when approaching them and each one will give the characters slightly different information. All of this will lead the characters to discover that infernalists are work within the city of Munich.

There is one organisation within the city that the players wizards guild have already had contact with and that is the pasteurizers. This is an organisation set up by the Noble's to clear the forest lands for pasture so that animals can graze. However in doing this the pasteurizer have come across various fey groves, grotto's, mushroom rings and tree stands and in doing so have had to fight with the Fay, always destroying them.

Whichever way they go the characters will find where the likely headquarters is for the infernalists in Munich.

On my way to the headquarters, intent on confronting these diabolists the characters get attacked by several hellhounds, in a quiet and dark street within Munich. Confirming what they've been told about infernalists working within the city

Once they reach the headquarters it will be clear that this is the place, the grounds of the infernalists headquarters is surrounded with iron railings that have been enchanted as a barrier. The characters must first get through this. After that the characters must proceed through the gardens which also have guardians creeping through the bushes and trees. Once inside the house the infernalists will of course defend themselves and the characters will see many items and paraphernalia of summonings including symbols, books, black candles, Bells without clacks and chalk pentagrams etc.

After defeating the infernalists they can investigate the location. Here it will be clear, from journals, that while they have attempted to summon something, it has gone horribly wrong. They will discover that the infernalists have been scouting the city to try to find out what has been going on themselves; they too are in the dark.

This should lead them back to the only group who haven't really been honest with the characters, the Jews. Certainly when they were interviewed they had something to hide and were being divisive. Upon The characters return the mood has changed in the Jewish household. They look more afraid than they do divisive. It is at this point that the real threat in Munich will reveal itself. The Rabbi will try to give the characters clues, that one of their number is the evil in Munich, however he is being watched and has to do it so that he is not spotted.

So what has happened?

The strange confluence of events has given rise to spiritual chimera! The Jews were summoning a spirit to animate their golem, also the summoning of the

infernal spirit coincided exactly with the summoning of the spirit that was supposed to enter into the golem. There was a combat in the ether and the infernal spirit subdued the spirit of the Golem. He could only enter the manufactured body of the Golem and was trapped there by the bindings of the Jewish ceremony. While in this body his infernal nature started to mutated it giving him the hooves talons and paws of a more demonic aspect. Quickly, it was gone to try to find out how he could get out of his entrapped body. From reading the Rabbi's journals he discovered that there were wizards within the city and thought, "these might have the answers". However its nature and its inability to communicate in its Golem form lead to frustration, anger and ultimately the crazed frenzy that it delivered upon the bodies of the wizards.

The third wizard was killed by an Infernalist, he believed that one of the wizards might have been the host of the devil that they had tried to summon. The dagger was an old ritual dagger from the middle east and could lead the player back to the Jews and the poison was supposed to slay the demon. This was concocted by the local alchemist. Another lead the characters could follow.

Now the characters must face the Demon Golem in a final SmackDown

Background

Satanism

The game has at its core two principles, summoning creatures from Hell and binding spirits into statues to make golems. The game makes / poses the supposition of “*what would happen if these two things were happening at the exact same time*”. The answer proposed is only one possible outcome, however it is one that fuels an intriguing detective/horror story.

Those who summon the spirits of Hell are generally called many things and are driven by different goals. Infernalists, Diabolists, Satanists also called Evil Priests, Black Magic Sorcerers, Luciferians, etc.

Let's look at these and what they really get up to.

Infernalists:

These are people who want to have power, magic abilities, knowledge etc. and they are prepared to bargain with the powers of hell to get it. They seek out old tomes and ancient rituals that open doorways to hell. They call, by name, the creatures from there and summon them into a circle of protection. By using the devilish creatures true name and ancient binding rituals they force it into service. They make it teach them secret things, or give it missions to gain money and power, by corrupting certain people. These are not devout worshipers of Satan, or followers of Lucifer; they are just power hungry people who have no morals about how they get what they want.

Doing this sort of magical ritual is very dangerous, the more powerful entities that can be summoned are cunning and crafty and can twist a poorly worded command; taking advantage of a poorly constructed circle or binding ritual. They might play along for a while, just to see what fun they can have, all the time knowing that they can break free and destroy the one who would dare to claim power over him.

Bound Favours

A bond favour is typically a spell that can be cast using a fate point, or some knowledge that is secret. Spells are of course listed as stunts and are as variable as grains of sand. Gifts of Knowledge are represented as Aspects such as “*All the world's history (p)*” or “*Secrets of the Hapsburg family (p)*”, “*Deep knowledge of the Fey (p)*”.

Diabolist:

These are not so skilled or careful as the infernalist, they are the one's who make a pact. The Robert Johnson's of the medieval world. “Who is Robert Johnson?” I can hear some people say. He was a wannabe blues guitar player, who used to hang out with the greats in the 1930's in Memphis. By all accounts he would play his music between sets, he was said to be, “really bad at it”. Then he went missing for a while, when he returned he was suddenly the best blues singer-songwriter and musician. He claims to have sold his soul at the crossroads for his gift. His light burned brightly but swiftly as he died at the age of 27 of unknown causes. It is said that his contract was up and devil's hellhounds came calling.

This is the Faustian pact, “*give me 'X' for 'N' years and you can have my soul*”. The hellhounds come to collect, on the dot of time you have been allowed.

These diabolists have no knowledge of who they call to give them their gift, or the rules of Hellish bargains. They have no love for the Satanic Church or their rituals. They just want! and this is the fastest and easiest way to get it.

Pacts

A pact usually will manifest as a persistent aspect, such as “*Lots of Money (p)*” or “*Best Blues Artist in the World (p)*” they are usually things that the ordinary folks dream of, “*irresistible to women (p)*” or men of course.

To go with their favour these poor souls have a time limit to their gift and while they are under this time

limit they tend to be followed around by misfortune; gaining the aspect **“Followed by Misfortune for 10 years (p)”** this is the normal allotment of time for a pact, though devil’s bargain really well, some souls have been sold for a single year.

Once the contract is up, a pack of hellhounds will come to collect the payment. They are not to be trifled with and even the best of warriors, without magical or true faith powers, would be pulled down into hell.

Satanists:

These are religious people who worship the Satanic aspect of the Devil, they believe it is their job to aid their master in getting others to fall from grace and thus have their souls go to hell. They hold unholy rituals, called **The Black Mass**, where they give their soul over to their master and promise to bring him souls. The work they do for their church is evil indeed, they forge plots to corrupt the best and brightest and cause their downfall. Turning them into murderers, adulterers, thieves; their souls forfeit for the actions they have done.

In return for the souls they bring to their master, they are often given dark gifts. These can be almost anything, from super strength to lots of money and everything in between; it is all the same to the Hellish powers - “Trivial manipulations to please a servant”. They have greater numbers and influence than one might think and inveigled in places where covens meet are often high ranking people in state and church, using their position to bring down the pure.

Unlike the other types they are visited by Hellish representative willingly, they turn up to give pep talks and get more souls from their subjects. A bit like a sales meeting where turnover and sales techniques are talked over, only souls are the commodity. The hellish creatures in this role, are the boss, they do the ordering around and never do jobs for their underlings.

These are the Evil Priests, the Black Magic Sorcerers, the Coven of Witches.

A Satanic coven normally has a Sorcerer at it’s heart, a man who has some knowledge of magic and the black rituals that bring their masters pleasure. He is joined by 12 women and this forms the inner circle, others are less important and they make up the outer circle of followers.

Charisms of a Grateful Hell

Bolts of Hellfire: Spend a fate point, make a ranged attack roll with Agility vs Agility or Perception against a single target within 2 zones. Bolts of hellfire streak out and burn the target. They hit with a WR +3, however no resistance to fire can stop the damage.

Exceptional Looks: You gain the aspect **“Never seen such beauty (p)”**

Unholy strength: Spend a fate point and you gain the aspect **“Strength of the Damned (p)”** and count your strength 2 higher for the purpose of lifting or breaking things. For the duration of the scene

Luck of the Devil: Spend a fate point and you can’t lose at games of chance and gain the aspect **“Luck of the Devil (p)”** for the duration of the scene.

Wings of the Pit Fiend: You spend a fate point and you can manifest large leathery black wings. You have an alternate movement speed of fly, slow and clumsy for the scene.

Authority of Hell: Spend a fate point and you gain the aspect **“Aura of Authority (p)”**

Luciferians

These are people who have Nephilim blood in their veins, their whole family line is from the blood of the fallen angels. Their souls are doomed from birth, they are bound to the forces of Hell as their birthright. They are powerful families, mostly they interbreed to keep their Hellish blood as pure as possible. They will take wives, however their offspring come from a female of the right stock. Some

have great powers from their blood, the ability to shape shift into a devilish form, conjure hellfire, or dominate the mind of the weak.

For these it is a cooperation with the forces of Hell, they are like the poor cousins, to be tolerated even though they keep messing up. They are usually on speaking terms with some sort of Hellish entity, even if that is a lowly imp.

Their goal is war, gaining power and wealth, using those mortals without Hellish blood as slaves to further their rise.

Human sacrifices are often made, but these are about the drawing of energy, their powers need to have the energy of fear to be able to function. The young and innocent are the best, they can be used several times to harvest the energy of fear before their will breaks and they have to be sacrificed.

Gifts of Hellish Blood

Bolts of Hellfire: Spend a fate point, make a ranged attack roll with Agility vs Agility or Perception against a single target within 2 zones. Bolts of hellfire streak out and burn the target. They hit with a WR +3, however no resistance to fire can stop the damage.

Armour of Chevalier De l'Enfer: Spend a fate point and for the duration of the scene you have an AR -4 against weapon attacks.

Unholy strength: Spend a fate point and you gain the aspect **"Strength of the Unholy (p)"** and count your strength 2 higher for the purpose of lifting or breaking things. For the duration of the scene

Wings of the Pit Fiend: You spend a fate point and you can manifest large leathery black wings. You have an alternate movement speed of fly, slow and clumsy for the scene.

Authority of Hell: Spend a fate point and you gain the aspect **"Aura of Authority (p)"**

Speed of the Nameless one: Spend a fate point, for the duration of the scene you have the aspect **"En-**

hanced Reflexes (p)", this may be used for combat agility attacks, defence rolls and initiative.

Moves Like a Nightmare: Spend a fate point and you can teleport into a zone you can see (or know well) up to 4 zones away. This is a supplemental action.

Call on the Cohorts of Hell: Spend two fate points, a company of hellish cavalry appears in a zone up to 4 zones away and follows your order for the scene after which they disappear. If they have not slain a person in this time, then the summoner is taken to hell as tribute.

Do what I will Shall be the whole of the law: Spend two fate points and make a persuasion attack vs will-power on a target you can see and who can hear you utter the vile words of the hellish tongue. The attack as a WR +7 and consequence are named for the level of control the practitioner has over the subject.

Minor: A simple idea in a single word **"lie"**, **"Surrender"** etc.

Major: A more complex idea in a sentence **"Your wife is cheating on you"**, **"The weaponsmith calls you names"**, **"Your brother cheats on his rent"**. This idea lasts a few days and then is gone and can not be extended.

Severe (p): The practitioner can give a concept a few sentences, **"The next time you see your wife. Beat her mercilessly"**. **"When the Baron visits your manor house. Challenge him to a duel for his taunts"**. The command must be doable within 24 hours or it is forgotten. The Practitioner can spend a further 2 fate points each day to repeat the attack on the target. The target does not need to be present for the second attack on his mind.

Extreme (p): **"Control over emotion is now mine (p)"**. This lasts a week after which the control is broken. The Practitioner can spend two fate points to repeat his attack against the target. The target does not need to be present for the second attack on his mind.

If the character develops an Infernal Affinity, he can instead roll to activate with a difficulty of 4 for each of the powers or 6 for two fate points powers. Damage taken from failed shifts is mental unless the character also develops an Infernal damage track.



MUNICH 1200



Trade	Name	Quality	Price
Monastic Abbey	St Peters Abbey	Carthusian	
Taverne	Hofbräuhaus	Fantastic	+1
Taverne	Wunderkeller	Fair	+0
Gasthaus	Großes Treppenhaus	Superb	+2
Gasthaus	Winterhafen	Good	+1
Gasthaus	Die Schüssel des Strew	Average	+1
Weaponsith	Rudolph Messer	Good	+1
Armourer	Christian Brukker	Average	+1
River Pilot	Maldur Blutschutz	Good	+2
Alchemist	Peter Holzfäller	Average	+0
Physician	Mauritz Breiteklinge	Good	+3
Moneylender	Benjamin Wiseman	Good	+1
Jewelsmith	Ephraim Goldstien	Good	+1
Goldsmith	Tyshawn Eichenbaum	Good	+1
Gemcutter	Adam Lerman	Superb	+2
Tailor	Roth Volkner	Average	+1
Brothel	House of the Red Veil	Good	+2
Entertainer Troupe	Ein Dutzend lustige Leute	Average	+0
Bard	Hans Sovel	Superb	+1
Jongleurs	Sieben Bälle	Good	+0
Perfumer	Feenhafter Schweiß	Good	+2
Beggars Guild	Graue Kolonie	Good	+2
Thieves Guild	Blauer Mantel	Superb	+1
Chapter House	Arcane Guild	Average	+0



Local Nobility

The local area is massively subinfeudated, with relatives and friends dividing up the lands, each paying rent up to the lords and the next higher levels. At the top of the tree is the King of Germany, Philip of Swabia. He comes to visit Ingolstadt quite often when the front does not demand his attentions. This could be to show that he is still alive, or rally morale in the locals or curry favour with the church.

Duke Eberhard von Abensberg

The largest landowner in the area is Duke Eberhard von Abensberg, a keen huntsman and party goer. He spends large sums of money entertaining the local nobility and once a year he throws a party for the common folk, where everyone pours out into the streets and pigs are roasted, dances danced and everyone had a grand time.

Baron Ulrich von Stein

The Second largest landowner, he also rents directly from the king. He has been having arguments and conflicts with the Duke since they were both children. At an early age they were squires together, Ulrich was by far the most talented of Knights, yet he saw the privilege of birth hard at work in the favours bestowed upon his brother in arms, Duke Eberhard. Now they have skirmishes of land, trade routes, who has the sharpest sword and almost every other trivial thing under the sun.

They both maintain an estate in the Kings new city, they are next to each other and of course the Dukes is a larger and finer building. Here the conflict continues with horse races through the streets, boxing matches, elaborate pranks and every other manner they can think of to one-up the other man.

Baron Altmann von Abensberg

The Dukes younger brother and a proper mummies boy, he has never been able to look after himself. From an early age he has been told how his brother is the better one, his brother will take the family to the state of Emperor one day. After continually being told how useless he was, he began to believe it and dared not do anything for the fear of the ridicule to come.

His brother the Duke, still loves his brother though he is probably the worst offender of treating him like a child. He checks his clothes are on properly, and his sword is slung right, he checks his horses straps before he gets onto his horse. He expects him to mess and when he does, he doesn't get angry, he just mutters, "That's okay Altman, you can't help it".

Baron Graf von Rottenekk

Everyone calls him Rotten Egg, even his buddies. It sends him into a mad fury and they love to tease him with this pet name. Though beware, anyone who calls him this who he has power over, you might wish he was the sort who just strikes out and kills you. Alas though he is not the sort. He has been to the holy lands and seen the torture methods used over there. He has become something of an expert, practicing on condemned criminals. He knows just how to inflict pain and suffering while keeping his victim conscious and alive for as long as possible.

He has an underground area at his estate in the city where he takes his latest project to play with. On very quiet still nights you can hear the screams coming from the mansion grounds.

Baron Meinhard von Regensburg

The baron is the Dukes largest tenant and he has done well from ridding the Dukes coat tails. He is quite sycophantic with the Duke and has even taken to repeating his words to emphasise the Dukes power. He has no love for the Duke; however, he knows well how powerful men are made in this country, they worm their way to the top. If not for themselves then the powers will come to their heirs. It takes great strength to be shadow on the Dukes shoulder, taking hand outs, waiting for the right time to declare you are your own man now.

Playing on the Dukes side has earned him many rewards and favours over the years, he hopes that with the civil war raging and crucial parts to be played him might gain the attention of King Philip and be rid of this irksome Duke. Until that time he plays his part.

Townsmen

Who are the townsmen, these are the free folk of the town, who are not working inside the guild structure and are not of noble or gentle birth. They are the honest folk who work hard to make ends meet and breath life into the town from early dawn till dusk.

The Barrowmen

Ratter Rintzler

He has a barrow from which he sells all manner of traps to catch the vermin that have made their homes in the city; rats, mice, squirrels. He starts his rounds mid morning and works until sunset. Often he will be paid to set his traps and remove the dead vermin once they have been caught. The bodies of the dead are sold for pennies to the Swineherders for their pigs.

He has a large cat, more of a lynx really, named Cherguard, she sits on his barrow and hisses at those who pass by and don't stop to purchase or chat.

Shearman

He has a small barrow fitted with a foot pedal operated whetstone. He travels the cottages and townhouses sharpening shears and knives and farming tools like sickles and scythes. He can't remember how he came to life, he only remembers surviving on the streets of Ingolstadt. He did whatever it took to survive, when the legends of the new city hit Ingolstadt he travelled with the first group.

He now works for the local thieves guild, he access to townhouses and cottages allows him time to case the places for entry and level of wealth that might be stolen. He himself however never takes, he just gets a kickback from the guild of 10% of the haul.

Barber

With his leather strop, slapping of the razor and his tuneful songs, everyone in Munich knows Torig Drusel, the barber. He loves to chat and while away the time, taking five times as long as it should to shave or cut hair. However, that's okay, those who pay him, Are also paying for the company and pleasantries he does so well. He is a terrible gossip and anything he get told will be repeated all over the town to anyone who comes to his barrow and stops for a cut.

He has developed some skill at treating wounds and those who can't afford the Physician in town come to get their cuts stitched, staunched and cauterized. To say that he is skilled would be an exaggeration, he has success - It's not pretty but he can get the job done. And then there's the pain, lots of pain.

City Watch

Blue Watch

Being out in the wilds, on the very edge of enemy fey lands, filled with desperate men, the city needs someone to look after the ordinary folk. This job falls to the city watch. These are a militia drawn from the local guildsmen and freemen who can afford to pay for a shield, spear and some basic armour. They are given training and then walk the streets in rotation with the mission of keeping people safe from harm.

Their name comes from the bright blue tunics they are issued with to denote that they have the power and authority of the city to detain people, take trade tax for entering the city and if needed use deadly force.

There are two patrols out at night with lanterns, they call out "All is well" on their rounds, letting everyone know that are about and they can sleep safely. It takes them about an hour to travel the bounds of the city.

They get paid by the city for their time, it is a part time thing and most of the watch only have to serve one day every other week.

Each patrol is made up of four men and they always go out in the same groups so they know each other well and how they can trust one another. Amongst the townsfolk and guildsmen it is an honourable thing to serve in Blue Watch, often they get free drinks or meals for their service from the local merchants.

Red Watch

These are regular men-at-arms who are paid by the city to patrol the outskirts and the local roads and keep them free from bandits and brigands. They are better armoured and trained than the Blue Watch and get paid more. They have a reputation for being over zealous in their use of force.

These have four patrols as they have to cover more ground than the militia Blue watch do. They have

Blue Watch Patrol

Power Level: Average Minions **Size:** Group of 4

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

ASPECTS

- *Training with spear and shield*
- *Ready to defend the City*
- *A wandering mind*

Armour: Leather: AR -1 3 stress boxes

Light Shield AR -2 WR +2

Spear: WR +3, Range 1 zone Thrown "Large"

Red Watch Patrol

Power Level: Fair Minions **Size:** Group of 4

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

ASPECTS

- *Training with spear and shield*
- *Ready to defend the City*
- *What's in it for me?*

Armour: Brigantine Gambeson: AR -2 4 Stress Boxes "Bulky"

Light Shield AR -2 WR +2

Falchion: WR +4, "Large"

the same powers of levying tax and arrest as well as drawing weapons they might need from the cities armoury. Unlike the Blue Watch they are treated with suspicion from the townsfolk, they are known to be quite corrupt taking bribes from anyone who can pay and treating those who can't with some brutality.

The Lions Pride

All of the inn and taverns listed on the map are controlled by the guild of innkeepers. They get their ales, wines and foodstuffs from the proper suppliers that the guilds have deals with. However the Lions Pride is not a guild establishment.

It moves around, never opening its doors in the same place. Its ales wines and foods are free, supplied by the locals who brew and grow their own. The Lions Pride is by invite only and a one off fee of, 1 golden mark is levied up front by their front man. Kurtis Brocheart. The guild of innkeepers are trying to stop the opening of a Lions Pride but so far it has eluded

them. The guildsmen are well prepared to kill to keep safe their guild franchises, as promised in their guild oaths.

There is more detail on guilds and how they are run in the **Reedwater Adventure No.1 Unwanted Wizards**.

Each of the possible buildings that the Lions Pride can run from has been given a number, those who are members are passed a piece of paper or wood with a roman numerals upon it. The first is the building number where the Lions Pride will open. The second is the day of the week that it will open.

A whole underground secret movement of barrels and baskets goes on all week to set up the Pride. Decoys are laid and rumours spread to through the guild snoops off the track.

They have guards and lookouts set on the night and at the first sign of trouble they can give the word and lock down the location letting everyone escape.

Those who frequent the Lions Pride are from all walks of life, even women are allowed, though no one would know it, as they all turn up wearing masks of some animal. The only animal they are not allowed to wear a mask of is the Lion, this is reserved for the organizer of the Lions Pride.

NOTE: The secret of the Lions Pride is that it is funded and run secretly by none other than Baron Altman von Abensberg

House of the Red Veil

This is the local brothel, there is a need for woman of ill repute in such a new town. Many of the men, mercenaries, lonely journeymen who come to the city need the attentions of a trained lady. The house gives the appearance of a typical merchants house in the posher north side of the city. It is often joked that you can see the monks in prayer while you are being ridden by a pro.

The ladies are all kept clean and disease free, some of the money they earn is use to employ the physi-

cian and the Alchemist to keeps the ladies free from disease and babies.

The prices here are not cheap, they give good service in a safe and comfortable environment and should be suitably compensated for their work. Some would say they charge too much, normally those who can't pay for the younger ladies and end up with the older woman.

They have a single man Enrich Bulstrass who acts as a bouncer and he collects all weapons before the men are allowed to see the ladies. He is not a weapon fighter, but has great skill in boxing and when his opponents are unarmed he almost always wins.

Enrich Bulstrass

Power Level: Good Minion

Strength: 4 **Agility:** 3 **Willpower:** 2

ASPECTS

- **Fist Fighter**
- **Knuckles of Steel**
- **Natural Danger Sense**

Armour: Leather: AR -1 3 stress boxes

Stunts: Bare Knuckle Boxing x 2

Fists: WR +2 "**Unarmed**" "**Swift Strikes**"

Club: WR +2 "**Small**"

Organisations

The Pastureizers

A group of labourers who have been hired to clear the local forest of trees and undergrowth so that it can be used to graze animals and grow crops. In their advance through the greenwood, the group have come across many strange things, fey groves, fairy rings, unseelie grottos etc. They have torn them up root and branch, killed the fey and devastated the natural beauty of the landscape. Many have suffered from horrible fey curses and carry the evidence in they way they look. Bark like skin, lips that look like a duck's beak and other worse effects.

One of their first battles lies on a barren hillside a few minutes south of the city. Since then the fey have created a mausoleum of Needles made from the bones of the dead. Now no one goes there, it is haunted by some terrible Banshee.

Pastureizer

Power Level: Average Minions **Size:** Group of 4

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

ASPECTS

- *Used to seeing faery glamour*
- *Know words and guards to protect from the fey*
- *Handy with a cold iron mallet*

Mallet: WR +3, "*Large*", "*Cold Iron!*"

and make prophecies as well as place curses on the gadjé, none Romany folk.

Her right arm and captain of the fighters in the troupe is called the Reyes, often the best fighter or the one who owns the most horses. He does the donkey work, following the broad stroke orders of the Ay. They have their own strange world of morals, codes and rituals; they say they go back thousands of years, to the ancient Egyptians. Though different gypsy families have different origin stories.

Gypsy Mob

Power Level: Average Minions **Size:** Mob of 7

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

ASPECTS

- *Fist Fighter*
- *Tick and Con everyone*
- *Superstitious*

Stunts: Bare Knuckle Boxing x 1

Fists: WR +1 "*Unarmed*" "*Swift Strikes*"

Knife: WR +2 th range 1 zone "*Small*"

Gypsies

The city has a group of Gypsies, their brightly painted caravans can be seen when entering the city from the south. They number around 8 families and have 20 horses with lots of goats and pigs running around.

The head of the gypsies is the old lady, she is called the Ay, a title thought to have it's origins in ancient egypt. She is the power and ultimate decision maker for all the families, judge and jury all in one. She also is supposed to have the sight, able to see the future

Reyes

Power Level: NPC Size: 0

ASPECTS

- *Guardian of Ay*
- *Master of Track and Spores*
- *Awareness of the greenwood*
- *Eye for trouble*
- *Superstitious*

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

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

Stunts:

Bare knuckle Boxing x3

Danger Sense: He can pay a fate point to act normally in a round where he would otherwise be surprised.

Armour: Leather: AR -1 stress boxes 3

Woodaxe: WR +4, "*Large*"

Longbow WR +4 Rng 1 zone, "*Armour*

Penetrating, "Slow Firing (p)"

Fists: WR +3 "*swift Striker*" "*Unarmed*"

Equipped with typical gear for travelling the wilds.

The Ay

Power Level: Hero NPC

ASPECTS

- *Bent and Broken Body*
- *Tailored in fine clothes*
- *Mistress of Psychometry*
- *Absolute Leader of Munich's Gypsies (p)*
- *Abrasive and truthful talker*
- *No one gets another chance*
- *We should learn to respect the fey*
- *Magical Crystal Ball*

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

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.

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.

Oracle of Futures: 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)*"

Description & Tactics

Description

His real name is Ramses Tut Hamet, taken from his ancient Egyptian roots. He stands tall 6'3" and had long wavy black hair and dark brown eyes. His complexion a dark olive with a pox marked skin. He wears a pointy goatee beard and evil looking moustache. He wear a white cotton shirt and a leather sleeveless jacket with red and gold billowing trousers. He always has the sleeves rolled up on his shirt whatever the weather showing off the tattoos of protection he has inscribed on his arms.

Relationships

He is in charge of everyone on the campsite and is responsible for what they do, and the trouble they get into. He makes small time decisions about the day to day running of the families. The real power however lies with his mother the Ay. He can take on anyone in the families in fighting a win, easily.

Tactics

He prefers to have his folk keep to themselves. He as seen to many Gadje get violent and mob the campsite, running them out of town, because they do not understand their ways. At night however, they go on the steal, not in the city by from the cottages and fields nearby. They take tools and animals, food and grain.

Description & Tactics

Description

Her real name is Samatra Tut Hamet, taken from her ancient Egyptian roots. She is in her late fifties and has many children and grandchildren and great grandchildren running around the camp. Some have even left and set up their own gypsy troupe. She looks like old leather, a dark tanned and wrinkled face. She is hunched over and looks like something has broken her in two. She wears the many layered black gowns and red silken scarfs that are popular amongst her tribe.

Relationships

She gives her son his lead in the small matters of the running of the tribe and he has proven to be very able as her Reyes. However no Ay would give away the overall power of running the families and their business.

The Beggars Guild

Munich is a new city, King Philip ordered its founding and the local lords sent their labourers to fill the population. Journeymen came looking for work hearing about it's splendours. These are the people who didn't make it, those who ran out of work, then ran out of money, then ran out of luck. They ended up homeless and penniless wandering the streets begging for food.

When you are filth ridden and asking for a hand-out you suddenly become invisible, people walk by without noticing you, they also talk openly when guarded words should have been used. The beggars talked to each other sharing the snippets of info they had come across, they realised that an overheard conversation here and there put together over all of their number made a whole story.

They formed together and bound their information together, knowing that information is power. Now that information is sold, for a high price to the right buyer. The beggars still go out onto the streets, but at night they don their better clothes and wash off the grime and drink brandy bought with the payments they get for their traded information.

In charge is the King Rat, he sets up where the beggars are to sit and listen, he shares out the money from their work. He himself does not go out begging, he is the middle man who has contacts and sets up meetings with those who need the information.

Keeping him honest with all the money are two of the beggars, they call themselves the sentinels, they watch over the King Rats actions and how much money comes in and gets into the hands of the beggars themselves. They have a war chest, a fund of cash that can be tapped into in case they have to run. It is a sizable amount now and many are wondering "why it isn't being shared out", causing some heated arguments amongst the greedy beggars.

The Jews

Sicut Judaeis (the "Constitution for the Jews") was the official position of the papacy regarding Jews throughout the Middle Ages and later. The first bill was issued in about 1120 by Calixtus II, intended to protect Jews who suffered during the First Crusade. The bill forbade, besides other things, Christians from forcing Jews to convert, or to harm them, or to take their property, or to disturb the celebration of their festivals, or to interfere with their cemeteries, on pain of excommunication.

Even though this bill existed the ordinary folk would most like never have heard of it, being human they treated what they don't understand with anger violence and distrust. The town has ordered that all Jews must wear the star patch upon their backs and the pilles cornutus ("horned skullcap"), this was a cone-shaped pointed hat, often white or yellow.

Beating have been common in the city and as most of the Blue watch are guildsmen they stand by and do nothing, the Jews hit their trade and have their money tied up in loans with them.

They are lead by the elder Rabbi Abaham Holtz a calm and collected man who has great wisdom and wonderful library of ancient knowledge and forbidden rituals. He believes that he should do whatever it takes to protect his people from the gentiles, even if that means creating and binding a golem.

The Thieves Guild

They call themselves the blue mantel, they leave a blue scarf at the scene of their crimes, in mockery of the Blue Watch who have had little luck in catching them in their nefarious business.

These are not hardened well trained criminals either, they are just some journeymen who found their way into trouble and banded together to use their artisan skills to feed themselves. They don't do pick pockets required far too much skill. They do house robbery and mugging with a little coin clipping thrown into the mix.

They take the guild structure but they are very much a group of friends with little in the way of bad blood in the group. If they think that some new journeyman or skilled traveller is a good fit then they might be asked if they want to join. They don't ask people they haven't got to know first, their recruits have to be nice people they can get on with and trust.

Both of the Inns in the city have had guests robbed, they try to keep this a secret and refund the guests any money that was lost in the robbery plus some extra with the promise that it is never spoken of in public. The loss of a few coins is trivial to the total loss of business if the public thought they were not safe in their rooms.

The guild only rob the Inns if there is a good target to rob, they have a member of the guild hang out in the common room; watching to see who comes and goes.

The guild is not large in number, their code of friendship keeps it this way. They have around a dozen footpads in the guild, each one knows the other well and would stand together in a fight. They don't have the sophistication of trained guilds, no thievish signals or special marks, no safe houses.

They have a meeting house where they get together to talk over their plans, this belongs to the guildmasters, he trades by day selling and buying seed stocks. If anyone gets into trouble they know they can always come here for a safe haven.

Hofbräuhaus

A large wedge shaped building made up of two buildings knocked together into one. It can easily be seen on the approach to the city from the south across the river. The tavern is busy all day with loud laughter and shouting coming from its doors.

The tavern sells the best ales and has the comeliest of serving wenches. Almost everyone who visits Munich spends time here, that is until their money runs out and then they have to drink elsewhere, either a barrowman ale seller or the Wunderkeller.

Inside the building is very basic with long tables made from local pines, made into tables by propping planks across old leaky ale barrels. The whole place smells of the vinegar smell of stale beer and puke.

Entertainment comes from either shove ha'penny or skittles during the day and at night the Bard of the city Hans Sovel will drop in and play a tune or tells some bawdy jokes depending upon the mood of the crowd.

Wunderkeller

The Wunderkeller sits on Rose street closer the marsh gate district that most would like as if the wind direction changes then the smell of the marsh can waft into the tavern. The building is in poor repair and leaks when the rain is hard and is cold and drafty in the winter despite a large fire pit at the centre of the main floor.

The tavern is a popular hangout for mercenaries looking for work and the Red Watch when they are not on duty. Things can get very rough here, blades are drawn often, at least once a week and death occur here all the time. Either a straight up fight or a throat slit around the back for some slight, real of imagined.

The Ales are weak and basic and are served by fat older women and men. The entertainment is whatever you can make yourself, usually taunting someone from across the room. Arm wrestling and drinking games are also popular.

Footpads of the Guild

Power Level: Fair Minion

ASPECTS

- *Hide amongst the crowds*
- *Crafty and Cunning*

Agility: 3 **Deception:** 3

Languages:
German

Equipment

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

Thieves Tools: +2 to skill rolls made for Breaking and Entering

Mercenary Group

Power Level: Good Minions **Size:** Group of 4-6

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

ASPECTS

- *Training with spear and shield*
- *Ready to cause trouble*
- *Greedy and Evil*

Armour: Chain: AR -2 stress boxes 4 *“Bulky”*

Light Shield AR -2 WR +2

Dagger, WR +2, *“Swift Striker”, “Small”*

Spear: WR +3, Range 1 zone Thrown *“Large”*

Description

Description

Typical large unclean burly fighters, they walk like they have something to prove to the world and always have one hand on the hilt of their daggers when they are not carrying their spears around.

Relationships

They tend to hang around in groups of 4-6 and never seem to pass up a chance to cause trouble, either taunting someone or just pushing them around hoping for a response they can turn into violence. They are happy to accost someone who looks wealthy who might be able to give them work as guards.

Tactics

They don't walk around armed and armoured in this fashion unless they have been are off to do some work. Generally they only have their daggers with them, typical of the seax style of blade, wide and heavy with a steep flat drop point and a deep fuller.

They work best when they have support from others, when on their own they are much quieter and less likely to cause trouble or get into a fight. They feed of each other bravado.

Großes Treppenhaus

Situated in the perfect spot directly overlooking the market square the Großes Treppenhaus is refuge to most of the travelers who come into town with coin in the purse and an idea of making it big in the new city. The cost of staying in such a place is high, even before the war prices were steep, now however they are the highest they have ever been.

Time are good for the innkeeper and he makes sure that the standards of the inn are kept to, shouting and argument amongst the staff are often echoing around the inn as something has not been done to the innkeepers satisfaction.

The building is a new three story oak and plaster affair with a posh golden thatch on the roof. Many fireplaces feed the red clay chimneys that bilge smoke across the street.

Food and ales are top notch with service available for the guest 24 hours a day. Often the common room is open all night and the Bards plays here until the generosity of the guests runs out. The ladies from the Red Veil brothel use the place to attract customer and give the innkeeper a small kickback either in money or service for the privilege of using the common room.

The innkeeper Lance Lamprecht is a guildsman through and through and often can be heard telling everyone what he would do to the organisers of the Lions Pride. Little does he realise that his rhetoric is giving the best advertisement for the very thing he would destroy.



The Hellhounds are Upon Us

You have lead your characters through a detective phase giving them clues and hints as to what is going on and where the troubles are. You have set the seeds and they are travelling to the home of the infernalists in the north of the city.

As they are moving through the city streets they will be set upon by four hellhounds, summoned and sent to protect the infernalist, a little trick they picked up from a tome that they have read. Any direct threat to them and the hellhounds are dispatched to protect by slaying those who mean harm. The cost of the ritual is large, however that means nothing to the infernalists, they only seek power.

Rewards

Each of the Hellhounds has a black tongue that is worth +2 essence for Fire related spells and effects.

The coats of the Hellhounds can be made into magical cloaks of invisibility. Giving the wearer +4 to stealth and defence rolls. This takes 8 hours per day enchanting the cloak, each day roll your affinity against a difficulty of 5, adding up the successful shifts. It requires a Fantastic Lab. Once you have 20 shifts the cloak is ready to use.

A critical failure destroys the pelt and no more progress can be made. Start again with a fresh pelt.

Hellhound

Power Level: Animal **Size:** 0

ASPECTS

- *Cunning Predator*
- *Monster from Hell*
- *Only seen in reflections*
- *Followed by the stench of brimstone*
- *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:

Hellish 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.

Invisible: The creature can not be seen by ordinary sight, its visage can only be seen in reflections. It gains +4 to its defence and stealth rolls.

Fiery Breath: Pay a fate point and make a Strength vs Agility attack against everyone in the same or adjacent zone. The attack has an ER of +4. Fire resistance does not work against hellfire.

Armour: Natural: AR -1

Claws: WR +1

Fiery Maw: WR +4 If hit with spin target must make an Agility check Dif: 4. If failed he has the sticky aspect **"ON FIRE"**



City Streets 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 Three Infernalists

There are only three main infernalists who have any power here, the others are just along for the ride and for their muscle. More to make up the numbers than to give any magical aid. So far the group have managed to summon some spirits to inhabit the dead bodies of criminals, a little necromancy. By trading books and little titbits of knowledge they have managed to get hold a book that contains the ritual to summon a more powerful creature from hell. They were a little scared of the warning in the book about what they were prepared to do; however the book promised great rewards should the binding of the spirit go well.

They collected all of the paraphernalia that they needed for the ritual and made sure that everyone knew what their part in the summoning was. They made several dry runs as the main ritual could only be performed on the first night of a moonless sky. The night came and they scribed two circles; one a protective circle large enough to hold their number and protect them from the powers of the hellish creature they were about to summon. The other circle was inverted and intended to keep in the power they had summoned. A circle with a five pointed star each point held a black candle the space between held other items of black magic, a black silk bag filled with filth, a bell with no clack, and aborted foetus etc. Inside the circle they scribe the angelic glyph that represented the true name of the power they were summoning. In human tongue it was almost unpronounceable, it meant 'The reaper of a thousand eyes'

The book didn't go into details of what the name meant, did it mean he had reaped a thousand eyes, or that he was a reaper who had a thousand eyes? They would just have to wait and see when he turned up.

They began the ritual, incanting the foul Black Mass and invoking him by name seven times. Each then gave a sacrifice of his own blood.

There was a flash from outside and a clap of thunder rolled around the city. The basement room of their townhouse filled with a luminous smoke, it began to form into a horrible face, morphing and changing all the time. It looked like it did indeed have a thousand eyes. Then something went wrong, the face looked worried, it began to search for something like it was being hunted. It moaned and made a battle face and then with a loud bang was gone.

Franz Laurentz

He is a tall blonde typical German, he has a crazy temper and can fly off at the slightest things, often letting his fists to his talking. All of this and the group collection was his idea and has been held together by his passion for the gain of power. He thinks the others are weak and do not deserve the gifts that will come from their work.

Franz is the one who went out and got the alchemical fluid and decided to attack the wizard in the street.

He has learned the spell bolts of hellfire

Summon Zombie and Skeleton

Deiter Hoffman

He is pretty much a nobody, you wouldn't be able to pick him out from the crowd. However he is very clever and is the brains behind the operation, he is more powerful than Franz though he is scared to stand up to him. He has bright red cheeks and is in his late forties, he used to be a cooper but gave up his trade and used all of his money for the acquisition of the books they used to do the rituals.

He has learned the spell bolts of hellfire, however he can also target multiple creatures

Summon Zombie and Skeleton, Summon lesser power.

Kirk Bauher

The third of the number is the wild card, he has come along to support his cousin, Deiter and try to keep Franz from killing him. Kirk stands up to Franz verbally but once he gets into a fist rage he backs down. Kirk hasn't learned any spells other than the protection one's

Circle of Protection, Words of Guard.

Gifted Minions

These are the masses who have traded some cash and time to get a little gift from the spirits that have been summoned. They were hoping that this last one would be the big payoff. However now things have gone wrong they are wondering what is going to happen to all the money they have invested into this endeavour.

Gifted Minions

Power Level: Average Minion **Size:** Group of 4

ASPECTS

- *Greedy and Selfish*
- *Strength of the Unholy (p)*

Agility: 3 **Deception:**3

Languages:
German

Equipment
Club, WR +2, *"Large"*

Franz Laurentz

Power Level: NPC **Size:** 0

ASPECTS

- *Uncontrollable Temper*
- *Master of Munich Infernalists*
- *Strength of the Unholy (p)*
- *Takes Rash Actions*
- *Student of the Black Arts*

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

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

Stunts:
Master of the Occult: He gets +2 to his knowledge rolls on research that is to do with Black Magic.
Lead by Fear: Once per scene he can make a Persuasion check, shouting threats and intimidating words. He generate a pool of fate points, he can hand this out to his allies to be used during the scene. They disappear at the end of the scene.
Bolts of Hellfire: Spend a fate point, make a ranged attack roll with Agility vs Agility or Perception against a single target within 2 zones. Bolts of hellfire streak out and burn the target. They hit with a WR +3, however no resistance to fire can stop the damage.

Club: WR +2, *"Large"*
Fists: WR +1 *"swift Striker"* *"Unarmed"*

Deiter Hoffman

Power Level: NPC Size: 0

ASPECTS

- *Financially Broken*
- *God at crafting with his hands*
- *Strength of the Unholy (p)*
- *Good at Puzzles*
- *Student of the Black Arts*

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

Physical Stress: 4 Mental Stress: 6 Social Stress: 2

Stunts:

Master of the Occult: He gets +2 to his knowledge rolls on research that is to do with Black Magic.
Streaming Bolts of Hellfire: Spend a fate point, make a ranged attack roll with Agility vs Agility or Perception against a single target within 2 zones. He may attack multiple targets, specifying the targets before attacking and taking a -1 penalty to every attack for each additional target. Bolts of hellfire streak out and burn the target. They hit with a WR +3, however no resistance to fire can stop the damage.

Woodaxe: WR +4, *"Large"*

Fists: WR +1 *"swift Striker"* *"Unarmed"*

Kirk Bauher

Power Level: NPC Size: 0

ASPECTS

- *Sings a good song*
- *Master of Words and Guards*
- *Strength of the Unholy (p)*
- *Classically Trained Bard*
- *Student of the Black Arts*

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

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

Stunts:

Master of the Occult: He gets +2 to his knowledge rolls on research that is to do with Black Magic.

Words and Guards: When he can see and hear a spell being cast he can use words and guards to counter that spell. He makes a Knowledge Roll vs Activation difficulty of the spell being cast, shifts in success are subtracted from the spell casters activation roll. If the caster gets 5 less than is required to activate the spell he botches. If the effect is activated by a fate point then every 3 shifts over 4 he achieves, the spell caster must spend an additional fate point to power his effect.

The iron railings are protected by a magical ward against intruders sneaking into the grounds. Anyone who tries to climb over the railings is attacked by the protecting spell.

Climber must roll Endurance Diff: 5 any failure shifts and the climber takes a Major consequence *"Haunted by Visions of Hell"*. If he already is suffering from a major consequence or critically fails this roll then he takes the Severe Consequence *"Haunted by Visions of Hell (p)"*.

This can be tagged by others for + /- 2 or a re-roll in combat or during stressful situations such as casting spells.

To defeat the spell the Iron Railings need to be attacked by magical damage, either from spells or from an enchanted weapon. They have an AR -4 and can take 6 stress before they are broken.

Essence: The use of essence is fully described in the main campaign of Reedwater. However for this adventure if you don't have a copy of that book, you can just add this to the rolls of the infernalists and their creatures and subtract it from the characters rolls.

Hiding in the grounds are Zombies and Skeletons that the infernalists have managed to animate and control.

The Graveyard is hiding four Zombies who upon a breach of the iron railings or entry through the gate, of anyone who does not have infernal essence, will rise and move to engage them in combat.

The Shrubbery has Four Blazing Skeletons hiding in there and they will rise and attack anyone who uses the gravel path who does not have infernal essence.

The Alter of Death is the home of a Ghoul, he only attack if someone tries to cross the pool and enter his altar area.

Finally the Black Cave is home to a colony of bats, they only attack if someone tries to move through their zone.

Infernalist House 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.

Zombie

Power Level: Heroic Monster

ASPECTS

- *Mindless Undead*
- *Unfeeling Dead Flesh (p)*
- *BRAAAAINS*
- *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

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

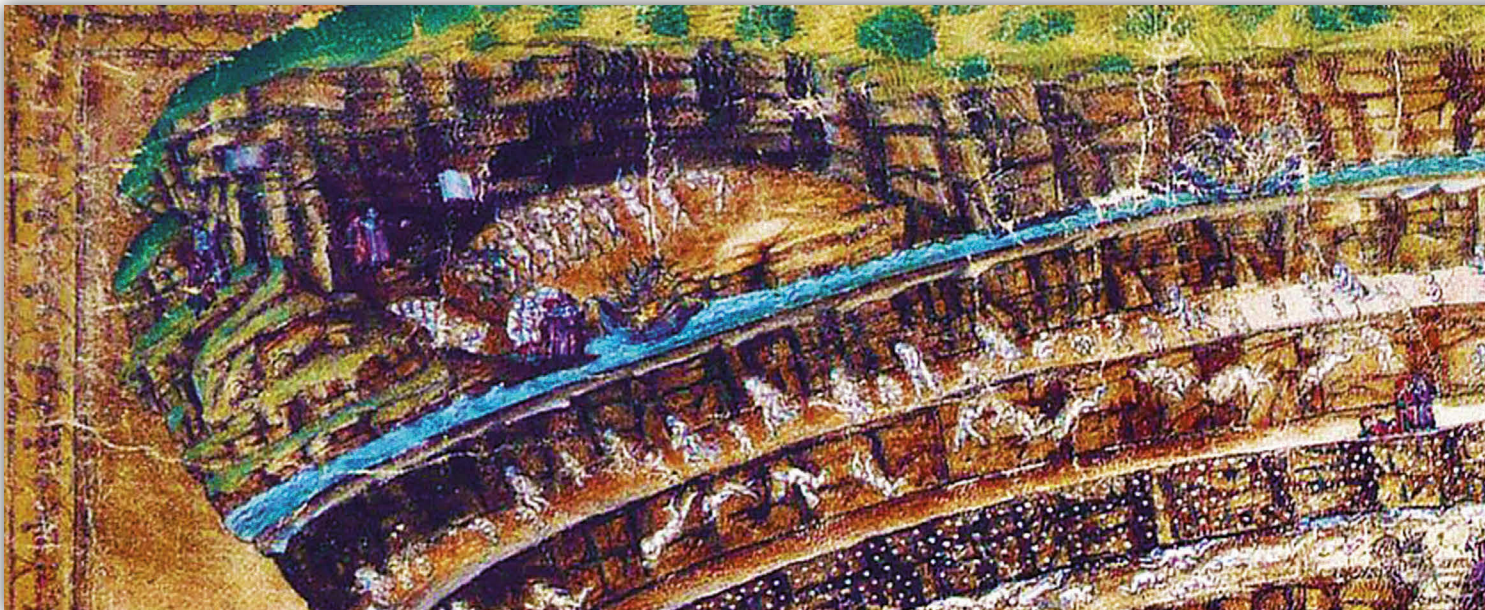
Alternate Movement: Flight fast and accurate.

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 it's 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*.



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"*

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

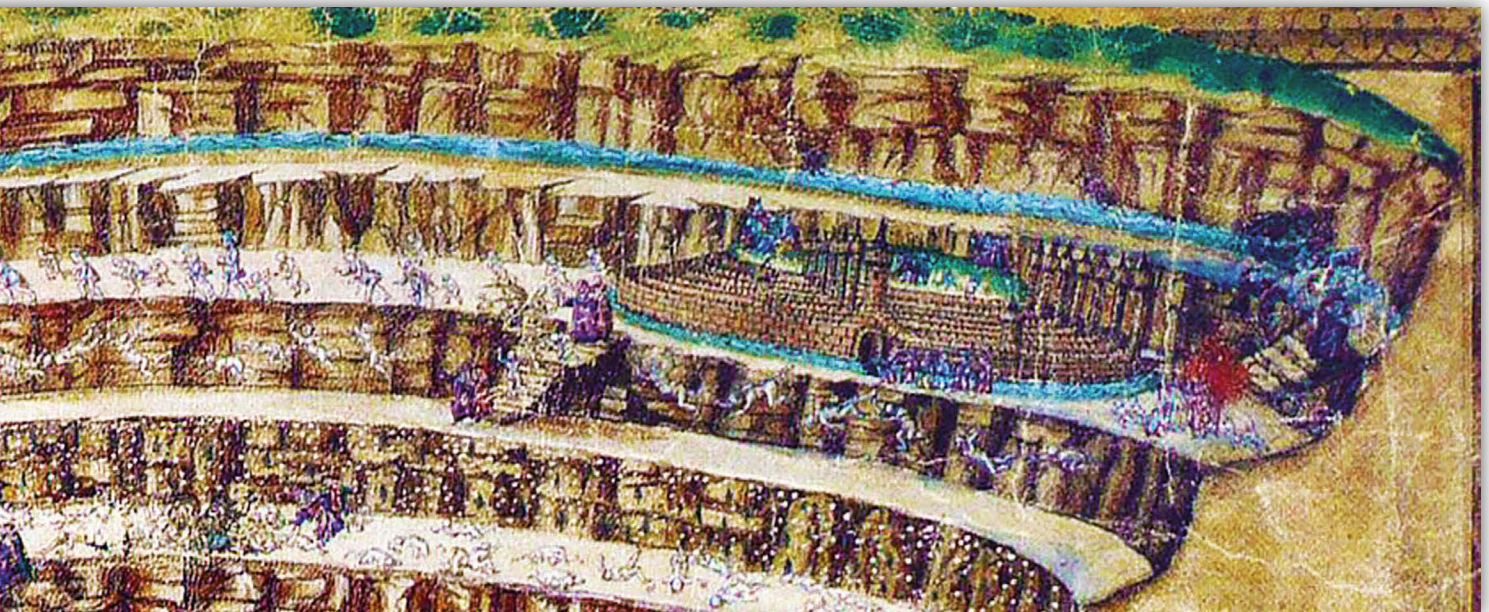
Stunts:

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



Golem at the Kibbutz

By the time the characters have enough information to get them back to the Jews, the Devil/Golem has the community in total fear. They realized from the beginning that they had no control over their creation; however, this happens sometimes and there are rituals that can be done to calm the spirit that is bound inside. The Rabbi tried these for three days in a row to no avail.

The Devil/Golem has since communicated to the Rabbi that he is aware and in control, he made it quite clear what he would do to everyone if they kept performing these rituals. While they did not eject him or pacify him they did cause him pain.

Early on the Golem had no ability to speak; however now he has greater control over the shape and form of the Golem, his infernal shape shifting capabilities are starting to show. He can now appear to be a Human, all be it a very strange one. He looks pale grey of skin and it constantly twitching, eyes darting all over the place.

When the characters return, he will be present with the Rabbi. The Rabbi will be sweating and clearly in a state of fear. When asked a question he will look back at the Devil/Golem (who he introduces as Judas) He tries to give the characters subtle clues to the supernatural nature of Judas.

Once Judas realises that the mage and his followers have figured out that he is the creature that has been doing all of the killing he has no choice but to clean house and kill everyone. He goes berserk and starts to alter his form into something ready for combat. This will give the characters a round to act before he can have an attack.

There are stats for the Golem as it should have been. The Devil as it should have been and this hybrid bastard form that has been created by a strange fluke of circumstances.



Kibbutz 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.

Fired Clay Golem

Power Level: Animated Statue **Size:** 0

ASPECTS

- *Made of hardened Clay (p)*
- *Slow and Ponderous*
- *A Divine Spirit*
- *Fists of Stone*

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

Physical Stress: 10 **Mental Stress:** 4 **Social Stress:** 0

Languages: None

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.

Hits above his size: The Golem can target and damage creatures and items that are Size 3 or smaller. If you are using scale rules for damage, he takes no modifiers to his to hit or WR when attacking above his size.

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: Only obeys it's programming and it's creator. Has no original thoughts or initiative.

Armour: Natural: AR -6

Fists: WR +4

Barzuzal

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

ASPECTS

- *Disincorporated spirit (p)*
- *Fiend of Hell*
- *Cloud of a Thousand floating eyes*
- *I am in your mind*
- *Followed by the smell of Brimstone*

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	5	Resources	-

Physical Stress: 2 **Mental Stress:** 7 **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 dif: 1 shifts generated equal strength gained.

Weakness: Holy items such as blades with relics in them inflict double their weapon rating against a Devil. Holy water is the same as Alchemical Fire.

Freeze the heart: Make a Persuasion attack against single target up to 2 zones away, vs agility, WR +3 armour does not protect against this attack.

Possession: Spend a fate point and make a Willpower vs Willpower attack on a single target in the same zone, doing mental damage. AR does not protect against this damage. When the target takes a Severe (p) consequence then he is possessed by the Devil spirit and has no control over his/her actions.

If forced to do something totally against his/her nature such as slaying a loved one or harming oneself. Then the possessed target may spend a fate point to make another resistance willpower vs willpower. An success on the targets part breaks the possession.

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

Barzuzal Golem

Power Level: Animated Statue **Size:** 0

ASPECTS

- *Made of hardened Clay (p)*
- *Followed by the Smell of Brimstone*
- *Fiend of Hell*
- *Fists of Stone*

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

Physical Stress: 10 **Mental Stress:** 4 **Social Stress:** 0

Languages: None

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.

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

Hits above his size: The Golem can target and damage creatures and items that are Size 3 or smaller. If you are using scale rules for damage, he takes no modifiers to his to hit or WR when attacking above his size.

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)

Freeze the heart: Make a Persuasion attack against single target up to 2 zones away, vs agility, WR +3 armour does not protect against this attack.

Weakness: Only obeys it's programming and it's creator. Has no original thoughts or initiative.

Armour: Natural: AR -4

Claws: WR +4

Once the fight kicks off the Jews will be of no use, they are farmers and jewelsmiths not warriors. They will run and hide as best they can from their wayward creation.

Even after the group have defeated the shell that is the Golem, the spirit of the devil Barzuzal is now cast free of the bindings that was keeping him inside the clay body.

A stinking cloud of sulphurous gas is released from the golem with a loud hissing noise and a yellow green mist winds and twists it's way into the air like some uncoiling serpent. Within the mist you can see eyes, single vertical slit eyes of a paler yellow and green.

The characters have to now fight the spirit of Barzuzal who is determined to posses the mage of the group. He will give up physical attacks against others to make a possession attack against the mage.

If he success then the player of the mage has an interesting time in his/her future for she gains the aspect *"Possessed by Barzuzal (p)"*

Epilogue

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

In defeating the Golem the characters have saved the city, though most of it's populace are blissfully unaware of the dangers they were in. The characters if they played well will have gained some new friends, the Jewish Rabbi has many books on esoteric subjects and given the characters action would be inclined if asked to allow them access to these works.

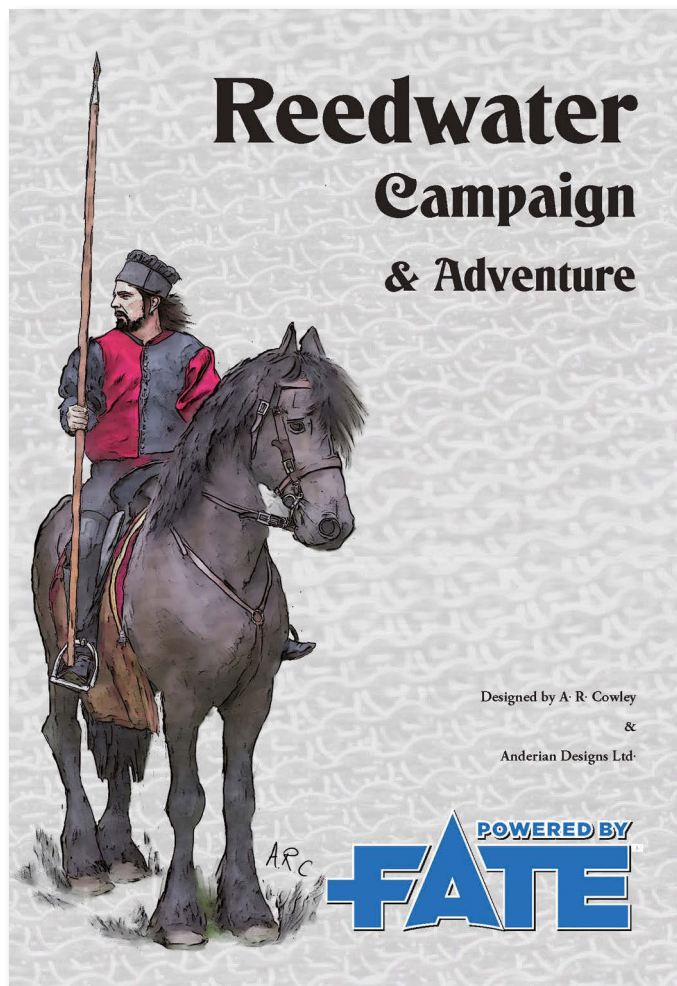
The gypsies might also have become allies of the group and certainly have skills and contacts that would be useful to the group.

The biggie however is if the mage of the group is possessed by the devil. That character has some fun nights of role play ahead of them to act out the intentions of the devil. As with all of these (p) aspects that allow the compelling of a character to act in a certain way it is advisable to have some way in which the characters can shake it off.

So what are the motives of the devil who is possessing the mage. He believes that the magis Arcane Affinity score will shelter his devilish origins from any magical defences the guild might have erected. Thus he cold infiltrate the guild and gain possible leverage over the head of the guild, perhaps jumping bodies and possessing her. Maybe even getting all the way to an Archon or even the Archmage.

Conflict is the first order and he will try to drive wedges between wizards at the guild, letting slip secrets or sewing false rumours to force action.

Have fun by try not to be physically destructive, social destruction is a far better story and can lead to many other adventures.



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



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

The Greed of Lord Vargonax

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

Trade with Gnome King

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

The Willow Maid and the Mistletoe King

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

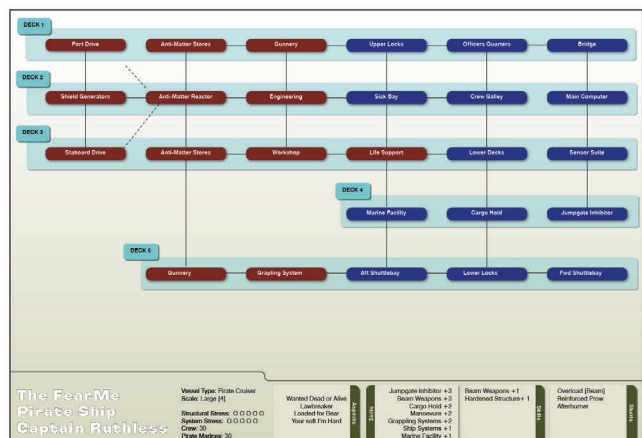
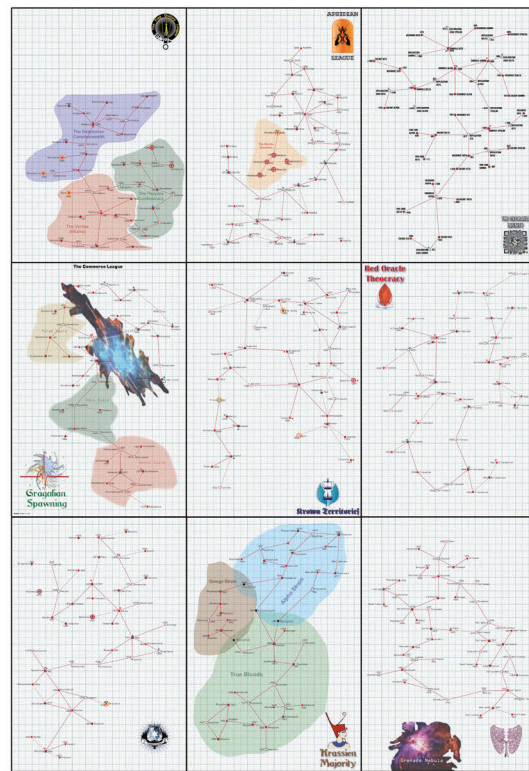
However this time autumn does not end. What is going on, trouble in the land of Arcadia threaten the real world. The characters have to interact with the trickster fey in order to bring back the order to the world.

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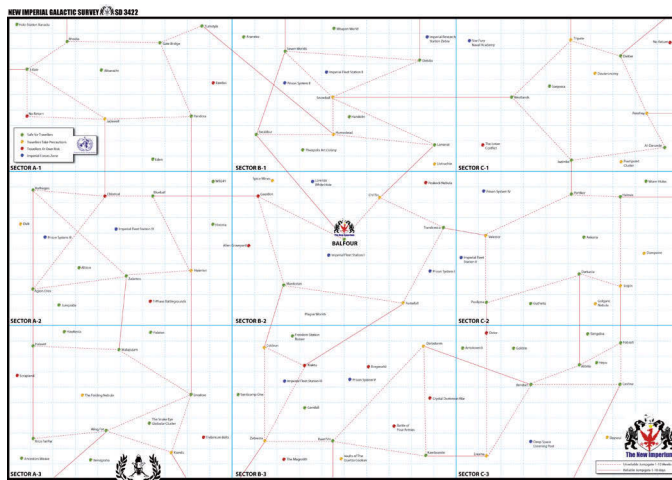
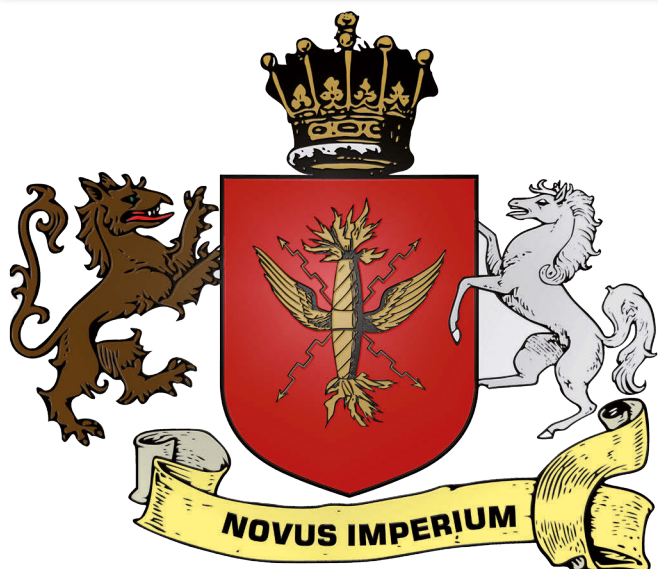
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Introduction

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

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

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

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

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

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

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

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

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 ordinary townsfolk of Ingolstadt, as well as the two thieves guilds that vie for power in the streets, each with it's own views on how to hold the reigns of power.

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

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

The players can play wizards or wizard and their company who have been sent on a mission to ascertain what is going on in the city, wizards of the Arcane brotherhood have been killed in the most gruesome fashion and the local wizards of the chapter house of Drondenbergr are claiming they want to declare war. The characters must sort out the mystery of the deaths and make tough political decisions.

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