

# Reedwater Adventure No. 3

## The Willow Maiden & The Mistletoe King



POWERED BY  
**FATE**<sup>TM</sup>

**AD**  
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 the concept that things that happen in the fey realm of Arcadia can have a real effect in our world, though the two things might not seem related; like weather and fey creatures actions.

The characters have high level challenges before them if they decide that fighting is the best option, the fey are formidable foes; as well as eternal. Often the best approaches with them is the tricky talking option. A sharp mind and a witty tongue is the best weapon against the fey.

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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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# The Willow Maiden & The Mistletoe King

## Introduction

The people of the 13th century were living in an agricultural society, they relied on vast quantities of grain. To get their grain they had to be in tune with the season, ploughing, planting, growing, harvest all relied on the knowledge of the seasons.

They believed that the seasons were controlled by forces, some thought that the winds and the sun were gods, who slept or woke - became loving or angry with the change of the seasons. There is also a fey version of this story regarding the mating of the Willow Maiden and the Mistletoe King.

The story goes that in times past the Mistletoe king was a powerful fey lord, handsome and charismatic; he had many dalliances with different fey ladies. However the one time he aimed high and had an affair with an archfey of winter. She was smitten with the Mistletoe King, this was her true love. The Mistletoe king played along, till another prettier and warmer fey lady came along and then he dumped the archfey of winter, he told her he'd had enough of her bad attitude and cold nature, he needed someone warm and welcoming.

In her wrath she cursed the king to forever roam, only ever to find love once a year, when it is time for winter and then only with a wooden maid who can not return his love. Everywhere the Mistletoe King goes the weather grows cold, wet and windy; all year he roams the land never being able to settle, looking for a beautiful fey maiden to fall in love with him.

Only when it is time for winter and he has become desperate and forlorn does he settle down, he find the Willow Maiden and he falls in love with her, while they are together the King stays in one place and thus it is winter there. The cold of their unions covers the land.

She never returns the love and after 3 months of winter she sends him packing and so begins the spring.

The adventure asks the question, what would happen if the king never finds the Willow Maiden? What would happen if he were to be accosted and never came to settle? Then, winter would never come, it would be forever autumn.

After the ploughing the winter frost needs to break up the ground, release the nutrients. The animals would never get to spring and mate, fish would die in the lakes and rivers, the weather would turn the paths and tracks to deep mud. In short the kingdom would be in chaos.

## The Plotline

The head of the Swartzbroc guild had a brilliant idea. When the wizards of Drondenburg are casting their wards ritual at the end of the year they will be vulnerable. The problem is that they don't know when the ritual will be done, only that it has to be done roughly at the start of winter, the end of the year at that time. What if the Mistletoe king, never found the Willow Maiden? Winter would never come! The wards of Drondenburg would be kept going, their consequences could not be healed by the casting of the new ritual, or until the Mistletoe King was released to find his maiden.

Either way Swartzbroc could take advantage, by attacking an ever weakening ward, or having foreknowledge of when the wizards of Drondenberg would have to perform their ritual.

Thus the plot was hatched over many years.

With the aid of their fey allies a bloodline was created that held both arcane and fey affinity, beautiful women of grace and wonder as well as magical might of the order of the Brotherhood. These trophy mages were used to bait and trap the mistletoe king in his constant search for the love of a fey maid. He was given what he searched for. The arcane affinity of the witches protected them from the effects of the curse and they were able to lay with the king and keep him trapped, deep in the unseelie grotto beneath the broc. Out of the real world and unable to summon winter to the lands.

Either the attacks of the Truffs would break through the dwindling wards of Drondenberg or they could collapse the ward by bringing about winter with a certainty knowing that the wards would collapse. Win Win!

## Background

There are two guilds in the area of the Black Forest, Drondenberg and Swartzbroc; they have been at war since most can remember, at least two hundred years. Many have forgotten what the war was about and fight because it has been written into the guild oath.

Drondenberg is the oldest and most powerful guild in the Rhinelands its head is an Archon of the Brotherhood, ancient and incredibly powerful. The guild has many masters and a large area of land in the forest protected by strong magical wards. They have grabbed this land at the cost of the fey of the area with whom they also have a great war.

Swartzbroc, while it is a guild of only a couple of hundred years, it was founded by an Archon from Drondenburg, the row that started the war forced her to abandon her guild and declare that she would

see it destroyed. In that time Swartzbroc has become isolationist though renown for its wizards making challenges and winning.

Each of the guild is fighting the war in different ways, Drondenberg is Building for a final battle, collecting essence, knowledge and wizards. Swartzbroc is fighting a war of stealth and guile. They are challenging Drondenburg wizards to duels using cunning actions to take them on outside of their protective wards. Wards that seem to be impenetrable.

Wards have to be recast once each year, their power is dependent upon the amount of essence that the guild can afford to spend in the ritual. Drondenburgs wards are so powerful Swartzbroc have figured that they must spend a huge amount of essence to get them to this level. Therefore they hassle and harass the wizards who are out gathering essence for the guild in an attempt to reduce next year's power level.

This has been working well and the stocks of essence that the Drondenberg guild has have fallen somewhat. The guild has so many members and is still incredibly powerful, such that the efforts of the attacks have made little dent in the power level of their wards.

Swartzbroc have allied with the fey of the area, who have Drondenburg as a common enemy. Large Truff, and not natural one's, those special Truff who have been militarised, often attack the guild to test its wards, see if they can break through. They have inflicted several consequences upon the wards of Drondenburg but it has still not fallen.

# The Hook

The characters come into this mid way through it's execution with the vague feeling that something isn't right in the world. The guild has reports coming to them from traders and travelling wizards that the weather is unseasonably warm and wet. This then turns to concern as fish are seen floating in the river passing by the guild. Birds cluster together and chatter, frogs come out enmass and animals leave the secret of their trails and wander openly in a strange fug.

The characters group should include at least one wizard from the guild of Reedwater, there's nothing wrong with each player having a wizard if they wish; though it probably a good idea to bring some warrior of the guild along too.

They are on a simple milk run into the city of Ingolstadt. Along the way they see the effects of the winter not coming to the land. Everything should be white over and the trails frozen and walkable. Now they are faced with waist deep mud and lakes and rivers that have burst their banks.

While on their journey to the city they are approached by a curious little fellow. He is very short standing only four feet tall, he wears a waistcoat of bright red and hat made from twigs in which it seems that a nest of robins lives. At his side is a small sword and his feet are uncovered and have the long scaled toes of a bird.

He introduces himself as Robin Goodfellow, he bows deeply and removes his nest, waiting for a response from the group. The robins in the nest chirp loudly at their jostling.

After introductions he asks if they have noticed that things are not aright with the world. Of course they most certainly have. You should have primed the characters on the journey with all manner of strange things that have been brought about by the forever autumn. He tells them that the cause of this is a disturbance in the fey realm, it needs to be sorted and he would be most grateful if they would take this

quest.

No doubt the group will want to know more about this strange fellow and why they should bother to sort out the mess, what's in it for them?

He tells them that he is the herald of the Lord of all the Fey - Oberon, his master is concerned and there is some magic of man and fey that has prevented him from finding an answer to the problems at hand. He has bid Robin Goodfellow find capable adventurers who have the greatness to sort out the problem. In exchange they would be owed a minor boon from Lord Oberon himself.

If they accept Robin tells the characters that they must find the Willow Maiden, she should be consorting with the Mistletoe King and thus bring about the winter. She is hidden in an in between world half in Arcadia and half in the real world. He gives them a feather which he tugs from his head, if you throw this feather into the wind and call my name, then I can appear before you and try to assist in any way I can.

With a simple knowledge roll of Good +3 the wizard will know that the best source of information on the Fey will be held at the library in the guild of Drondenberg. It is many miles travel but the best place to begin their search for the Willow Maiden.



# Drodenberg

## Location

The guild is located at the source of the Danube river deep in the black forest. Here the forest turns from a mix of white pine and birch to black pine and dead trees, a sense of foreboding lies on the land and words seem to die a death as soon as they leave the mouth. Bleached grey brachen claws at the foot and travel is slow and painful as brambles scratch and rip at legs. There is no signs of life here, even the birds have forsaken this place. After a short while ancient fey stone circles can be seen, however they have been blasted and destroyed, the rocks shattered and split. The barrows broken open and scorch marks still blacken across the stone.

Then in the distance you see the guild. A high wall of stone and a large gate between two towers. The wards here will affect any wizard in the group, it has a power level of 7. Thus any spell activation has a penalty of 7 to it, any targeting using an affinity score has a penalty of 7 to it. A character who has an affinity score can spend a fate point and use his affinity score to perceive the arcane power. He sees a wall of purple and yellow streamers running around the entire site. However, in several places the colours are muted and pastel with little movement in them; not vibrant and billowing like elsewhere. These are the effects of the consequences that the Truffs have delivered onto the ward.

## The Gates

The area before the gates has several small round-houses, like something from the stone age. The muddy path lead past these and to the main gates of the guild. They are 30 feet high and made from large Elm, clearly these has stood here for hundreds of years. Atop the gates are bronze spikes. Each side of the gate is a square tower 40 feet tall with a basic thatched open sided roof. The towers are each manned by two guards, they seem to pay no atten-

tion to those down below.

As the group approaches they can see that the round-houses have people in them. One houses an old man and his servant, another house what looks like a Turk from his dress and manners.

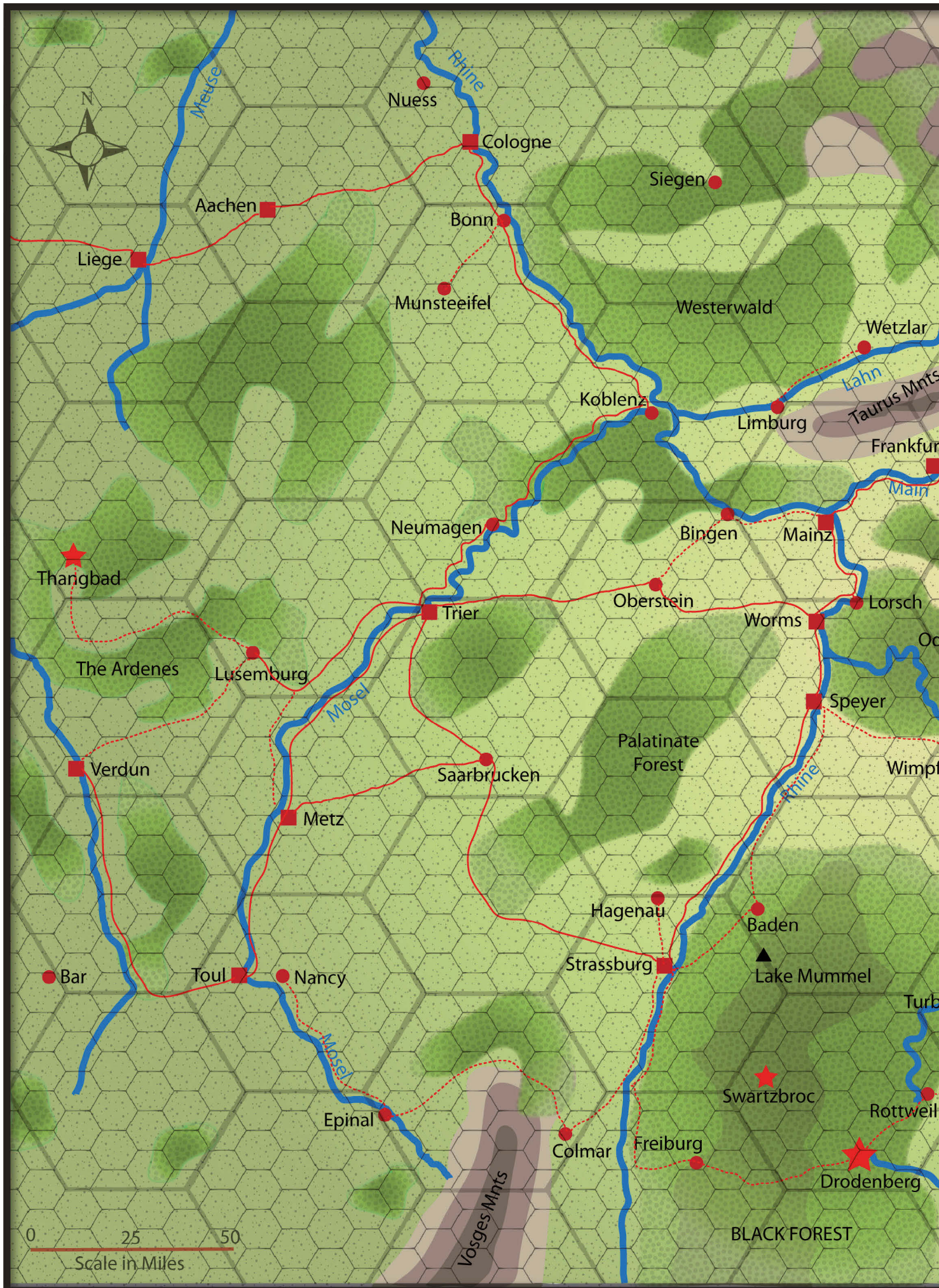
The old man introduced himself as Magus Woland from the Guild of Hockelbad near Hamburg, he tells them that he has been waiting six years to get to read at the library. The younger man is Abenderg his servant and companion for the last six years. Abenderg doesn't look very happy. They are sleeping in awful conditions and seem not to have much in the way of food.

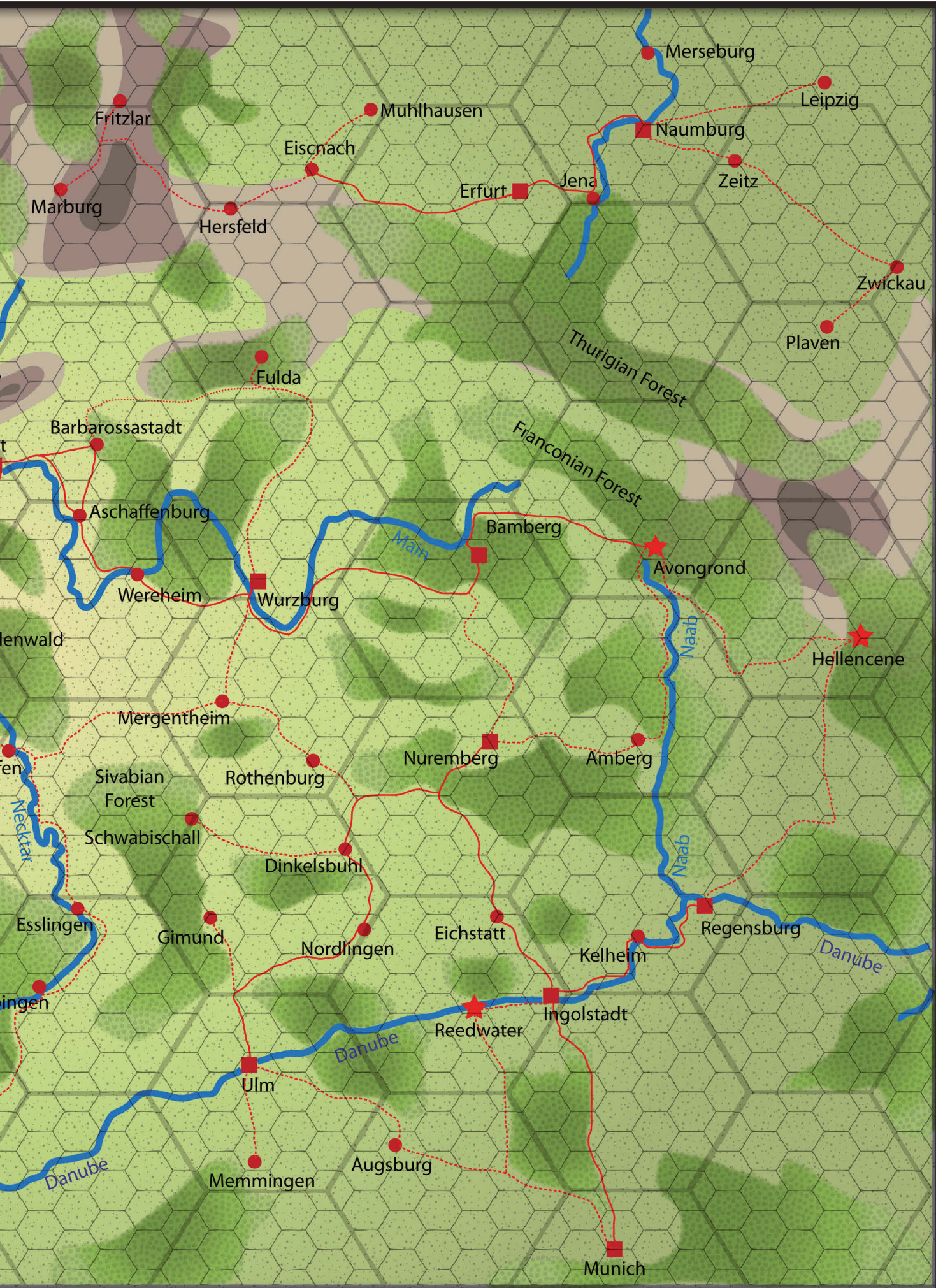
The Turk introduces himself as Seljuk from the plains, he has come to present a new method of magic and is waiting to get to see the Archon, he has been here only a year.

The men on the gates don't listen to calls for attention unless they say something that piques their interest, or is one of the things they have been told to listen out for. Otherwise they just chat amongst themselves and chew on jerk beef. If the characters are persistent even if they have nothing interesting to say then the guards will give them attention just to get them to shut up.

This should be a challenge for the group, maybe one of the wizards has a connection here, or to a wizard who serves here. That would be enough to get an entrance. Perhaps one of the wizards has some new magical power or spell that they think the guild might be interested in, it could work if different enough; though the two wizards outside have been waiting for a long time and there's no guarantees.

After you have had enough fun, either the characters have worked their way into the guild or you can have a truff attack the gates, the characters can help defend the guild and this will get them entrance. The Turk and the elderly wizard will cower and stand by doing nothing, after all it's not their problem.





## Inside

The guild is a haphazard collection of stone buildings, some small and some large. There are some obvious uses for several of the buildings, storage for animals, grains etc. A barracks for the guilds warriors. Then there are those buildings that have an odd design and seem to have no discernible functions. Some are large roundhouses and seem to be from the stone age, some are small grub huts that have a single occupant others large stone and fancy. a single tower lies at the centre of the guild and is guarded by two warriors.

The guild looks empty on first view, there are no wizards walking its paths, no communal areas where people congregate to tell stories and swap ideas. All that can be seen are the warrior of the guild chatting and carousing. Walking the paths as though they own the place.

There are 26 wizards who live and study here, two of them are very old indeed, there are more than a hundred warriors here also, though they can not be called human anymore; without the protection of an affinity score the magical essence of the area has changed them into monsters. The captain of the warrior has the head of a shark, his teeth are triangular and arrayed in several rows. He dribbled spittle and slurs his speech when he talks; it is however very clear that all of the warriors here are scared of him.

The main tower at the centre is the library, this contains all of the research that the guild and its members have done over the many centuries of its existence. It's secrets are well guarded and there has to be a damn good reason for them to allow an outsider to have access to their books.

## People of Drondenberg

### The Captain of the Guards

He is called Sharkhead though his real name has been forgotten, he was so useful as a warrior to the wizards they have extended his life with magic, he could be over a hundred years old by now.

### The Archon Muriel

She still looks a young woman, very pretty though she looks tired and worn out, her eyes show the vastness of her knowledge and true age. She has extended her life with the aid of magic and this has come at a cost. She can no longer cast spells without the risk of a critical failure taking her off into some nightmare realm. The spells to prolong her life, while they keep her body vital and fit, add to the chances of her spells going awry. Now she only casts spells when in dire needs, otherwise she uses her political power as an Archon and the head of the most powerful guild in the Holy Roman Empire.

### The Librarian

He is new to the job, the previous holder of the position was bested in combat by a wizard from the guild of Swartzbroc and for his failure he was stripped of his authority and now serves as only a mere master of the guild. This new librarian is thus very keen to impress the Archon and do a good job.

It may be that the best way to get to the library is to do an end run around the librarian and get to see the Archon directly. If the wizard, or one of them, is an Inquisitor then that would be a sufficient position to get to see the Archon. Otherwise the characters will have to engage in a social battle with the haughty librarian.

**NOTE:** There will be more details of this guild and that of Swartzbroc in an upcoming large format book

The characters will have to gain the permission of the librarian to get to the materials that will allow them to find out how to get to the Willow Maiden.

## The Search for The Willow Maiden

**F**inding details on the Willow Maiden is not even a challenge in this library. In their research at the library they will discover that to find the Willow Maiden the characters will have to traverse the wild fey marsh at the edges of the magical lake Mummel.

Here they will be faced with three routes they can choose to traverse.

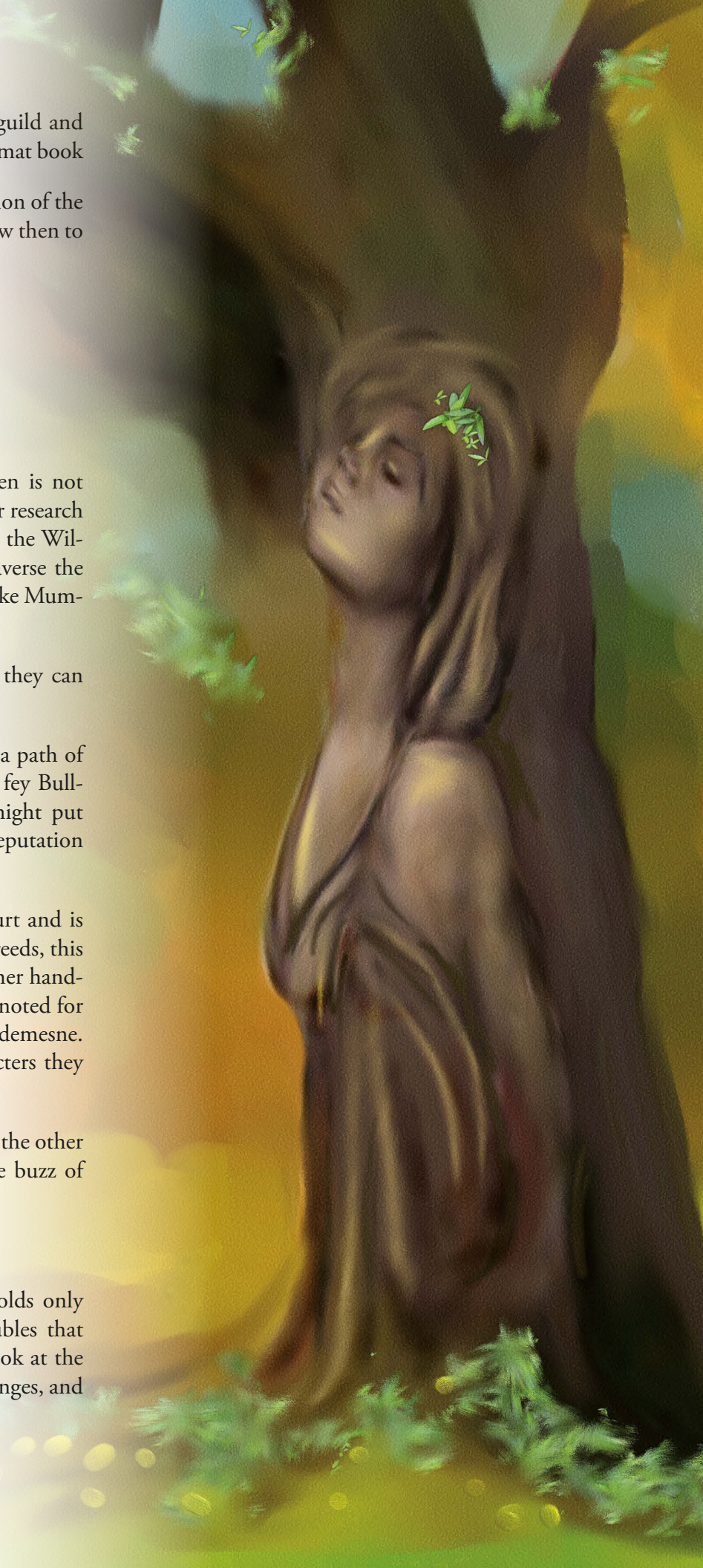
The left path is that of the unseelie, this is a path of stinking bog and rotten reeds, it holds the fey Bullfrog Prince and whatever challenges he might put before them. A serious adversary with a reputation for eating people.

The right path is the path of the seelie court and is one of vibrant growth, blue waters and tall reeds, this is the home of the Dragonfly Princess and her handmaidens. She is a cunning adversary and is noted for enslaving those who try to pass through her demesne. Whatever challenges she has for the characters they will be cunning one's

The centre path seems to be a path between the other two, some fresh water and rushes with the buzz of insects.

Knowledge Roll Dif: Great +4

= This is the path of legend. This path holds only challenges for the characters and the troubles that they have within them. The GM should look at the characters aspects. There will be three challenges, and they are detailed under the path of legend



## Muriel

**Power Level:** Legendary NPC

### ASPECTS

- **Archon and Mage of Drondenberg**
- **I will ascend to Archmage of the Arcane Brotherhood**
- **A Stolen Apprentice**
- **Where there's a will, there's a way**
- **Super Egotistical Megalomaniac**
- **Unsurpassed knowledge of the Arcane**
- **Maude Archon of Swartzbroc is my hated foe**
- **The Magical Cloak of Kingship**
- **Sharky my pet, will save me**
- **Blinded by my own rage**

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

**Physical Stress: 3**   **Mental Stress: 8**   **Social Stress: 6**  
**Arcane Affinity: 5**   **Arcane Stress: 11**

**Fate Points: 9**

### Languages:

German, Arcadian, Latin, Greek

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

**Staff:** WR+2 **"Large", "Enchanted (p)", "Fey Killer (p)"**

### Stunts:

**Magic:** Muriel has many, many spells she can bring to bear in a situation; however, she has become so old and taken so many potions of longevity that she would be at risk of making a horrible critical failure on any spell she casts. Therefore she prefers to use her station and intimidation to get things done. Rather than list a load of spells she can't use, we will leave this part to your imagination to use as threats.

**Enchant Magic Item:** She can perform costly and time consuming rituals to make items that have the **Enchanted (p)** aspect as well as spell like powers. The methods for this will be covered in whatever version of fate you are using.

*Alternatively if you can wait, Anderian Designs are working on a top secret set of rules, these have a title that you will recognise from the very early days of Role Playing.*

**Focus:** Muriel has a mighty staff, this is created from a single heartwood section of black pine that was at the very centre of the fey grove that once stood where Drondenberg now lies. It has many mystical symbols carved into it. It has been shod at one end with silver that holds a glowing amber gemstone and at the other end with a cold iron spike.

### User gains:-

+2 to activation rolls

+1 to attack rolls with Nature Spells

+2 stress boxes to Arcane Damage tracks

Usable as a weapon with the aspects **"Enchanted (p)"** and **"Fey Killer (p)"**

**Signature Item:** Her cloak of Kingship is a cloak of woven golden hair from a fey king, Elandor once ruled this area of the Black Forest he caused the death of many of Muriel's companions and when he was ultimately defeated she crafted this cloak from his long hair.

The Wearer gains the Aspect **"Kingly Authority (p)"**

For a fate point the wearer can make people believe in their orders beyond normal reasonability, they generate a pool of fate points equal to an Affinity Roll or 4 whichever is greater. These may be handed out to those who have heard the orders. They are a one off pool of fate points that can be used to carry out the orders. Once the task has been completed then any remaining fate points are lost. They can extend over multiple scenes.

The Wearer gains the Aspect **"Untouchable (p)"**

For a fate point anyone who wishes to engage in melee or range combat with the wearer must make willpower attack rolls against the wearers Affinity defence roll. Or a or Dif: 4 if the wearer has no Affinity score. Only on a success can they make their attack, if they fail then they can choose another action for that exchange. They must repeat this check each exchange they wish to take hostile actions against the wearer, unless they succeed with spin. Then they no longer need to make these rolls.

**Minions:** Muriel is never far away from a horde of minions. For a fate point she can summon them to her aid and they arrive on the next exchange of combat. She can summon a stack of 10 x +3 good minions.

## Description

### Description

She looks very attractive and has an outward age of around late twenties maybe 30 with piercing emerald green eyes and dark brown hair. She has a shapely figure and wears bright red lipstick that contrasts with her pale complexion. When you hear her speak or look into her eyes you know that there is something not right with this person. She sends shivers up and down your spine and you have the urge to run off or fight.

### Relationships

She hates the other Archons for agreeing to the war between Drondenberg and Swartzbroc, they should have ruled with her and cast that fake wizard Maude out of the Brotherhood. She will go to any lengths to slay Maude and make some part of her into a magic item she can tout around to show everyone that you don't mess with the wizards of Drondenberg.

She relies heavily on her top fighting man Sharky, he is her favourite pet and she will often stroke his leathery shark head when she is talking to someone she wants to impress with fear. He means little more to her than a hamster or guinea-pig on a wheel.

The other wizards of the guild frustrate her with their complacency and dedication to research; they should be out trying to find the Swartzbroc and killing their wizards.

### Goal

She wants to bring down Maude and her guild of Swartzbroc at any cost, even if that means tolerating lesser wizards and making allies. She has her eye on the seat of Archmage, she knows that this will never happen as long as she is at war with Maude.



## Artisimus

**Power Level:** Legendary NPC

### ASPECTS

- **Librarian and Mage of Drondenberg Arcane Guild**
- **One day this guild is mine**
- **Knowledge is Power!**
- **No real world Experience**
- **Master of Arcane Puzzles**
- **I tricked the devil Azariel**
- **Baron Jakonan owes me a Major Boon**
- **The Magical Hat of Azariel**
- **Agoraphobic**
- **Blinded by my own rage**

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

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

**Fate Points: 9**

### Languages:

German, Arcadian, Latin, Greek, Egyptian, Summerian, Norse, Russ, Hitite, Sanskrit

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

### Stunts:

#### Linguist x2

He knows the languages: German, Latin, Greek, Egyptian, Summerian, Norse, Russ, Hitite, Sanskrit

**Book Learner:** He gets +2 to his rolls when he is learning from a book

**Researcher:** He gets +2 to his knowledge rolls if he has access to his library

**Persistent Aspect:** tied to his Arcane Affinity: **"Talented Master of Divination (p)"**

**The Hat of Azariel:** This is an Egyptian shaped elongated hat like the pharos wore in the old dynastic periods. It is made of gold materials and lapis lazuli with a snakes head that sticks out. To most uneducated Europeans this would look utterly ridiculous.

### User gains:-

+2 to activation rolls

+1 to rolls with Divination/Scrying Spells

For a fate point he can have his spells reach across other realms even into the infernal or fey. He gains the aspect, **"Tues Sight (p)"**

Usable as a weapon with the aspects **"Enchanted (p)"**

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

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

**Divination:** Activation dif: 4 using his affinity. The difficulty to divine 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)"

**Scrying:** Activation Dif: 4, He can place his senses in a location that is distant from him. With his magic item this can even be in another realm. He can target a person, object or place that he knows. The relationship he has with the target gives him bonus/penalty to his perception checks to see and hear. The scry always works, sometimes just not very well.

**Impossible** No information on target other than name

**-8 Perception:** He has only heard a description of the target

**-4 Perception:** He has seen a picture of the target

**-2 Perception:** He has seen the target once, held or used the object.

**-1 Perception:** He is acquainted with the target, such as Once held the object or frequent the place often

**= Perception:** The target is familiar, you are the owner or a close friend.

**+2 Perception:** The target is well knows and remembered.

### Correspondence Mods:

+1 You have something that belongs to the person or a part of the object, or something that came from the location

+2 You have something that is valuable to the person or part of the object that is critical to its function or an essence from the place.

+4 You have a physical piece of the person such as blood hair etc. You can see the place from where you stand or you created the object.

## Description

### Description

He is a skinny very pale person with slight yellowish tinge to his complexion from the lamp oil and late nights reading, He chin is almost entirely absent with this mouth seemingly disappearing into his neck. He always wears his ridiculous hat. His voice is trembling when he speak as though he is uncertain of the words coming out of his mouth.

### Relationships.

He was given the job of Librarian at the guild only because of the failure of the previous librarian in the face of battle with the wizard Imolatrix of Swartzbroc. He takes this to mean that Muriel has faith in him, though this is not true, she despises his lack of real world experience and action. He uses his powers to deny access to library making him feel powerful, much to the chagrin of the other wizards and those who visit to study.

### Goals

He has his eye on the seat of head of the guild. Muriel once the evil of Swartzbroc are defeated will rise to Archmage and even if he doesn't make Archon he is next in line to become the head of the guild. He needs to make sure that everyone knows he is the most knowledgeable person in the guild, knowledge is power after all.





## Captain Sharky

**Power Level:** Mythic NPC

### ASPECTS

- *Fighting man of Drondenberg*
- *Look forward to having my own land*
- *Survived being drown by his parents*
- *Has no social skills*
- *The Killer instinct*
- *I gave Imolatrix his scar!*
- *The Spear of Ganarius*
- *Mureil will always come to my aid*
- *Touble making himself heard*
- *Everyday be the best you can be*

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

**Physical Stress: 8 Mental Stress: 5 Social Stress: 4**

**Fate Points: 7**

### Languages:

German, Arcadian, Latin

**Spear of Ganarius:** WR +4 *“Long”, “Huge”, “Enchanted (p)”*  
**Scale Armour:** AR -3 5 stress boxes *“Bulky”*  
**Bite:** WR +2 *“Razor Sharp Teeth”, “Intimidating”*

### Stunts:

#### Linguist

**Alternate Movement:** Submersible, fast

**Natural Predator:** He gains a +2 to his attack rolls if he is attacking a creature that is unaware of his presence or intentions

**Fwyfourd Prey:** He gets a +2 bonus on any roll that involved the fey creatures of the Black Forest this includes attack and defence rolls

**Home Turf:** He gets +2 to all his rolls on actions to defend the guild from attacks from outside or internal threats. This includes attack and defence rolls

**Riposte:** When he gets spin on a defence roll in melee combat he can spend a fate point to have an immediate melee attack against his opponent, he still gains the +1 for his spin.

**Bursting Attack:** The first time he attacks an opponent in a scene he gets +3 WR

**Sharks Head:** He has the head and mouth of a shark. He gains a bite attack each exchange that attacks with his agility

## Description

### Description

He stands almost 7 feet tall and it is hard to take your eyes off the large grey sharks head that is looking down upon you, with those dead black eyes and multiple rows of razor sharp teeth. When he talks fishy smelling spittle sprays everywhere and those who know him make sure they are standing well back rather than get covered in his slobber.

### Relations

He is close to the Archon Muriel who has used her magics to give him a much extended life. He loves her, not for how she looks or her powers but for the kindness she has shown him over the years. He would anything she asks of him, even if it meant his death; after all she has given him several lifetimes.

He runs all of the fighting men at the guild, he pretty much runs the guild often bossing the other wizards around; they know he has the favour of the Archon and so they comply with his behaviour. The other fighting men are terribly afraid of him, he has been know to slay a person on the spot for some transgressions. They avoid him if at all possible.

### Goals

He wants to there for Muriel, the war with Swartzbroc isn't going well, they are too sneaky and cunning and Drondenberg prefers a stand up fight.

## Drondenberg Man-at-arms

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

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

### ASPECTS

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

**Armour:** Chain: AR -2 stress boxes 4 *“Bulky”*  
**Light Shield** AR -2 WR +2

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

# Archons of the Arcane Brotherhood

**T**he Archons are spread out across the world, they head different guilds and come together during certain times to talk over important matters that concern magic and the security of the brotherhood. There are only ever 12 Archons in the Brotherhood at any one time.

**Archon Muriel (f)**

**Guild of Drondenberg, Black Forest Germany**

**Archon Maude (f)**

**Guild of Swartzbroc, Black Forest Germany**

**Archon Ganarius (m)**

**Guild of Stonehenge, England**

**Archon Abernath (m)**

**Guild of Blaiddyd, Bath England**

**Archon Tiore (f)**

**Guild of Essilor, Paris France**

**Archon Alexander (m)**

**Guild of Skulls, Rome**

**Archon Jovina (f)**

**Guild of El Toll, Barcelona Spain**

**Archon Sechlainn (m)**

**Guild of Kealkil, County Cork Ireland**

**Archon Padány (m)**

**Guild of The Winter Tomb, Vienna Austria**

**Archon Kochi (m)**

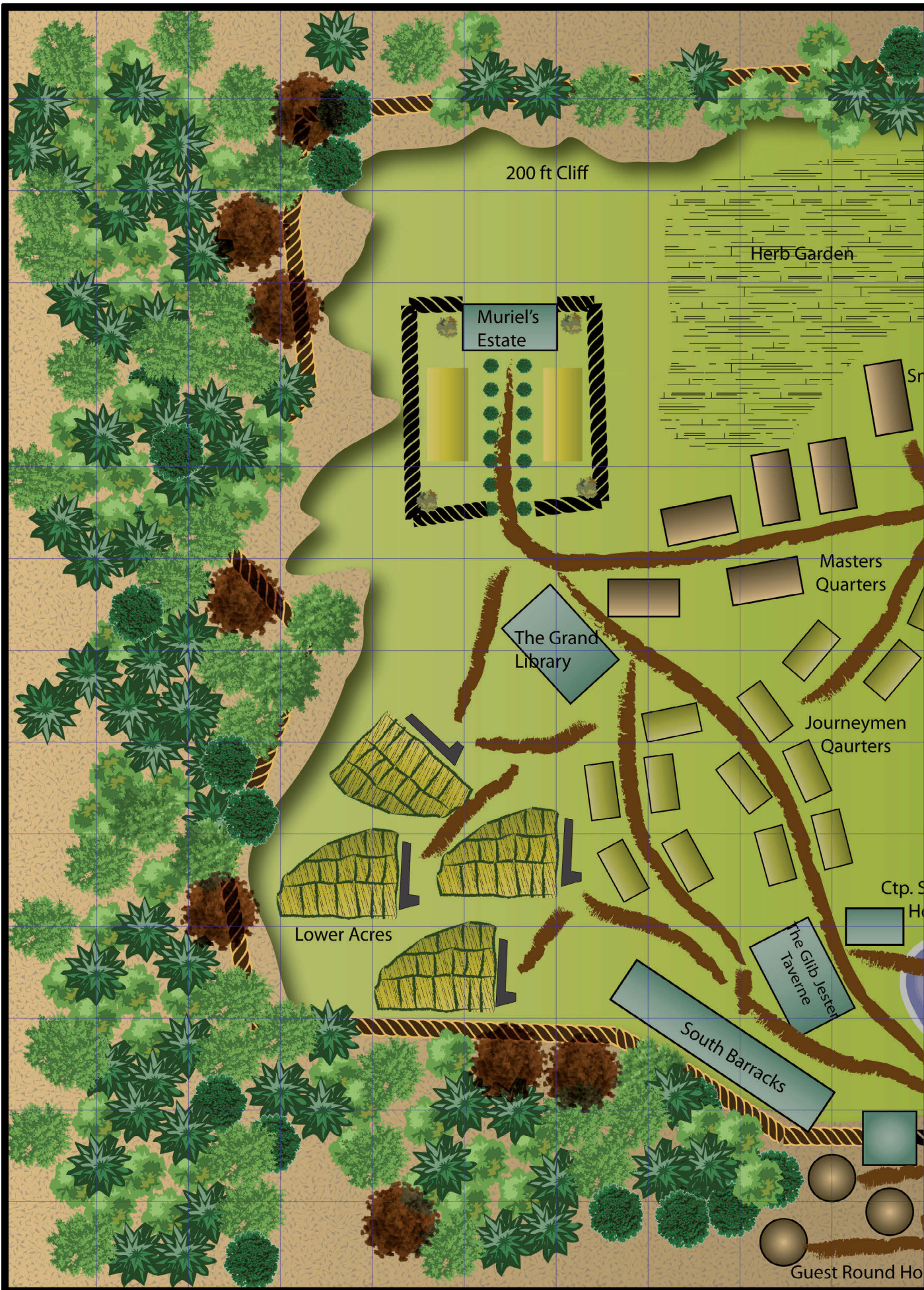
**Guild of the Umbral Lake, Budapest Hungary**

**Archon Antiope (f)**

**Guild of Enternal Flames, Kissos Thesalonia Greece.**

**Archon Brunissende (f)**

**Guild of Three Falls, Montbel Lake France.**





# Marsh Zone Map



## Dragonfly Maidens

Fey: Good Minion

*"Beautiful Fey Creatures"*

*"Fey of Unnatural Grace" (p)*

*"Hear them coming"*

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

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

**Armour:** Natural: AR -2

## The Dragonfly Princess

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

### ASPECTS

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

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

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

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

**Languages:** Dragonfly

### Stunts:

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

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

**Flight:** Slow and accurate flight

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

**Armour:** Natural: AR -2

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

**Composite Longbow** WR +3 Rng 2

## Description & Tactics

### Description

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

### Relationships

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

### Tactics

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

### Goals

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

# Dragonfly Princess Bullfrog Prince

She is a persistent theme in these adventures and it might be that the characters have met her before. This previous interaction will taint what happens in this encounter. She is happy to have fallen in love with one of the group, or be totally dedicated to their destruction; play out the encounter as you see it would unfold.

If this is the first time the characters have met the princess then she will be very suspicious of them, believing that they are spies sent by the Bullfrog Prince. She will interrogate them, trying to find their motives. She knows of the willow maiden she hears her cries and can taste her tears in the waters. Run this as a social combat with the characters presenting their quest and goals and the princess probing and trying to see the lies or catch them out.

If the characters are able to convince her of their motives then she will let them pass and onto the Willow maiden. However they must first do a task for her.

They must steal the Bullfrog Prince's monocle, he keeps it beside his bed at night while he is out hunting in the marsh for fireflies. It is a magical item and would be a great boon if they could get it from him. His round house will be tough to get to and if caught they will surely be eaten. If they are lucky they will be dead while they are eaten.

If they bring back the item then she holds good to her word. If they return empty handed then she shakes her head and tells them that the Willow Maiden is not reachable from this path, they must choose one of the other paths through the marsh.

With success the characters gain the aspect, "Favoured of the Dragonfly Princess", this might come in useful if they ever meet up with her again in another part of the campaign. It can be tagged to help in navigating marshes or to find one's way into the fey realms.

Also called the Bullrush Prince he too is a recurring theme fey in the stories and the characters might have had a run in with him in the past. This will colour how you run this part of the adventure. He might be helpful or belligerent.

Run this as a social combat with the characters trying to plead for their quest. The prince will try to ascertain if the group are assassins sent by the Princess to kill him. If the group are able to make their case. Then he will give them a quest to perform, if they succeed then he will show them the secret paths through the bullrushes to get to the Willow Maiden.

He asks them to get the Dragonfly Princess Perfume, it is in a bottle on her dressing table, she is out when the sun is at its highest while she feasts upon the flies that should belong to the frogs. It will be guarded by her handmaidens and hard to get to. It is a magical item and would mean a great deal in the struggle for power between them in the fey marshes.

If the characters are able to get the perfume then the Prince is good to his word and personally takes the characters through the secret paths in the bullrushes to where the Willow Maiden is. However, if they return without the bottle of perfume then he shakes his head in disappointment and tells them that the Willow Maiden can not be found down this path, they must try one of the other paths.

With success the characters gain the aspect "Favoured of the Bullfrog Prince". Something that might come in handy if they meet again in another part of the campaign. It can be tagged on navigation in such marshy areas, or to find one's way into the fey realms.





## Description & Tactics

### Description

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

### Relationships

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

### Tactics

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

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

### Goals

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

## The Bullrush Prince

Power Level: Mythic Monster Size: 0

### ASPECTS

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

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

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

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

Languages: Toad

### Stunts:

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

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

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

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

Armour: Natural: AR -1

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

## Toad Warriors

Fey: Good Minion

**"Ugly Fey Monster"**

**"Brutish Unnatural Strength" (p)**

**"Smell them coming"**

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

Battleaxe WR+4 **"Large"**

Heavy Shield: AR -3

# The Path of Legend

**T**his path is the hardest of them all but the most rewarding of them all. Each of the characters of the group will have to face three challenges. These challenges are taken from the seven sins, choose three of them for each character in the group, they don't have to be the same challenges for each character. Then match each one of the three sins chosen to the characters aspect.

For example if one of the warriors had the aspect loves a drink in the pub, then that would be matched with the sin of greed. If he had something like "Weakness for a pretty face" that could be used with Lust etc.

Each of the challenged will present as a vision that only that specific player can react to. It should be a gross exaggeration of his aspect and you should be prepared to compel and push with fate points. Those who are watching his challenge will see him do and say things that make no sense to them, as they can not see the vision. For instance he might have the vision of his favourite pub, sinking into the marsh, the sign over the pub say, "Going under, Free Beer". He rushes to get his free beer and have a party with his friends Those watching the spectacle see he him cheering and laughing with no one, all the while he is drinking the fetid bug ridden marsh water. Interference from outside will be slotted into the vision as monsters, trying to keep him from his grog.

Each challenge will give an additional 3 fate points to the GM's pool to allow him to compel and push the characters.

The mental, physical or social attacks on the characters increase as they go through the path of legend.

The first challenge will be at Great +4

The second one at Fantastic +6

The last challenge will be at Legendary +8. Thus the path gets it's name.

Each challenge will make three attacks against the character, describe what he sees and feels when the challenge presents. Also the first time describe what the others see as he waves around in the swampy waters shouting and performing strange actions.

If the character get to the last attack roll of the last challenge and he is not defeated, he is rewarded with being able to add a new aspect to his character to reflect his growth having successfully negotiated the path of legend.

With the mage of the group, they are able to spend a fate point and regardless of the challenge and what skill is call for as a defence, they can defend with their Arcane affinity score. Using some sort of magic to either figure out that what they are experiencing is not real and avoiding the challenge, or solving the issue presented by casting some sort of spontaneous magic to solve the problem presented.

Once this path has been taken it can never be trodden again.

## The Willow Maiden

She is an important fey creature though she has little power in the fey realm her actions in Arcadia have a great effect in the real world. She takes the form of a yellowish brown skinned beautiful Elven female, with extremely long hair. When she is met by the group she will be washing her hair in the lake, sounds of crying coming from her. To the group it will look like a willow tree with its creaking branches dipping into the water, only as they get closer will they see the fey woman before them.

She is upset because her lover, the Mistletoe king has not come to stay with her, she has never failed to win his eye and have him lay with her for a season. She believes that he has found another lover, someone better at pleasing him than she is; though she does not know who. The group have no chance to affect this fey creature.

It is a short wade along the banks of the lake to get to the keep of Baron Mummel.

## Is this failure?

At this point the characters will feel like they have failed, morale will be low, they will try desperate things to make it work, even pressuring the Willow Maiden. This will just make her more saddened.

### Knowledge Skill Check

**What do I know about Lake Mummel.**

**Knowledge roll Dif: Fair +2**

= This is the home of Baron Mummel, he is a very religious lord who has taken to his heart the code of chivalry that has come to Germany from the Languedoc.

**1 Shift:** Many have said the the lake is haunted and has connection to Arcadia.

**2 Shifts:** There is a part of the lake where water nymph can be found if you have any musical talent to call her from the deep waters.

**3 shifts:** The Nymph uses the crystal clear waters of the lake as a scrying pool

**4 Shift:** There used to be a monastery here of the Carthusian Order, they were said to be the most holy of monks.

**5 Shift:** The abbey here was so holy that one day is vanished in a flash of light, it is said that they achieved ascension.

## Lake Mummel & the Baron

The lake of Mummel is a strange place, those of the group who have an affinity score of any sort will be able to feel the glow of the divine here.

The Baron and his wife will give the characters aid and hospitality for as long as they need to recover. The talking points will of course be the very strange weather, how winters seems to have not come this year. The effects that this is having upon his livestock and crops.

He knows of the fey connections with the lake, he has seen the Nymph once when he was a child and was singing a song down by the waters. Since then he has not seen her. He stays away from the marsh as there are bad things that lurk inside.

He goes to prey at night on the site of the monastery. It gives him great comfort, often he can hear the monks chanting their voices drifting over the lake.

## Baron Mummel

He will appear again in another upcoming campaign book. Where Reedwater centres around wizards and magic, the next campaign centres around the Free City of Ulm and deals with Knights, Nobles and the Chivalric code. Tournaments and feudal strife are the key to adventures that will come from that campaign book.

## The Nymph

The characters should realise at this point that their best bet is to summon the Nymph from the waters with a song or tune.

The Baron's household as many instruments that the characters could use, however it must be a very good tune or song to get the attention of the Nymph.

The characters can't fail at the task, it just means that they have to play or sing for longer. All the time the weather is getting more of an issue, each time tick that goes by have the Baron complain about some event that is ruining things for animals or crops.

### To Charm the Nymph

**To charm the Nymph:** Persuasion (singing) or Craft (Instrument) or Knowledge (Unusual Original Composition)

Dif: Good +3  
Time interval: Several Weeks

**Each shift of success the characters can reduce the time required. Play out the time ticks and use the events to pressure them into spending fate points to get a faster result.**

## Baron Hector Mummel

Power Level: Mythic NPC

### ASPECTS

- *Family is blessed by God*
- *Follows the Chivalric Code*
- *Has not been on Crusade*
- *Soft spoken*
- *Excellent Tournament Knight*
- *Hunted by the devil for his gift from god*
- *Superstitious, can't act without a sign*
- *Naïve in the ways of politics*
- *Poor Land Quality around his keep*
- *Berserk Fury when faced with evil (p)*

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

Physical Stress: 6 Mental Stress: 4 Social Stress: 5

Fate Points: 8

### Languages:

German, Latin

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

Longsword: WR +4 *"Razor Sharp", "Large"*

Scale Armour: AR -3 5 stress boxes *"Bulky"*

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

### Stunts:

**The Great Blow:** For fate point Gain a +3 WR Modifier on a melee attack using Strength. Only usable once per exchange.

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

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

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

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

## Description

### Description

The Baron is really tall standing easily 6 feet 6 inches and has a wide barrel chest to go with it. His constant training for tournaments has given him a bodybuilders physique. He has curly brown hair and blue eyes and is very handsome with all of the ladies crying for his attention.

### Relations

He prays to god a lot, he knows the connection that his family has to god, the abbey that ascended was on land given to them by his distant relative and the family was blessed for their generosity to the monks. He follows the code and to him it is not a byline it is his core ethic.

He will treat those who come to his land with hospitality and respect. However if they show themselves as evil he will fly into a rage and slay them on the spot.

### Goals

He knows that the devil is after him. He uses all of the omens and holy talismans he can to protect those he loves. However, the devil never come at you from the front and the final fight between him and his devil will be a stealth subtle blow he doesn't see coming.

He is always looking for better talismans to protect those he loves.



**T**he Nymph is even more beautiful than the Dragonfly Princess or the Willow Maiden, when she appears she tells the characters that they must not look at her or she will disappear. *Characters who have an aspect that is to do with lusting after women or bawdy behaviour will have to make willpower rolls to not look at her. Dif Good +3*

When asked if she can scry the location of the Mistletoe King she sucks in a gulp of air, “This is no small task you have asked of me. He has been cursed by Lord Oberon himself to wander the lands forever, till he meets the Willow Maiden on the eve of winter”. Once the group explain that he has not met the Willow Maiden and they are working for Lord Oberon. She will do the Scrying.

However, she needs something from one of the group. She needs a night of passion with a strong man. This sounds like a wonderful thing and all the

warriors will no doubt be clamouring over each other for the chance. Whoever lie with her, will not be able to look upon her, he will never be able to lie with her again.

Whoever takes up the challenge gains the aspect **“No lover can compare to Lady Aquestra”** This can be compelled when he meets beautiful women, to remember with sadness what he can never have ever again. No woman can ever match his experience. He will never be fulfilled and will quest to find something that comes close or to get back to Lady Aquestra.

When she uses her powers to scry the location of the Mistletoe King. Her appearance can be seen in the reflection of the water, she looks more like a water troll than the beautiful woman they first glimpsed.

She tells the group that the Mistletoe King has been held captive, he is being served by five hybrid fey human women. They use fey and arcane powers to keep his attention and stop him from his wandering. He is being held in an Unseelie grotto beneath the broc of the Guild of Swartzbroc.

Now the characters have the problem of how to get to the grotto under the guild of Swartzbroc. It will be protected by high level of magical wards and also it sits in Arcadia a double barrier it would be hard to cross, it would take both fey and arcane powers to get there.

The Nymph has an idea, if the characters are indeed working for Lord Oberon then his magical horn can transport a group to anywhere in Arcadia. It might not work for a fey but a Mage who also has Arcane Affinity could be able to use it and breach both barriers.

At this point the characters should remember the feather they were given by Robin Goodfellow. They can use this to summon him to them.



## Lady Aquestra

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

### ASPECTS

- **Ferocious Killer**
- **Powerful Fey Glamour**
- **Redeemed from evil by the Monks**
- **Underwater Predator**
- **Tough Flinty Hide (p)**
- **Stake Knives for claw**
- **Innate Cunning**

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

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

**Fate Points:** 5

### Stunts:

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

**Alternative Movement:** Underwater, Fast

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

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

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

**Fairy Glamour:** For a fate point she can appear as the most beautiful apparition sent. She gets +4 to her persuasion rolls.

**Through the Looking Glass:** Activation Dif: 4, She can place her senses in a location that is distant from her physical locale. Because of her dual nature she can scry into both the normal world and the fey realms. She can target a person, object or place that she knows. The relationship she has with the target gives her bonus/penalty to her perception checks to see and hear. The scry always works, sometimes just not very well.

**Impossible** No information on target other than name

**-8 Perception:** She has only heard a description of the target

**-4 Perception:** She has seen a picture of the target

**-2 Perception:** She has seen the target once, held or used the object.

**-1 Perception:** She is acquainted with the target, such as Once held the object or frequent the place often

**= Perception:** The target is familiar, you are the owner or a close friend.

**+2 Perception:** The target is well known and remembered.

### Correspondence Mods:

+1 You have something that belongs to the person or a part of the object, or something that came from the location

+2 You have something that is valuable to the person or part of the object that is critical to its function or an essence from the place.

+4 You have a physical piece of the person such as blood hair etc. You can see the place from where you stand or you created the object.

**Armour:** Flinty Skin AR -4

**Claws:** WR +4

**Bite:** WR +2

## Description & Tactics

### Description

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

When under the influence of her fey glamour she appears as an enchanted Elven maid of staggering beauty. She wears a white toga and golden sandals in the Roman fashion. She is Tall and lithe with long red hair and bright green eyes. Even in this vision, she has webbed fingers and toes.

### Relationships

When the monks came to the lake they were at war with the troll that lived in the lake; it's name Long forgotten. After several skirmishes the monks began to leave food out for the troll. Then they started to prey for it to be forgiven. When it came out at dusk to take the meat left for it. The monks would turn up and chant prayers of forgiveness to it.

The troll defended the abbey from robbers that were beating the monks and taking the treasures. The monks after were furious with the troll. The violence she wrought upon the bandits was wrong. She left in tears thinking she had done the right thing. Deep in her cave under the water she thought upon the events. She realized that the monks gave her peace and prayer when she had given them violence, she had not learned their lesson.

Upon the ascension of the monetary the Troll was blessed by god and forgiven of her sins. No she is peaceful and seeking to aid and love.

### Goals

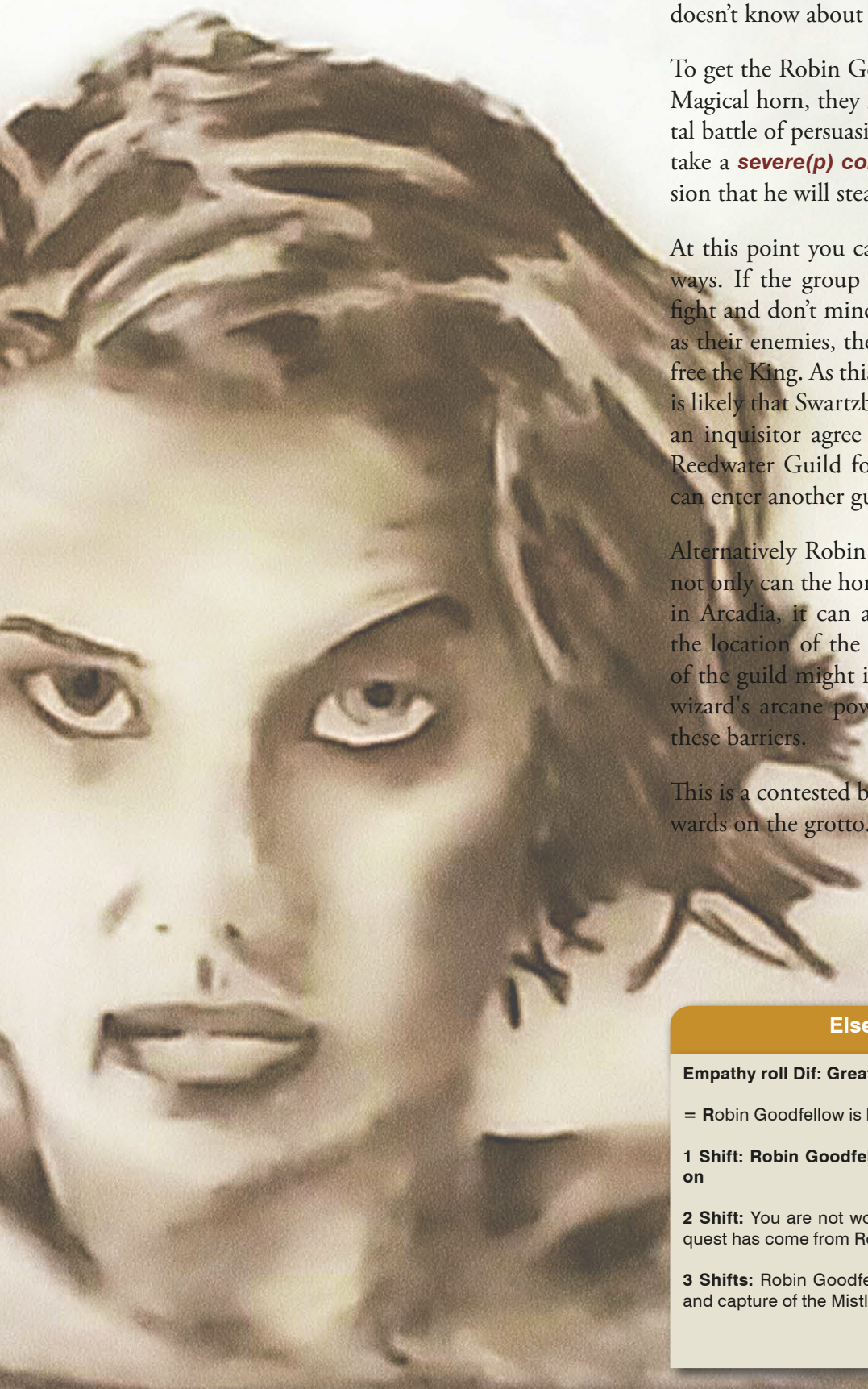
She wishes to do enough good that she too can ascend and once again see her friends the monks.

## Robin Goodfellow

When he arrives he is in great spirits, he claps his hands; *"Wonderful my friends, how did you succeed in uniting the Willow Maiden and the Mistletoe King"*. He has come from Arcadia where all is well and has assumed that his summons is key that the characters have done their task.

When he finds out what has happened and what the characters want from him his attitude changes. *"You want Oberon's magical horn, the Horn of Lordship over Arcadia. Oh well, I guess your world will have to live forever autumn then"*.

If confronted he confesses, he was given a lovely red magical waistcoat by a fiery wizard called Imolatrix,



if he could tell him where the Mistletoe King was going to be. He didn't know what they were going to do. Now he has been trying to fix it. His lord Oberon doesn't know about any of this.

To get the Robin Goodfellow to steal Lord Oberons Magical horn, they must grind him down in a mental battle of persuasions and threats. If he is going to take a **severe(p) consequence** he gives the concession that he will steal the horn from his lord.

At this point you can have the game go one of two ways. If the group are a hard bunch and up for a fight and don't mind having the guild of Swartzbroc as their enemies, then they can go to the grotto and free the King. As this is technically part of the guild it is likely that Swartzbroc when they find out will have an inquisitor agree to a declaration of War on the Reedwater Guild for malicious trespass. No wizard can enter another guild without invitation.

Alternatively Robin Goodfellow tells the group that not only can the horn transport a group to anywhere in Arcadia, it can also summon any fey subject to the location of the blower of the Horn. The magic of the guild might interfere with the magic, but the wizard's arcane powers could be used to overcome these barriers.

This is a contested battle between the wizard and the wards on the grotto.

#### Else Puc A Liar Call

**Empathy roll Dif: Great +4**

= Robin Goodfellow is hiding something from the group

**1 Shift: Robin Goodfellow has some hand in what is going on**

**2 Shift:** You are not working for Lord Oberon at all, all of this quest has come from Robin Goodfellow

**3 Shifts:** Robin Goodfellow had a hand in the disappearance and capture of the Mistletoe King.

The Grotto has a defence value of **Fantastic +6**

The Wards do not make an attack roll. Each round the wizard must make an Arcane affinity check against Fantastic +6 defence. Successful shifts are taken on the wards damage track.

Failure shifts are taken on the wizard's Arcane Damage track, (or another mental or physical track) with consequence resulting in manifestations of unseelie qualities in the wizards appearance. The wards are breached when they take the **defeated (p)** consequence and the characters can transport in or the king out.

### Each Consequence has 6 stress boxes

Minor            ○ ○ ○ ○ ○ ○

Major            ○ ○ ○ ○ ○ ○

Severe (p)      ○ ○ ○ ○ ○ ○

Extreme (p)    ○ ○ ○ ○ ○ ○

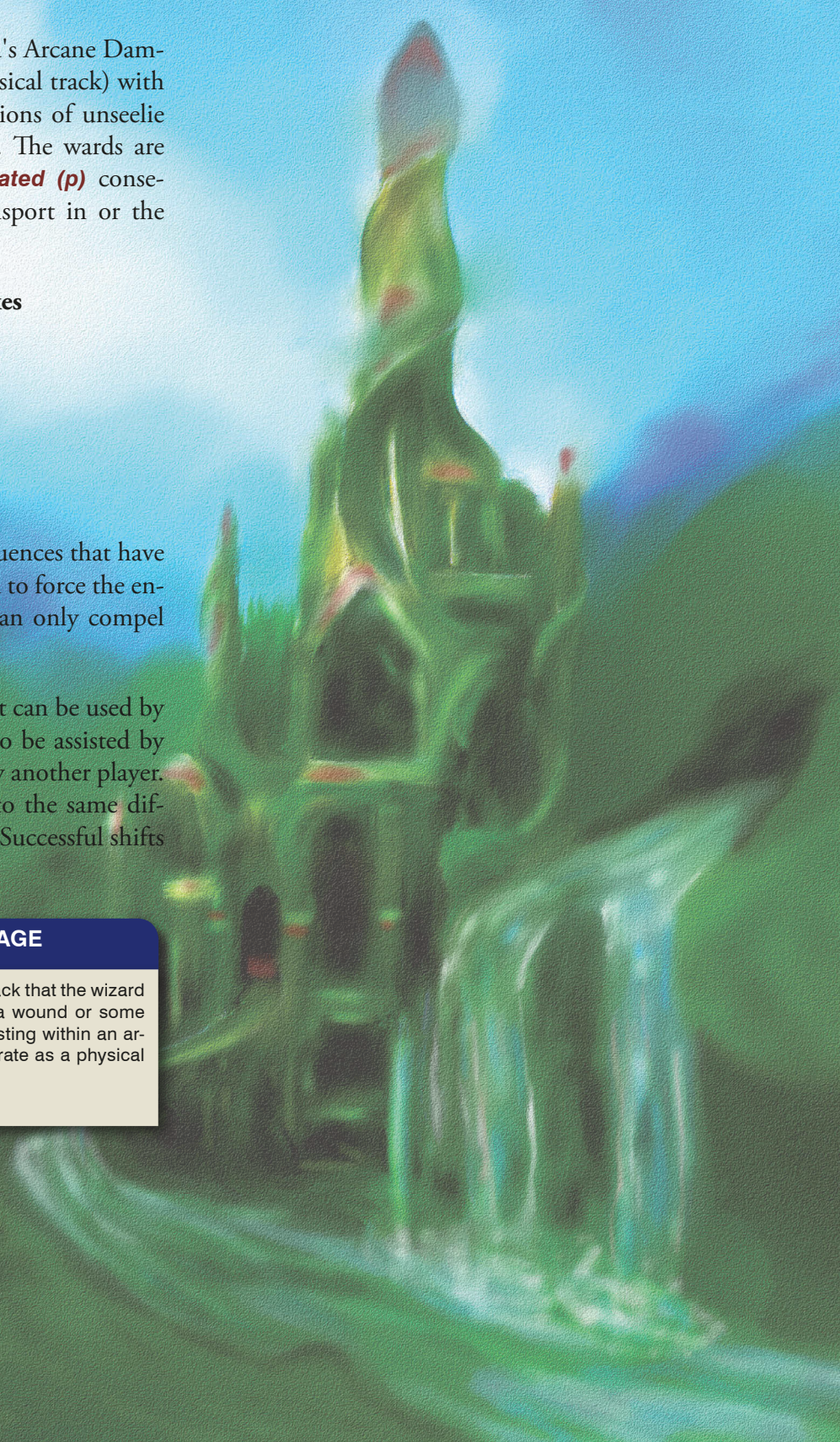
Defeated (p)   ○ ○ ○ ○ ○ ○

As with any persistent aspect consequences that have the (p) designation can be compelled to force the enemy to take a -2 or a re-roll. You can only compel consequences once in an exchange.

Any essence that has a relevant aspect can be used by the wizard in this battle. He can also be assisted by any cunning or clever use of a skill by another player. They have to make an assist equal to the same difficulty the wizard faces Fantastic +6. Successful shifts

#### NOTE ON ARCANE DAMAGE

Any consequences to the Arcane Damage track that the wizard takes on this adventure does not heal like a wound or some mental damage. It can only be healed by resting within an arcane essence, then it recovers at the same rate as a physical wound.





## Grotto Zone Map



The Broc is a tall tower made out of slick black stone, that shine white in the sunlight. Covered in green moss it twists skyward with no entrance to it from the outside of the tower. Stair lead up the outside of the tower leading to several balconies where defenders can stand and fight against a single enemy on a precarious stair.

The entrance to the building contained within the thick walls are all on the inside, little in the way of sun gets to the inside and this is just how the unseelie fey and hellish like it. The wizards of Swartzbroc have allied themselves with both the unseelie fey of the area and the hellish forces that tempt man. They have sworn oaths and been given great gifts by both sides.

Now they have Hobgoblins in their forces. These are the unseelie goblins that have been altered by the influences of the hellish powers and made into an unstoppable fighting creature. They are powerful, trained and well organised and never give up on their mission, even if it means their death. They are as far removed from goblins as Elves are from their Seelie distant cousins.

### Hobgoblin Warrior

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

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

#### ASPECTS

- *Expert with sword and shield*
- *Have no Fear*
- *Hellish Endurance*

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

**Light Shield** AR -2 WR +2

**Sword:** WR +4, Range 1 zone Thrown *“Large”, “On Fire”*

### Hobgoblin Chevalier De l’Enfer

**Power Level:** Mythic NPC

#### ASPECTS

- *Cursed by Lucifer to Serve*
- *Hellish stench of Brimstone*
- *Strength of ten men*
- *Feels no pain*
- *Evil Knight of Hell*
- *Expert with Sword and Shield*
- *Weakened in the light of day*
- *Naïve to the ways of lies*
- *Excellent Dark Vision*
- *Berserk Fury when faced with the Divine (p)*

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

**Physical Stress:** 8 **Mental Stress:** 7 **Social Stress:** 2

**Fate Points:** 8

#### Languages:

German, Latin, Arcadian, Hellish

**Longsword:** WR +4 *“Large”, “On Fire”*

**Scale Armour:** AR -3 5 stress boxes *“Bulky”*

**Heavy Shield:** AR -3 WR +3 *“Large”*

#### Stunts:

**The Great Blow:** For fate point Gain a +3 WR Modifier on a melee attack using Strength. Only usable once per exchange.

**Hellish Looks:** Gain a +2 bonus to Persuasion rolls when Intimidating those who are not of Hellish descent.

**Fearsome Leader:** He can make a Persuasion check and generate a number of fate points equal to the result. He can give these out to his allies. They must be used within the current scene and once lost are gone for good.

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

**Flaming Sword:** For a fate point his sword can rage into a hellish inferno. He makes a melee attack as normal but if he hits the weapon has +7 WR from the fire and the damage can not be resisted with fire resistance.

**Stare of Satan:** He can choose a target who can see and hear him. He pays a fate point and then makes a Persuasion manoeuvre as a supplemental action. If he succeeds he places the aspect *“Stunned”* onto the target. If he succeeds with spin he instead places the aspect *“Stunned (p)”*

**Tactical Manoeuvres:** He can spend a fate point and use his action this round to form up his minions. Any Hobgoblin allies who can see and hear him can take a hustle action immediately.

## Hybrid Witch

**Power Level:** Mythic NPC

### ASPECTS

- *A Child of Three Worlds*
- *Mindless in their quest*
- *Beautiful on the top half*
- *Fugly on the bottom half*
- *The Stench of Hellish Brimstone*
- *Long cruel finger nails*
- *Weakened in the light of day*
- *Driven by sexual desires*
- *Child like reasoning*
- *Adept across three affinities*

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

**Physical Stress: 4**   **Mental Stress: 3**   **Social Stress: 5**  
**Arcane Affinity: 1**   **Fey Affinity: 1**   **Infernal Affinity: 1**

**Fate Points: 8**

### Languages:

German, Latin, Arcadian, Hellish

**Poisoned Claws: WR +2 "Cruel Wounds"**

### Stunts:

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

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

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

**Create Love:** She can spend a fate point and make a persuasion attack against a target who can see and hear her. Her attack is mental and has a weapon rating of +4

**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.

**Do what I will Shall be the whole of the law:** Spend two fate points and make a persuasion attack vs willpower 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.

## Description

### Description

The three witches who have been bred from gifted human, fey and hellish parents have the aspect of a chimera. The upper half of her body is that of a beautiful woman, with Elven traits. Auburn hair and hazel eyes with long pointed elven ears and thin pale Elven lips. Her bottom half is an abomination from the pits of hell. She has six legs that squirm like an octopus leading up to a pelvic area that is that of a slimy green lizard.

### Relations

They are born of arcane powers, fey wildness and hellish evil. They have little or no will of their own and have been bred for once purpose to seduce and keep occupied the Mistletoe king.

### Goals

They are all about the sex. They have one desire and that is to fornicate with the mistletoe king. Though if there is an attractive character in the group who has something unusual in his background; either fey or hellish, then they might turn their attentions to him/her.

There are two stacks of 6 Hobgoblin Warriors, one on the Infernal Altar and one hidden in the Hellpit. Make a hide roll for them and see if the characters spot them. The Mistletoe King and the three witches are on the fey altar fornicating away in a most disgusting manner. The Hobgoblin Chevalier De l'Enfer is on the path directly to the south of the Hellish Altar.

Once combat begins, the Hobgoblin Chevalier De l'Enfer will use his tactical Manoeuvres to get the minions into a better position. He will keep the characters away from the Witches and the King. If the witches can be seduced away from the king, then the hobgoblins have no orders and so wont attack. Leaving the characters to make their escape.



# Epilogue

The characters use the horn to get back to the Willow Maiden with the Mistletoe king in hand. Once he see her the spell upon him is broken and he falls in love with the Maiden as he should.

He turns in a green vine and intertwines with her branches and starts to fruit. Mushrooms grow all around, large bright red one's with white spots. The air is filled with a chill and a cold north wind blows as a flake of snow falls from the sky.

Robin begs the characters return to him the horn and he will sneak it back to his lord Oberon, hoping he hasn't noticed it was lost. He is not so lucky Lord Oberon heard the horn blasts and wants an explanation.

The Mushrooms and the fruit that are growing are magical and can be gathered by the wizard(s) for essence.

There are 12 harvestable mushrooms each one is worth 2 essence of Nature based magic. They can gather 5 fruits from the Mistletoe king and they are each worth 4 essence of creation based magic; usable in spells and effects that create something out of nothing.

In the days that come, winter returns to the land, snow falls and temperatures drop. The land is white and the winter is the worst that has been known for many years. Travel is impossible for three months and the characters will have to stay at Baron Mummels keep while they wait out the winter.

Oberon will pay attention to the characters, he as to wait till they leave the keep, the ties to the divine and the regular church bells ringing is too much for him. However, eventually he will catch up with them and have his revenge for the blown horn. This should be something funny and tragic that is befitting of a midsummers night dream.

## Robin Goodfellow

**Power Level:** Mythic NPC

### ASPECTS

- *Also called "that tricky Puc"*
- *A strange combination of man and Robin Redbreast*
- *Silken tongue of persuasion*
- *Lies lies lies and more damnable lies*
- *A beautiful songsmith*
- *Can play any instrument as a master*
- *Always has another plan*
- *Jaunty dresser*
- *Can't resist a precious jewel (p)*
- *Herald of Lord Oberon*

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

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

**Fey Affinity: 4   Fey Stress: 6**

**Fate Points: 8**

### Languages:

He speaks all languages

**Small Sword: WR +3 "Fast and agile blade"**

**Magic Red Waistcoat:** Gives him AR -4 and 6 stress boxes.

### Stunts:

**Herald of Lord Oberon:** He can speak all the languages of man and fey. As the herald of lord Oberon he can not be killed except by Oberon or Lady Titania. Making him immune to damage except from Oberons or titania's magical weapons or spells.

**Fast Talk:** As long as he keeps waffling he can maintain the status quo of the situation and not get into any more trouble. He gets a +2 bonus on his persuasion checks when he overloads his target with a barrage of waffle.

**Alternate movement:** He has flight, slow accurate.

**Invisibility:** He can make a fey affinity check against a dif: 4. He become invisible and can not be seem by any ordinary means. He can still be heard and smelled. This gives him a +6 to his stealth check when moving or +8 if standing still.

**Weakness:** Can not turn down a challenge

**Weakness:** He is a compulsive pick pocket where shinny objects are concerned. He must make a willpower roll Dif: 4 to resist the temptation.

**Weakness:** He can hear a masterful tune from anywhere, he has to turn up and join in. The tune must be masterful and only a performance of Fantastic +6 or better can get his attention.

## Description

### Description

He is very short standing only four feet tall, he wears a waist-coat of bright red and a hat made from twigs in which it seems that a nest of robins lives. At his side is a small sword and his feet are uncovered and have the long scaled toes of a bird.

### Relations

As the herald of lord Oberon he gets to travel to many places and speak with many interesting folks. He doesn't judge any of them, having no concept of good or evil or politics; his only mission is to give the words of his lord to the one who needs to hear them.

He has many enemies in both the human lands and fey realms, though with Oberon's protection they can't kill him.

### Goals

Robin Goodfellow, also called Puc, is a fun loving trickster and has no malice in his actions. He just wants what he wants and enjoy everything to the maximum when he can.

In this adventure he was approached by the wizard of Swartz-broc and Archon of the Arcane Brotherhood Maude. She entertained him with magical music and wine of drunkenness and then tricked him into telling her where the mistletoe king was.

Once he realised what he had done, he knew he had to fix it. So he used his position as leverage to get the characters to perform the mission. This comes back to bite him when the characters need Oberon's horn to move about between fey and human realms. So he borrows his master horn.

Oberon is not well pleased about the characters blowing his horn. After all you don't blow another fey's magic horn and not expect some repercussions.

Robin will bluster Oberon who will forgive him for being tricked by wizards. He will however be inclined to seek out the characters so he can blow their horns. Metaphorically, or literally - Your choice.

ARC 2017

# What's Next?

## Adventure Series

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

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

### The Greed of Lord Vargonax

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

### Trade with Gnome King

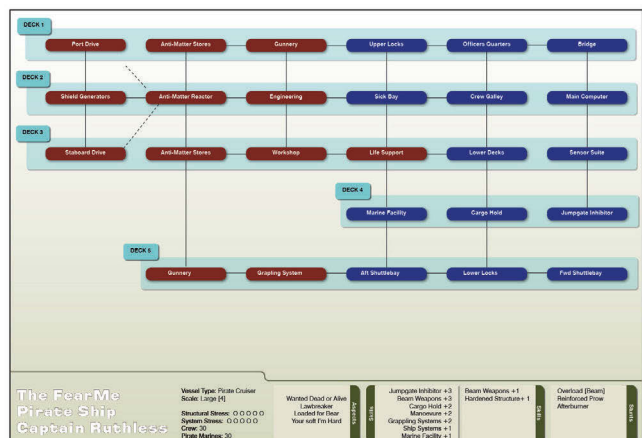
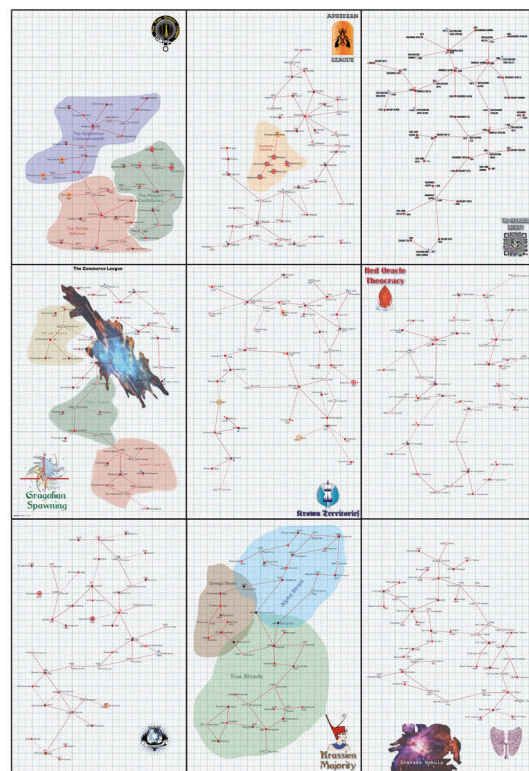
The guild is going through a building phase, it needs to defend itself in case the war comes to its shores. The characters are tasked with bargaining with he gnome king for Earth based Magical essence that will be used in spells to fortify the walls. They must first however get past the kings son, Prince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

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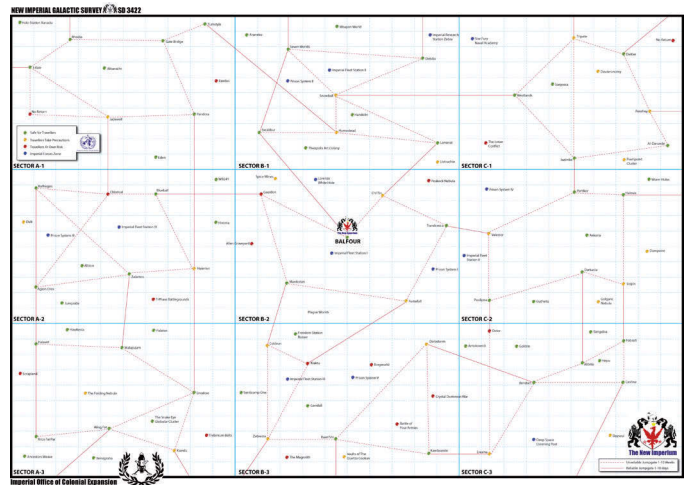
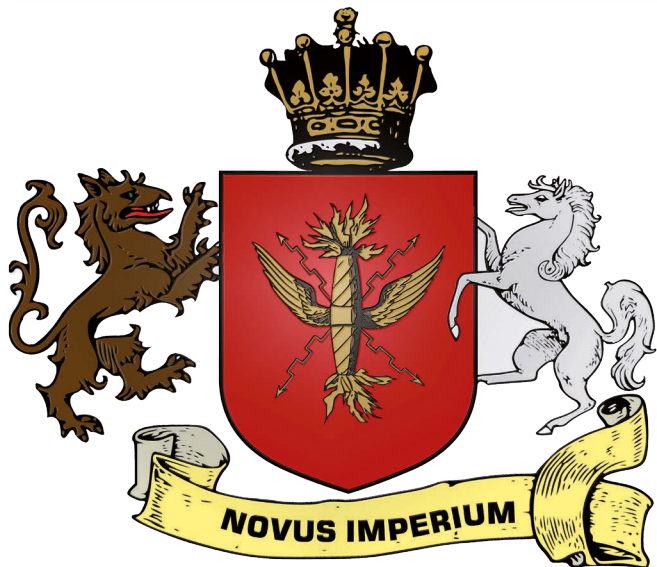
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## Introduction

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™

**T**he people of the 13th century were living in an agricultural society, they relied on vast quantities of grain. To get their grain they had to be in tune with the season, ploughing, planting, growing, harvest all relied on the knowledge of the seasons.

**T**hey believed that the seasons were controlled by forces, some thought that the winds and the sun were gods, who slept or woke - became loving or angry with the change of the seasons. There is also a fey version of this story regarding the mating of the Willow Maiden and the Mistletoe King.

She never returns the love and after 3 months of winter she sends him packing and so begins the spring.

**T**he adventure asks the question, what would happen if the king never finds the Willow Maiden? What would happen if he were to be accosted and never came to settle? Then, winter would never come, it would be forever autumn.

**A**fter the ploughing the winter frost needs to break up the ground, release the nutrients. The animals would never get to spring and mate, fish would die in the lakes and rivers, the weather would turn the paths and tracks to deep mud. In short the kingdom would be in chaos.

**C**an the characters bring winter to the land and unite the Willow Maiden & The Mistletoe King.

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

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