

Appendix IV: Handouts

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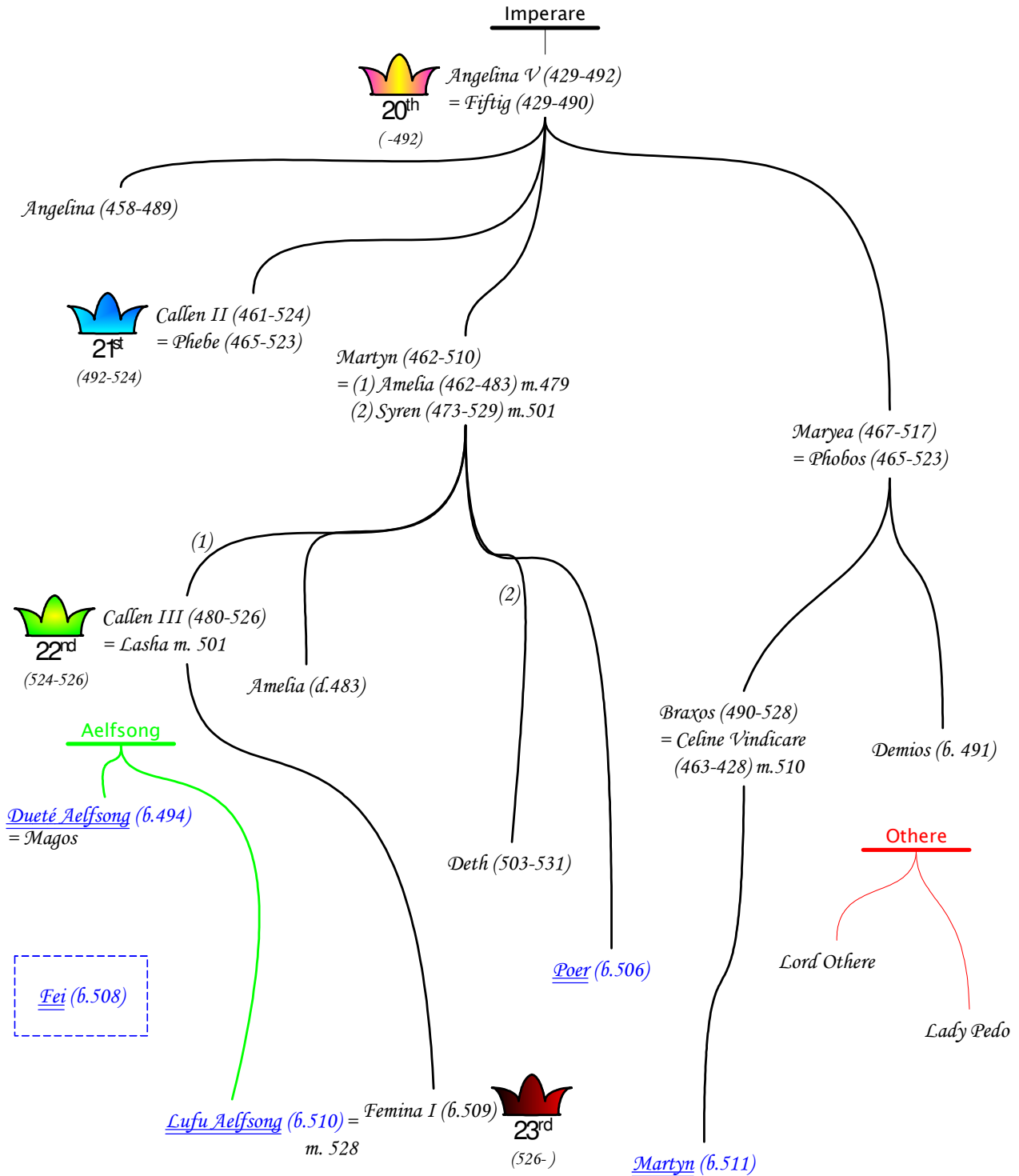
Map 3 - Caverns

Fortress Handout 1a - Imperial Family Tree, Year 533

History of the Empire, Year 533, reign of the 23rd Emperor

Six years ago the young Empress Femina I announced her betrothal to the elven Count Lufu Aelfsong. Unfortunately the joyous evening was darkened by reports of a growing evil to the south-west, in the lands of her cousin Duke Celine Vindicare.

When the Empress received reports of the assassination of Vindicare and then the massacre of Lady Pedro and her party a few months later she could no longer delay. The armies were raised and the eight Defenders set forth, the very next morning after the royal wedding.



Fortress Handout 1b – The Original Defenders

Of the original eight defenders only you remain; the others – Deth, Othere, and Magos – have fallen. Almost six years ago you were the closest of friends, but time, and war, changes all. Now you must rediscover each other and find out which bonds have endured – and which have not.

The Empress, Femina Imperare (female human wizard)

She has great power and attraction, is the 23rd ruler of the Empire, and head of the Defenders. She has remained in the capital, but used her magical power to assist the war and co-ordinate efforts.

Defender of the North, Prince Poer Imperare (male human mage)

The youngest uncle of the Emperor and a notable magician in his own right. He has always driven his troops to achieve results, by any means and whatever the cost, and has won some of the most difficult battles of the war.

Defender of the Nor'east, Prince Deth Imperare (male human cleric)

Uncle of the Emperor and also one of the chosen Clergy who decided to become a member of the Priesthood (the established church). Not military minded, he was sent towards one of the quieter areas.

Defender of the East, Count Lufu Aelfsong (male half-elf cleric)

Husband of the Emperor and younger brother of Dueté. One of the chosen Clergy, revered for his ability to cast divine magic and dedicated to God. The bestowed abilities of the Clergy given them religious authority outside the church hierarchy, although they often take up positions within it.

Defender of the Sou'east, Magos (male gnome illusionist)

Husband of Dueté and royal magician. Sent towards a seemingly quiet area his magic was what saved his army from total massacre in the ambush they were trapped in. After terrible losses Magos' forces continued guerrilla activity and reports became very irregular.

Defender of the South, General Dueté Aelfsong (female elf fighter)

The military commander herself. Her army had the most work to do, yet her loyalty to the Emperor never wavered. A noble elf in her own right from allied lands now cut off from the Empire by the enemy, and older sister of Lufu Aelfsong (their parents were an elf and a half-elf).

Defender of the Sou'west, Lord Othere (male dwarven fighter / dwarven defender)

Brother of Lady Pedro, he accepted his sister's death well and defended the Empire to the end. Othere is the grandson of the great dwarven warrior Rhumqolt the Red, and both were noted for their extreme stubbornness.

Defender of the West, Sir Fei (female human paladin)

Knight Commander of the Paladin, the third branch of religion – those who have dedicated their entire life to fighting for God. Her small force was one of the greatest on the battlefield, although reports of her command ability were erratic at first.

Defender of the Nor'west, Duke Vindicare, Martyn Imperare (male half-elf fighter / thief)

Cousin of the Emperor and youngest of the Defenders. His mother was the previous Duke Vindicare, killed just before the war started, and so Martyn is new to his position of authority – he never even got time to review the Vindicare estate before setting off for war.

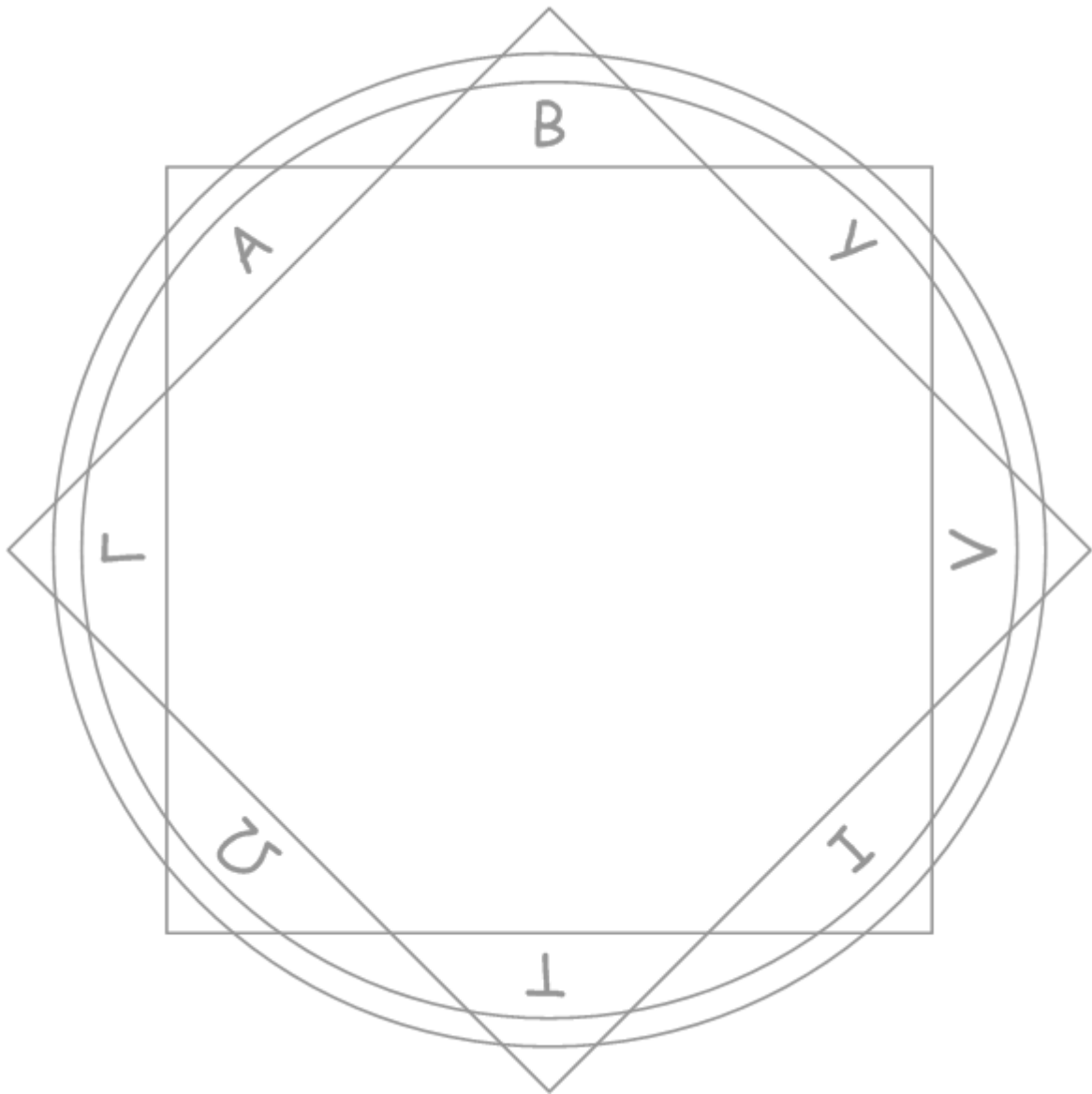
Fortress Handout 2 - Imperial forces

The roster of Imperial forces as reported to General Dueté:

Army	Commander	Starting Forces Early Year 528	Current Status Late Year 533
Capital	Femina <u>Imperare</u>	300 medium crossbowmen 300 medium infantry 120 Imperial guard	300 medium crossbowmen 300 medium infantry 30 Imperial guard <i>Forces intact, although reduced as some were despatched as reinforcements.</i>
North	<u>Prince</u> <u>Poer</u> <u>Imperare</u>	1,000 medium crossbowmen 200 medium cavalry 2,500 medium infantry	<i>Prince Poer arrived alone this morning via magic. The fate of the rest of the North, and Nor' east, armies is not known.</i>
Nor' east	Prince Deth <u>Imperare</u>	500 medium crossbowmen 2,000 medium infantry 40 Imperial guard 20 clergy	<i>Combined with the North army under early in the campaign under Prince Deth. After Prince Deth was killed by an assassin, Prince Poer assumed command of both armies.</i>
East	<u>Count</u> <u>Lufu Aelfsong</u>	200 elven archers 100 paladins (med. cavalry) 2,000 irregulars (lt infantry) 40 Imperial guard	47 elven archers (13 wounded) 485 irregulars (34 wounded) <i>Arrived this morning.</i>
Sou' east	Magos	20 wizards 300 gnome slingers 500 gnomish dog-cavalry 1,000 medium infantry	<i>Nothing has been heard from Magos or his forces for some time. No one knows what has happened to him.</i>
South	<u>General Dueté</u> <u>Aelfsong</u>	1,200 elven archers 600 elven light cavalry 900 elven spearguard 3,000 light infantry	167 elven archers (62 wounded) 55 elven light cavalry (14 wounded) 108 elven spearguard (47 wounded) <i>Made it through this afternoon.</i>
Sou' west	Lord Othere	100 dwarven defenders 500 dwarven crossbowmen 1,000 dwarven hvy infantry 1,000 heavy infantry	<i>Remaining forces made a valient stand to the last man to allow Dueté and Vindicare through to the capital.</i>
West	<u>Sir Fei</u>	400 paladins (heavy cavalry) 800 heavy cavalry 1,200 supporting infantry	9 paladins (7 wounded) 48 heavy cavalry (12 wounded) <i>Arrived at lunchtime.</i>
Nor' west	<u>Duke</u> <u>Vindicare,</u> <u>Martyn</u> <u>Imperare</u>	500 crossbow 2,000 light infantry 500 light cavalry	284 light cavalry (3 wounded) <i>Arrived with Dueté in the afternoon.</i>

Estimated enemy troops currently besieging the fortress number over 20,000.

Fortress Handout 3a - Magical diagram



Fortress Handout 3b - Magical diagram, language key

Ancient	Common
A	A
B	B
Г	G
Δ	D
E	E
Z	Z
H	H
Θ	Th
I	I
K	K
Λ	L
M	M
N	N
Ξ	X
O	O
Π	P
P	R
Σ	S
T	T
Υ	U
Φ	F
X	C
Ψ	Z
Ω	O

Fortress Handout 4 – Ring of fate

From “The book of the sage”, Year 318.

The ring of fate

The ring of fate, or more correctly, the ring of triple fate, is a family heirloom of the Imperare dynasty. It was bequeathed to the royal line over 100 years ago by the dwarves of ΩΘΕΡΕ.

The ring is made from interwoven gold, white gold and rose gold, and set with three rubies of different shades. Each ruby is in gratitude for a service that the Imperare’s performed on behalf of the dwarves.

It is said that when the dwarven family is called upon they will provide their assistance in the form of a wish, one in return for each service.

Such a boon involves the most powerful of magics – magic that only the dwarves can craft in their underground furnaces.

Magic such as this encompasses any and all of the known magical arts, can grant great wealth or prowess, undo misfortunes and remove injuries and afflictions. It can even bring the recent dead back to life.

Magic more powerful than this is possible, but it depends on the degree of synchronicity. For example such a wish can undo a single recent event, based on the proximity of time. Undoing events in the more distant past is not possible unless another connection can be found.

For example, one could use this magic to alter a single choice or action which they personally took, no matter what the time span. This can not alter random fate, or the outcomes or actions of others – it can only be used to alter a single choice which the user personally made. Such a wish is often called a “Wish of Regrets” and relies on the synchronicity of free choice.

Such a powerful item as the ring of fate would be of great value to those from other planes, and would be much sought after. There are many powers that one could gain aid from in return for such an item.

Fortress Handout 5a – Femina’s Spell Book, Volume 1

The first page contains an *explosive runes* spell to trap the unwary.

Cantrips

acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue.

Incantations of the first circle

charm person, identify, mage armor, magic missile, ray of enfeeblement, shield, unseen servant.

Incantations of the second circle

bear's endurance, blur, detect thoughts, shatter, web.

Incantations of the third circle

dispel magic, explosive runes, fly, magic circle against evil, protection from energy, stinking cloud, suggestion.

Incantations of the fourth circle

animate dead, dimensional anchor, ice storm, lesser globe of invulnerability, stoneskin.

Incantations of the fifth circle

cloudkill, dominate person, lesser planar binding, wall of force.

Fortress Handout 5b – Femina’s Spell Book, Volume 2

The first page contains an *explosive runes* spell to trap the unwary.

Incantations of the fifth circle

mage's private sanctum, permanency, sending, teleport.

Incantations of the sixth circle

acid fog, chain lightning, disintegrate, forceful hand.

Incantations of the seventh circle

delayed blast fireball, greater magic jar, greater scrying, reverse gravity.

Incantations of the eighth circle

clone, greater planar binding.

Fortress Handout 6a – Prince Poer’s dream

The dream is very vivid; it is about six years ago, just before the war started...

The Emperor is planning to send an Inquisitor to the land of Martyn’s parents to investigate rumours of dark forces. You have your own plans in mind and suggest to the Empress that a certain nobleman be sent. The Empress agrees not knowing this nobleman will also further your aims...

The Empress is too young and weak. Evil is brewing beneath her very nose and she does not realise it. Why, one of her nobles – one of her own family – your cousin, has married the evil temptress, Duchess Vindicare, Ruler of the Thieves Guild, and even now takes part in her plans. Well, if no one else will take steps to prevent such corruption, you will...

You awaken from the intense dream you have just had.

Fortress Handout 6b – Duke Vindicare’s dream

The dream is very vivid; it is about six years ago, just before the war started...

It is early night, a messenger arrives bearing grave news. A letter stating that your parents have been killed, but most of the offenders have been cornered and are now trapped. Angry at this you vow revenge and order all those held to be killed, and the rest to be hunted down...

Your poor parents, you see them now. Your wonderful father, a Prince in his own right, and your connection to the Royal family. On the other side, your charming mother – a very beautiful lady. You never saw much of your parents, as they spent a lot of time in the city, but whenever they came home they always had interesting guests with them...

You awaken from the intense dream you have just had.

Fortress Handout 6c – General Dueté’s dream

The dream is very vivid; it is about six years ago, just before the war started...

As commander of the Imperial guard you are summoned to audience with the Empress. “I have made a decision. As you know there have been rumours of a dark force rising all around and I have sent out an Inquisitor to deal with these matters. Yesterday word reached me that Duchess Vindicare has been murdered, she governs the district where the rumours were strongest. Today the body of one of the Imperial guard sent with the Inquisitor arrived with a message from an outlying guard tower. They also had been attacked and butchered.”

Inside your stomach a bad feeling begins to grow.

“I have decided that we shall send forces in all directions to root out and destroy this evil.”

You have risen to your position by relying on your instinct, now that instinct is telling you something is wrong “Your majesty, perhaps further investigation is needed.”

“We can not wait, I have decided.”

The feeling is almost overwhelming, but your duty is to obey. It is the moment of decision “Yes, your Majesty”. You leave to prepare for war...

You awaken from the intense dream you have just had.

Fortress Handout 6d – Sir Fei’s dream

The dream is very vivid; it is about six years ago, just before the war started...

Arrival of the rumours of dark forces affecting Vindicare’s land. There is some doubt as to their veracity, but as it is a religious matter and as a champion of the church you can not let rumours rest. You inform your liege, the Empress, and suggest than an official (Inquisitor) be sent to investigate. The Empress initially decides that Lufu will be the investigator, summoning him to attend a meeting...

The next day Lady Pedro is appointed Inquisitor (after Lufu declines) and rides off to her fate. You are glad you have such a good Empress, who is willing to put so much effort into stamping out evil. It is a good time to pray you feel, and so you make your way to the chapel...

You awaken from the intense dream you have just had.

Fortress Handout 6e - Lufu's dream

The dream is very vivid; it is about six years ago, just before the war started...

You are summoned before the Empress, the Empress whom you love and are betrothed to. Upon arrival you find that Sir Fei is also present, whom you love but are denied. The Empress requests that you travel far away to Vindicare's land to investigate rumours of dark forces. Of course you can not bear to be that far away from the Empress, or Sir Fei, so you decline. Someone else will still be sent...

Why Sir Fei? But it is the Empress Femina that you love! No, you love them both. "Oh God, I wish for some guidance in this matter. My love is torn between them, my heart wishes for both." Ah, there is the one you love: the images of both Femina and Sir Fei, super-imposed upon one another...

Fortress Handout 7a - Dominated

You have been *dominated* by the sorceress Cild, and she has sent you the telepathic command to guard her, which you will do to the best of your ability.

She has complete control over you and is able to give you new telepathic commands at any time, which you will carry out to the best of your abilities.

The condition will not end within any useful timeframe, although you may get a new saving throw if ordered to carry out something against your basic nature.

Fortress Handout 7a - Suggestion

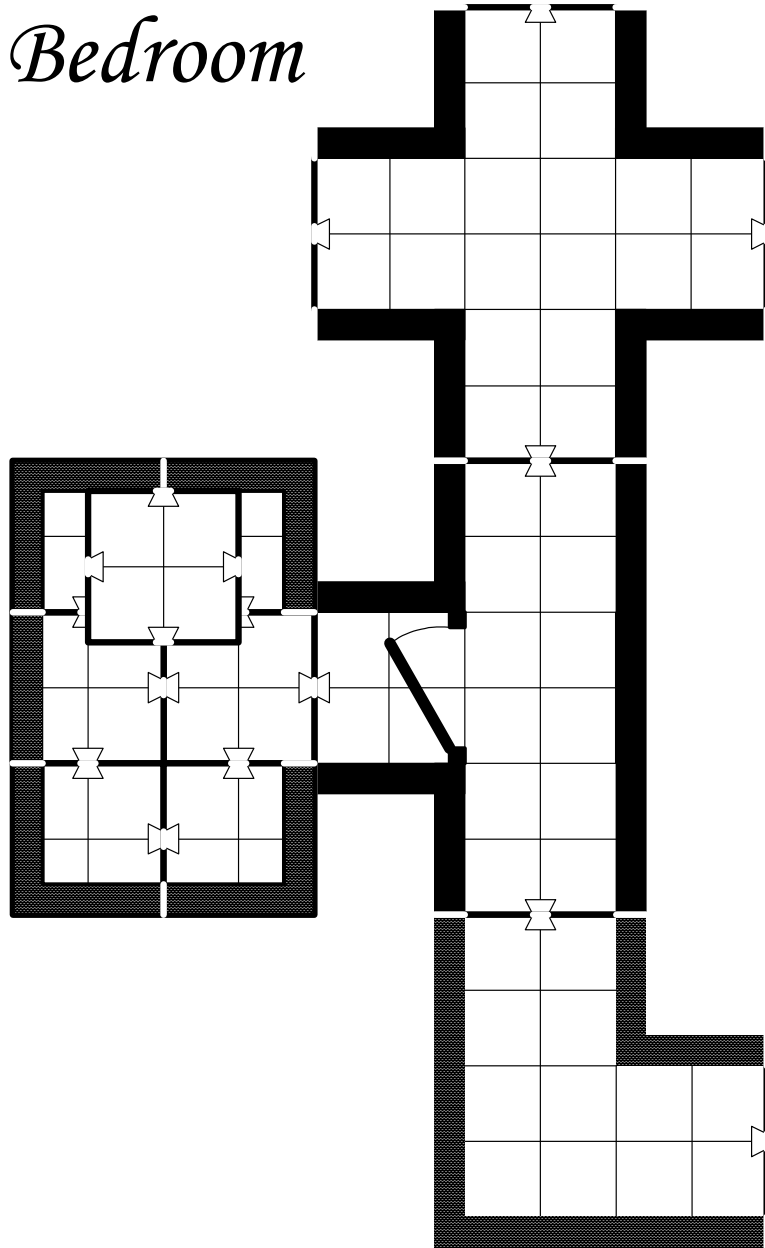
The new Empress, Cild, has made a reasonable *suggestion* that you assist her, your rightful liege, to complete her attempt to end this war once and for all.

Although you have considered the various other options that have been presented (if any), you truly believe her *suggestion* to be the best solution to the problem.

You will continue to believe in her *suggestion* until it has been completed.

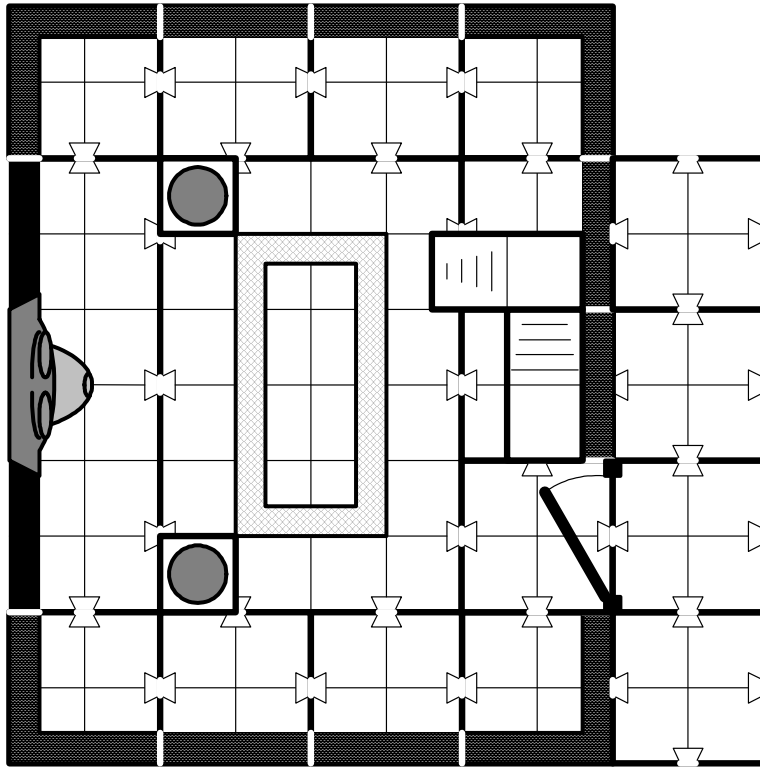
Fortress Map 1

Bedroom



Fortress Map 2

Gatehouse



Fortress Map 3

Caverns

