

# *Fantasy Imperium*

## *Scene Outline Worksheet*

**Story Title:** *Cold Stone*

### *Story Goal & Opposition*

**Story Goal:** Discover the heretic, who is secretly murdering his rivals in the Church with dark magick.

**Main Villain:** Baron Guy du Condé, High Sheriff, who is secretly a heretic.

**Villain's Allies:** Constance du Foncé (an earth elemental), Soldiers under command of the Sheriff, Gargoyles (used as assassins).

### *Genre, Time, Setting & Mood*

**Genre:** Mystery

**Time Period:** 1559 A.D.

**Setting:** Orléans, France.

**Mood:** Gothic horror/mystery.

### *Backstory*

As the religious wars began to spread throughout France, Orléans began to splinter into two powerful groups, one led by the Catholic Guise family, and the other led by the Protestant Condé family.

Baron Guy du Condé is the Sheriff of Orléans, and he also supports the Protestant cause, but he has chosen to fight the war on a much more subtle level. He has long studied the forbidden arts and has learned how to control the stone guardians adorning many of the buildings and churches in town. Most of the gargoyles have come under his control, and he has decided to assassinate important Catholic religious figures with these stone creatures. He hopes to discredit the Church by conducting these assassinations, since the stone guardians are supposed to protect the Church. Along the way, he has managed to accidentally energize an earth elemental, and this creature has taken human form. Constance du Foncé is an earth elemental, and she will use her influence to assist Guy in his endeavors. Constance appears to be an extremely beautiful woman, but she is a creature of nature. Guy is not aware of the attachment, but has gained unusual strength and he seems to be more attractive too. He has also managed to build a network of friends and allies among the Protestants, and he hopes to use them at the right moment to win the coming war in the town.

**Inscription at Fleury Abbey:** "These that are learned shall shine as the brightness of the firmament: and they that instruct many to justice, as stars to all eternity"

# *Fantasy Imperium*

<i>Scene Outline</i>	
<b>1. Scene Title: Death from Above</b>	<b>Introduction – Inciting Incident</b>
Goal: Defeat the gargoyles that have just murdered the bishop of Orléans.	
Opposition: Gargoyles. Introduce Sheriff Guy du Condé as someone “helping” solve the crimes.	
Setting: Orléans, France.	
Tie-In: A trail of blood leading to one of the bell towers in town.	
<b>2. Scene Title: Blood and Stone</b>	<b>Rising Action – Significant Event</b>
Goal: A series of murders occur in this scene. Find evidence of who is controlling the gargoyles.	
Opposition: Gargoyles, the Sheriff’s men.	
Setting: Orléans, France.	
Tie-In: A beautiful woman (Constance du Foncé) is seen near several of the victims.	
<b>3. Scene Title: Unearthly Whispers</b>	<b>Complications – Plot Twist</b>
Goal: To discover who Constance du Foncé is and how she is connected to the murders.	
Opposition: Earth Elemental (Constance du Foncé), Sheriff’s men.	
Setting: Orléans, France.	
Tie-In: Constance tells of a way to remove the magic controlling the gargoyles (get the relic).	
<b>4. Scene Title: The Crypt</b>	<b>Crisis – Decisive Moment</b>
Goal: To acquire a relic (the crosier of St. Benedict of Nusia), which has the power to banish evil.	
Opposition: The Sheriff’s soldiers (there are no evil spirits here).	
Setting: Saint Benedict’s crypt under Fleury Abbey.	
Tie-In: Inscription explaining how to purify and sanctify the gargoyles that guard the church.	
<b>5. Scene Title: Stone Towers</b>	<b>Climax – Confrontation</b>
Goal: Climb the towers and touch the gargoyles there with the relic found in the tomb.	
Opposition: Gargoyles, the Sheriff’s soldiers.	
Setting: The two towers of the Cathedral of Ste-Croix.	
Tie-In: The gargoyles will ask for Sheriff Guy du Condé to command them before becoming inert.	
<b>6. Scene Title: The Curse</b>	<b>Resolution – Outcome</b>
Goal: Arrest or slay Guy du Condé, the Sheriff of Orléans.	
Opposition: The Sheriff Guy du Condé, his soldiers, and possibly the elemental Constance du Foncé.	
Setting: Orléans, France.	
Revelation - Equilibrium: The murders of important religious people will stop.	
<b>Notes:</b> When arrested, Guy curses Francis II, the King of France, who will die at Orléans in one year.	
Constance du Foncé (an elemental that cannot be killed) will leave when Guy has been arrested or killed.	

### *Gargoyle / Grottesque / Chimera*

**Size:** Medium  
**Hits:** 250  
**Armor:** 25  
**Movement:** Walk: 8" /r  
Fly: 12" /r  
**Attacks:**  
**Punch:** 75%

6d6 damage

### **Magick Resistance:**

C: 25% N: 10% E: 5% B: 25%

### **Special:**

**Wards off Evil Spirits:** Evil spirits will stay away from any area where gargoyles guard.

**Transformation:** May change into a solid stone at will. This will regenerate all of its hits.

### **Description:**

There are two varieties of these Medieval stone carvings: *Gargoyles*, and *Grottesques*, or *Chimeras*.

**Gargoyles** are figures carved out of stone that are placed at the end of water spouts on buildings, conveying water off and away from a building. They are decorative in nature, but also ward off evil spirits, keeping the building safe.

**Grottesques**, also referred to as *Chimeras*, are the stone statues carved into various kinds of monstrous forms. They were placed on top of buildings, and were said to ward off evil spirits. They come in various shapes and sizes, from demonic-winged beasts to lion-headed creatures with wings, etc.

These statues are rumored to have the ability to take mobile form, to fly or move about. It is not known what could be animating them or for what purpose, but they are considered to be protective in nature, warding off evil and protecting holy places. Gargoyles have also been used in the construction of other kinds of buildings.

## ***Elementals***

*"In all things of nature there is something of the marvelous."*

– Aristotle (384 BC - 322 BC)

Elementals are the spiritual manifestations of their corresponding element. These mystical creatures exist within the spirit realm of the elements. These creatures give the power to change and act to their element, but they lack any individuality, being dormant inside the element.

Many scholars believe there are only four types of elementals corresponding to the classical elements of earth, fire, air and water. These are called the *Cardinal Elementals*.

However, there are in fact many other kinds of Elementals such as Whirlpool Elementals, Lightning Elementals, Waterfall Elementals, Metal Elementals, Dust Devil Elementals, Garbage Elementals, Rust Elementals, etc.

Most natural Elementals are very short lived benign beings which perform a simple function and then return to their element.

Elementals exist everywhere, and can be seen by the movement of a field of grass, in drifting sheets of rain, in the shapes of clouds or inside curling smoke rising into the air.

Elementals are extremely sensitive to the psyches of humans and will be drawn to them. Every thought, desire, feeling and emotion creates an Elemental, bringing it into existence.

When an Elemental in nature is disturbed by the psyche of a human or if it is summoned by magick (*see Conjuraton*), it will take form and will become an individual being, able to interact with its surroundings. These Elementals can become very powerful and sometimes dangerous.

Elementals are summoned by mages in order to increase their ability to perform some type of action. Elementals can also be brought forth by the thoughts, actions or emotions of those in the area.

Once created, an Elemental will exist either in an active state, or it will remain dormant, deprived of thought and power.

Dormant Elementals are activated by mages or the psyches of humans with strong desires or emotions.

### ***Elemental Attachment & Influence.***

Elemental beings will sometimes attach themselves to the psyche of the person that brings them forth. Elementals will increase the person's characteristics or abilities, but will also begin to influence their actions, thoughts and desires.

*For example, if a character is exploring the ruins of a castle whose inhabitants were massacred, there is a chance if he becomes angry of summoning a dormant Fire Elemental which was brought into being by the emotions created during the massacre. The character may gain strength and power, but he may also become violent and vengeful, etc.*

The likelihood of attachment is a percentage rating listed for the Elemental. The *Storyteller*

will determine how Elementals will influence characters in the story.

### ***Destroying Elementals***

Elementals cannot be destroyed, only de-energized or driven away. De-energized Elementals have lost the power that gives them form, such as an emotion like *hatred*.

Putting out a fire where a Fire elemental is taking form will not de-energize it, but will only make it dormant. The Fire Elemental will return when another fire is lit.

Using the opposite thoughts, desires, emotions or actions that gave it form will de-energize an Elemental. However, the person that has an Elemental attached to their psyche will be unable to perform these actions, unless a self discipline check is made.

Positive actions, thoughts, or desires can also create an Elemental, and in this case, negative things will be needed to de-energize the Elemental.

### ***Activating Dormant Elementals***

The *Storyteller* will determine just what is needed to activate a dormant Elemental, what it's benefits and hazards are, and what is needed to de-energize it. These are called the Elemental's *attachments, enhancements, & influences*.

*For example, a person wanders into a holy shrine dedicated to a saint. Inside the shrine there is a dormant Elemental of Generosity. The person visiting may "pick up" the Elemental if he acts out or is experiencing the thoughts, emotions or deeds that created the Elemental. The person will gain perhaps +25 religious doctrine, +25 presence and +25 spirit. However, he will also start to give away everything that he owns.*

### ***De-Energizing Elementals***

When actions are taken to de-energize an Elemental, the *Storyteller* will determine just how effective it will be and will assign both a "to hit number" (percentage) and "attack dice" (1-12 d6). The player will roll to hit, and if successful will inflict the damage against the Elemental.

The attacks against an Elemental will inflict a wound just like a normal attack.

Use the *medium* size chart to determine the severity level of the wound.

**Minor & Light** wounds (1-9 hits) will simply inflict damage which are subtracted from it's hits.

**Serious** wounds (10 hits) will place the Elemental into a **dormant** state.

**Critical** (15 hits) wounds will **detach** the Elemental from the individual.

**Terminal** wounds (20+ hits) will instantly **de-energize** an Elemental.

*For example, the person who has become "infected" with an Elemental of Generosity in the previous example decides to start hoarding his wealth. After making a self discipline check, he begins to collect a sizeable sum.*

*The Storyteller decides that this would give him a 10% chance every day, cumulative (as his hoard grows) to inflict damage on the Elemental, but the player must also pass a self discipline check every day with a cumulative penalty of -10%. The Storyteller decides that every day the damage dice will increase by +2d6.*

*The third day, the player succeeds and then rolls 6d6 damage against the Elemental. If a 20 point wound is inflicted, the Elemental will be de-energized but the person must make a stun roll to avoid madness.*

### ***Elementals & Madness***

Since Elementals are connected to the psyche of humans, if they are suddenly de-energized, it could lead to madness in the individual that it is connected to.

When an Elemental that is attached to the psyche of a person is de-energized, the person must make a stun roll, and if unsuccessful, they will acquire a random insanity, which is rolled on the *Mental Affliction* table.

Dismissal of an Elemental by a Conjuror will not cause any ill effects.

If a person de-energized the Elemental slowly (by not inflicting a terminal wound), there is no chance of madness occurring.

### ***Earth Elemental***

<b>Size:</b>	Variable
<b>Hits:</b>	100
<b>Armor:</b>	None
<b>Movement:</b>	15" /r
<b>Attacks:</b>	
<b>Punch:</b>	<b>65%</b>
6d6 damage	
<b>Earthquakes:</b>	<b>65%</b>
6d6 structural damage.	
<b>Magick Resistance:</b>	
C: 10% N: 30% E: 20% B: 10%	
<b>Special:</b>	
<b>Attachments: 25%</b>	

The moon, autumn, salt, the earth, hidden places, love, affection, beauty, gardening, practicality, responsibility.

***Enhancements: 25%***

Strength, endurance, intuition, attractiveness, quietness, comfort, courage, fertility, love, friendship, alliances, engineering, dancing, music, responsibility, hidden places.

***Influences: 25%***

Boredom, stagnation, destruction, darkness, miserliness, stubbornness, greed, a need to find hidden places, slowness.

***Immune to Weapons:*** Magick or special weapons are needed to de-energize this entity.

***Transformation:*** May change into rocks, trees, animals dirt, or sand.

***Pass through Earth:*** May travel through the earth.

***Elementalism:*** May cast spells up to 25 power.

***Susceptibility:*** Made dormant through passage of time, or inactivity.

***Description:***

Earth Elementals are spirits of the earth. They will sometimes manifest themselves in natural things such as trees, rocks, or even animals.

They can also take the form of humans. When they do so, they will be very down to earth, quite, practical people. They often seem to lose their sense of time.

Earth Elementals can cause earthquakes, doing structural damage to the strongest of buildings.

They also have a hefty punch. Since they can control their size, they will often become large or huge creatures that can wreck havoc among buildings.

Earth Elementals may travel through the earth at will, and can cause plants, crops and trees to grow.

Earth Elementals may use Earth Elementalism magick as often as desired, being able to use spells up to 25 power.

Earth Elementals are made to go dormant through a lack of activity over an extended period of time. Sometimes they become dormant if they become inactive for a long time.

### *Gargoyle / Grottesque / Chimera*

**Size:** Medium  
**Hits:** 250  
**Armor:** 25  
**Movement:** Walk: 8" /r  
Fly: 12" /r  
**Attacks:**  
**Punch:** 75%

6d6 damage

### **Magick Resistance:**

C: 25% N: 10% E: 5% B: 25%

### **Special:**

**Wards off Evil Spirits:** Evil spirits will stay away from any area where gargoyles guard.

**Transformation:** May change into a solid stone at will. This will regenerate all of its hits.

### **Description:**

There are two varieties of these Medieval stone carvings: *Gargoyles*, and *Grottesques*, or *Chimeras*.

**Gargoyles** are figures carved out of stone that are placed at the end of water spouts on buildings, conveying water off and away from a building. They are decorative in nature, but also ward off evil spirits, keeping the building safe.

**Grottesques**, also referred to as *Chimeras*, are the stone statues carved into various kinds of monstrous forms. They were placed on top of buildings, and were said to ward off evil spirits. They come in various shapes and sizes, from demonic-winged beasts to lion-headed creatures with wings, etc.

These statues are rumored to have the ability to take mobile form, to fly or move about. It is not known what could be animating them or for what purpose, but they are considered to be protective in nature, warding off evil and protecting holy places. Gargoyles have also been used in the construction of other kinds of buildings.

## ***Elementals***

*"In all things of nature there is something of the marvelous."*

– Aristotle (384 BC - 322 BC)

Elementals are the spiritual manifestations of their corresponding element. These mystical creatures exist within the spirit realm of the elements. These creatures give the power to change and act to their element, but they lack any individuality, being dormant inside the element.

Many scholars believe there are only four types of elementals corresponding to the classical elements of earth, fire, air and water. These are called the *Cardinal Elementals*.

However, there are in fact many other kinds of Elementals such as Whirlpool Elementals, Lightning Elementals, Waterfall Elementals, Metal Elementals, Dust Devil Elementals, Garbage Elementals, Rust Elementals, etc.

Most natural Elementals are very short lived benign beings which perform a simple function and then return to their element.

Elementals exist everywhere, and can be seen by the movement of a field of grass, in drifting sheets of rain, in the shapes of clouds or inside curling smoke rising into the air.

Elementals are extremely sensitive to the psyches of humans and will be drawn to them. Every thought, desire, feeling and emotion creates an Elemental, bringing it into existence.

When an Elemental in nature is disturbed by the psyche of a human or if it is summoned by magick (*see Conjunction*), it will take form and will become an individual being, able to interact with its surroundings. These Elementals can become very powerful and sometimes dangerous.

Elementals are summoned by mages in order to increase their ability to perform some type of action. Elementals can also be brought forth by the thoughts, actions or emotions of those in the area.

Once created, an Elemental will exist either in an active state, or it will remain dormant, deprived of thought and power.

Dormant Elementals are activated by mages or the psyches of humans with strong desires or emotions.

### ***Elemental Attachment & Influence.***

Elemental beings will sometimes attach themselves to the psyche of the person that brings them forth. Elementals will increase the person's characteristics or abilities, but will also begin to influence their actions, thoughts and desires.

*For example, if a character is exploring the ruins of a castle whose inhabitants were massacred, there is a chance if he becomes angry of summoning a dormant Fire Elemental which was brought into being by the emotions created during the massacre. The character may gain strength and power, but he may also become violent and vengeful, etc.*

The likelihood of attachment is a percentage rating listed for the Elemental. The *Storyteller*

will determine how Elementals will influence characters in the story.

### ***Destroying Elementals***

Elementals cannot be destroyed, only de-energized or driven away. De-energized Elementals have lost the power that gives them form, such as an emotion like *hatred*.

Putting out a fire where a Fire elemental is taking form will not de-energize it, but will only make it dormant. The Fire Elemental will return when another fire is lit.

Using the opposite thoughts, desires, emotions or actions that gave it form will de-energize an Elemental. However, the person that has an Elemental attached to their psyche will be unable to perform these actions, unless a self discipline check is made.

Positive actions, thoughts, or desires can also create an Elemental, and in this case, negative things will be needed to de-energize the Elemental.

### ***Activating Dormant Elementals***

The *Storyteller* will determine just what is needed to activate a dormant Elemental, what it's benefits and hazards are, and what is needed to de-energize it. These are called the Elemental's *attachments, enhancements, & influences*.

*For example, a person wanders into a holy shrine dedicated to a saint. Inside the shrine there is a dormant Elemental of Generosity. The person visiting may "pick up" the Elemental if he acts out or is experiencing the thoughts, emotions or deeds that created the Elemental. The person will gain perhaps +25 religious doctrine, +25 presence and +25 spirit. However, he will also start to give away everything that he owns.*

### ***De-Energizing Elementals***

When actions are taken to de-energize an Elemental, the *Storyteller* will determine just how effective it will be and will assign both a "to hit number" (percentage) and "attack dice" (1-12 d6). The player will roll to hit, and if successful will inflict the damage against the Elemental.

The attacks against an Elemental will inflict a wound just like a normal attack.

Use the *medium* size chart to determine the severity level of the wound.

**Minor & Light** wounds (1-9 hits) will simply inflict damage which are subtracted from it's hits.

**Serious** wounds (10 hits) will place the Elemental into a **dormant** state.

**Critical** (15 hits) wounds will **detach** the Elemental from the individual.

**Terminal** wounds (20+ hits) will instantly **de-energize** an Elemental.

*For example, the person who has become "infected" with an Elemental of Generosity in the previous example decides to start hoarding his wealth. After making a self discipline check, he begins to collect a sizeable sum.*

*The Storyteller decides that this would give him a 10% chance every day, cumulative (as his hoard grows) to inflict damage on the Elemental, but the player must also pass a self discipline check every day with a cumulative penalty of -10%. The Storyteller decides that every day the damage dice will increase by +2d6.*

*The third day, the player succeeds and then rolls 6d6 damage against the Elemental. If a 20 point wound is inflicted, the Elemental will be de-energized but the person must make a stun roll to avoid madness.*

### ***Elementals & Madness***

Since Elementals are connected to the psyche of humans, if they are suddenly de-energized, it could lead to madness in the individual that it is connected to.

When an Elemental that is attached to the psyche of a person is de-energized, the person must make a stun roll, and if unsuccessful, they will acquire a random insanity, which is rolled on the *Mental Affliction* table.

Dismissal of an Elemental by a Conjuror will not cause any ill effects.

If a person de-energized the Elemental slowly (by not inflicting a terminal wound), there is no chance of madness occurring.

### ***Earth Elemental***

**Size:** Variable

**Hits:** 100

**Armor:** None

**Movement:** 15" /r

**Attacks:**

**Punch:** 65%

6d6 damage

**Earthquakes:** 65%

6d6 structural damage.

**Magick Resistance:**

C: 10% N: 30% E: 20% B: 10%

**Special:**

**Attachments: 25%**

The moon, autumn, salt, the earth, hidden places, love, affection, beauty, gardening, practicality, responsibility.

***Enhancements: 25%***

Strength, endurance, intuition, attractiveness, quietness, comfort, courage, fertility, love, friendship, alliances, engineering, dancing, music, responsibility, hidden places.

***Influences: 25%***

Boredom, stagnation, destruction, darkness, miserliness, stubbornness, greed, a need to find hidden places, slowness.

***Immune to Weapons:*** Magick or special weapons are needed to de-energize this entity.

***Transformation:*** May change into rocks, trees, animals dirt, or sand.

***Pass through Earth:*** May travel through the earth.

***Elementalism:*** May cast spells up to 25 power.

***Susceptibility:*** Made dormant through passage of time, or inactivity.

***Description:***

Earth Elementals are spirits of the earth. They will sometimes manifest themselves in natural things such as trees, rocks, or even animals.

They can also take the form of humans. When they do so, they will be very down to earth, quite, practical people. They often seem to lose their sense of time.

Earth Elementals can cause earthquakes, doing structural damage to the strongest of buildings.

They also have a hefty punch. Since they can control their size, they will often become large or huge creatures that can wreck havoc among buildings.

Earth Elementals may travel through the earth at will, and can cause plants, crops and trees to grow.

Earth Elementals may use Earth Elementalism magick as often as desired, being able to use spells up to 25 power.

Earth Elementals are made to go dormant through a lack of activity over an extended period of time. Sometimes they become dormant if they become inactive for a long time.