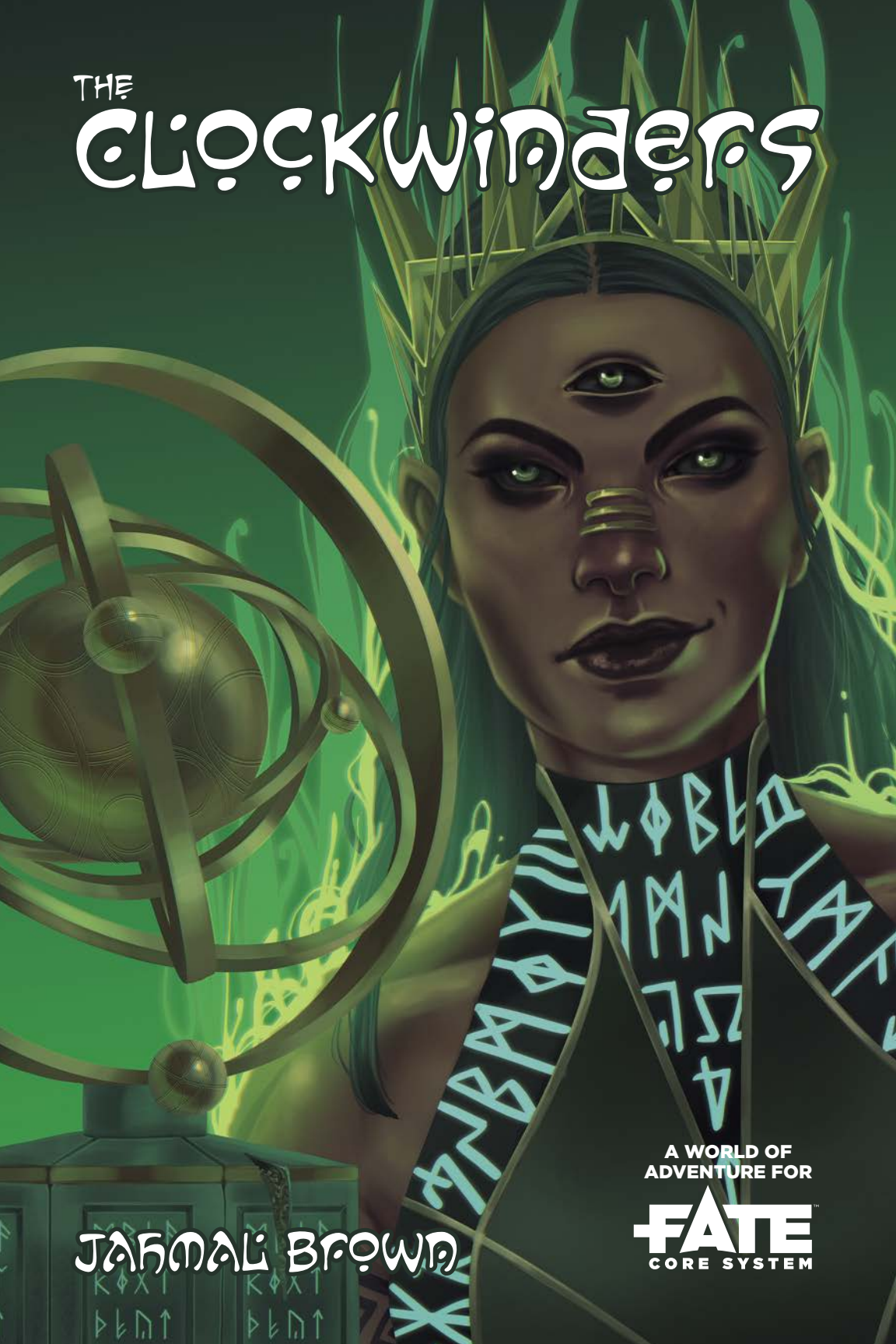


THE CLOCKWINDERS



JAHMALI BROWN

A WORLD OF
ADVENTURE FOR

FATE
CORE SYSTEM

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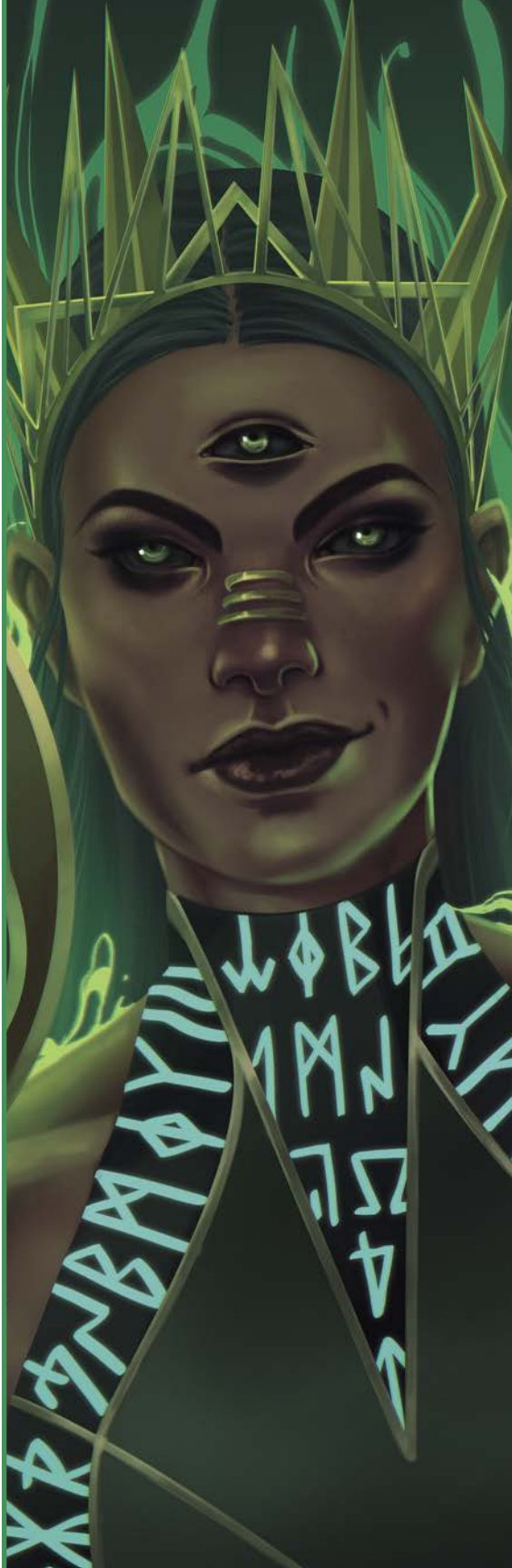
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The Clockwinders

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This is a game where people make up stories about wonderful, terrible,
impossible, glorious things. All the characters and events portrayed in
this work are fictional. Any resemblance to real people, time travelling
clockwork automatons, sidhe fae, banshees, jig dancing satyrs, or
exiled minotaurs is purely coincidental, but kinda hilarious.

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INTRODUCTION

Cadvini is a tidally locked clockwork world of the wondrous and baroque. Perpetual sun-fire rains down upon half of the world. Seas of white ash, with stories of gigantic bones jutting through them. Islands of shadow, where rumors say lost treasures are buried and fiery creatures roam. The other half of Cadvini is bathed in darkness and storms—rolling lightning fields, and glaciers with huge, forgotten monsters trapped inside. Where light and dark meet, down the middle of Cadvini is a temperate zone with pockets of civilization scattered across it called the Belt. Here, you will find the Clockwinders.

For generations, the Clockwinders have maintained the aether and mechanical works all across Cadvini known as the movement cores—resetting and repairing them, keeping them going. Historically, Clockwinders were taken from all walks of life, trained, and tasked to travel to the movement cores, assess their issues, and repair them. Each movement core would have its own detachment of Clockwinders and staff to keep it running and in good repair. Today, however, their ranks are provisionally filled with whoever, from wherever—the job of Clockwinder is even assigned as punishment. Now, all the Clockwinders are based at the Dawn Palace and only make infrequent trips out to service the movement cores.

A little over four generations ago, the first aether magicians and witches emerged, finding power in the aether energies released by the movement cores in disrepair. As early as two generations ago, glaciers could be seen off the coast of Port Valles, and strange creatures have appeared, including the enigmatic Fey. Some say the Clockwinders wouldn't have forgotten their place but for the arrogance of the magicians. Perhaps magicians are still to blame today.

It is the definition of duty that shapes the newest roster of Clockwinders. They believe their predecessors failed to maintain the movement cores and that the task now belongs to this generation. There are movement cores to repair, aether forces to neutralize, and a Fey incursion to beat back. However, the Clockwinders have long been disconnected from the mundane life of Cadvini as well as from the comingling of the Fey and aether into everyday life. Fully repairing the movement cores will have ramifications, and the Clockwinders are on the road to discovering just what those are.

In this generation we've witnessed the fortress at Watch Point erupt as if it sat atop a volcano. The administrators at the Dawn Palace began to act when the glyph walls started to spontaneously combust. The borders of the Belt are shifting as the world threatens to resume rotating. Glaciers float in from the dark side of the Frost Sea, destroying coastal towns. The academy at the Dawn Palace is smoldering. The glyph stones are melting. It is up to the Clockwinders to discover what's amiss and set it right.

Setting Aspect:

NOTHING GOOD COMES FROM MAGIC!

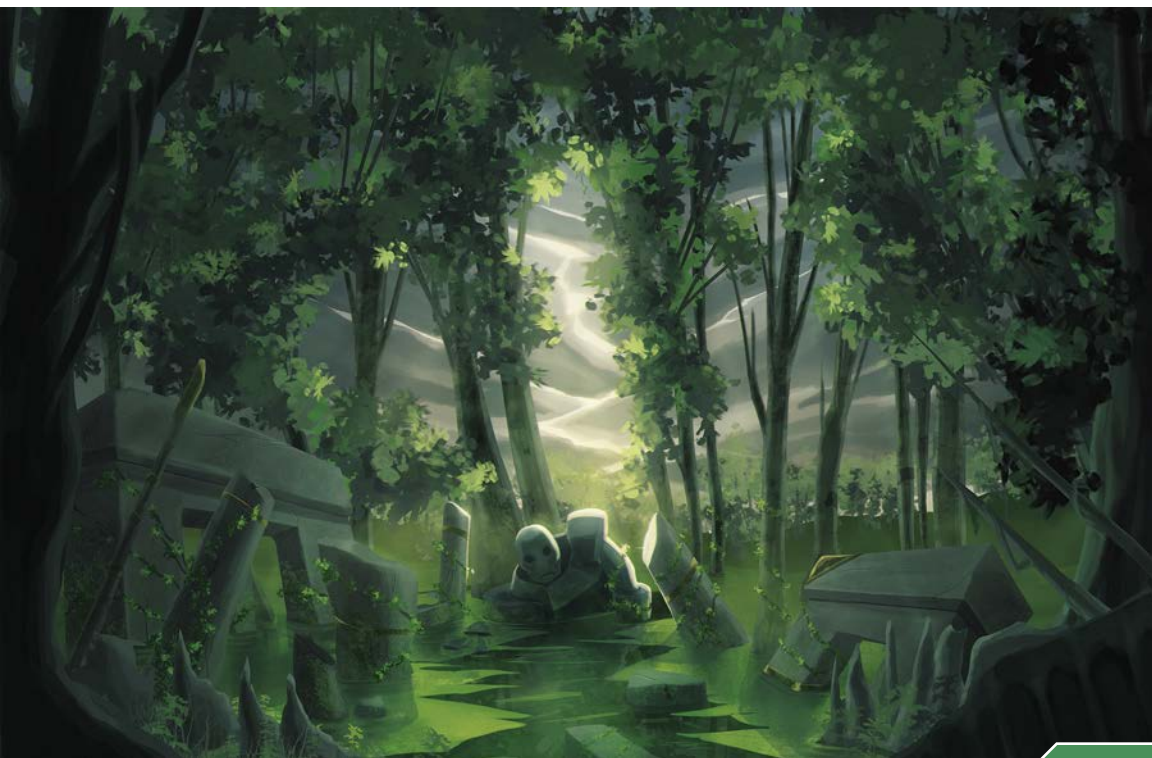
Aether leaks from the movement cores—a dangerous byproduct. The more run down a movement core is, the stronger and more corrosive the aether leaked. Witches, mages, sorcerers—all these are terms for folks who manipulate aether energies to their will. But aether has a corrupting nature on both one's body and spirit.

Aether is also important to the Fey, a collection of nonhuman beings, including elves, satyr, ogres, and the bird-like tengu. Aether is the conduit for the Fey to travel to Cadvini from some other place, and it is the life energy of the Fey's home, meaning the Fey are eager to keep the movement cores from being repaired. Greater Fey even have the ability to return to Cadvini after death through the properties of aether.

Setting Aspect:

ADVENTURE LIES OFF THE BEATEN PATH

The wilderness of Cadvini has many secrets to be discovered! An aging, forgotten watchtower with still-active clock golems, an ancient battle site of the Fey wars, or abandoned aether labs hidden away in a cavern. Fugitives and outcasts, human and Fey alike, hunker down in the wilds. Not to mention the lairs of aether creatures yet to be discovered or the ones better left alone!



Cadvini

The world of Cadvini is split into two sides: sunward and night side.

Sunward is everything on the sun-facing side. Never-ending daylight bakes the land, cracking the earth and scorching any who venture there. Scattered about the burntlands—all the lands sunward of the Dawn Palace—are remnants of ancient structures and skeletons of large beasts. “Sunward” also means any direction moving closer to this side.

Nightside is the other half, where all is cast in darkness and ice and bitter cold. Seas and lakes are nearly frozen, dotted with icebergs. Those who brave the stormy seas report sightings of horrific things in the deep. Port Valles is the furthest charted city nightside—anything past its shores is uncharted. “Nightside” also means any direction moving closer to this side.

The Belt is a habitable area, a kind of Goldilocks zone covered in perpetual twilight, where life exists, and where the many city-states forming the pinnacle of civilization are scattered.

Sun’s Edge, home of the Dawn Palace and the Clockwinders, is the most sunward of cities, right on the edge of the Belt. It is the oldest city on Cadvini and has the largest libraries of lore, including on the mysterious glyph stones.

Carcadia Freehold is a crowded, busy city controlled by various merchant families, a place where everything is negotiable. It lies at the foothills of the Gorgon Mountains, north and nightside of Sun’s Edge. As the saying goes, “If you can’t buy it in Carcadia, it doesn’t exist.” It is the richest, strangest city in all the Belt. It is also the deadliest, certainly when you seek illegal trade goods. Unofficially, Carcadia has the largest population of Fey within its walls.

Port Valles sits on the edge of the vast Frost Sea. Governed by a council of elder matriarchs and tradition, Port Valles is the most nightside city in the Belt. It currently has large blocks of glaciers floating in from the sea to shore. The city is faced with preventing these mountains of ice from coming to shore. The city is largely composed of fishers and traders moving goods from the port sunward.

A great rail once ran between some cities, certainly every city that contained a movement core. However, this rail has fallen into disrepair and been abandoned. Some old cars have been repurposed, but a few still run the rails. Long segments of the rail can be found all across Cadvini. As some might say, “IF THERE’S A WAY, THERE’S A RAIL.”

The humans on Cadvini are a diverse lot, quick to adapt to most environs. They can be found forging a life all over the world. From the frozen seas off Port Valles to the highest peaks of the Cloud Gate Mountains, you will find humans.

And then there are the Fey and changelings.



The Fey

“Fey” is the term for a collection of beings from another world. It seems a fair, tall, regal class of beings we call elves govern all the others, ranging from small, adorable winged folk to large, hideous beast-folk and majestic, fearsome dragons.

Fey are not native to Cadvini, though many make lives there. Fey can travel here by using aether forces, though it is unknown if the travel is two-way and if non-Fey can even travel to the Fey world.

Satyr folk stay near heavily wooded areas and defend them with their lives. Most humans only ever encounter adult males—only a rare few have seen adult females. There are no recorded accounts of children.

Various cautious Fey folk make their home in the Cloud Gate Mountains. They are isolationists, and encountering any exiles outside the Cloud Gate halls is dangerous indeed. This does not stop folks from trading with them, though they often come out on the bad side of a deal when the goods received malfunction in horrible, dangerous ways. And then there are the tales of the minotaur of the Cloud Gate Mountains, who is not to be trifled with.

The urban populace of Cadvini has a distant and at times hostile attitude toward the Fey. While there is dispute over how the movement cores have affected Cadvini, the people keep a safe distance from Fey creatures. In the more developed areas of Cadvini cities, the Fey are shy and will mask themselves to fit in, running and hiding when discovered. As such, underworld organizations and black markets always have room to employ Fey.

Rural areas have a more pragmatic view of Fey folk, and many towns and villages trade and barter with them. These relationships are based more on merit than fear. Rural folks have a better understanding of the nature of the Fey, and likewise have better communication with them. Out in the fringes of cities and the wilds, the Fey live big and are unafraid. Over time they have established communities, and now trade and form relationships with other remote and rural towns and villages. The Fey will put up a fight before abandoning their homes, and they will come to the aid of all their friendly neighbors.

The Movement Cores

Movement cores are large mechanical constructs housed in once-important places. The current troubles are thought to be consequences of the disrepair of the movement cores. It's certainly true that there is much more aether energy in Cadvini now than ever before.

The original purpose of the movement cores is lost to time. What is known is that over a century ago, a change in the movement cores locked the world tidally to its sun, preventing scorching from the beating sun. However, these changes brought aether leaking into the world. Together, the movement cores use aether to lock the Cadvini into place. When they are maintained, aether builds up in the cores and gets released, like pressure valves, into Cadvini. But constant neglect caused the system of movement cores to break down, allowing aether to flood out.

Every movement core has several basic parts: gears, drums, string pendulums, aether crystal boards, hands, wheels, as well as aether components. The aether parts are fragile and fussy—the squeaky wheel—and are the most critical and hazardous piece of the movement core. These energies generate a humid environment around the movement core, making it tedious and uncomfortable to work on.

Movement cores are failing all across Cadvini. The aether clockwork mechanisms that make the world go have many components vulnerable to looting by the unwitting and the witting alike. It is thought that if the faulty movement cores are repaired, Cadvini's belt of habitable land will stop shifting, preventing any further destruction. The sites of the movement cores were also the main waypoints of a clockwork railroad that is now largely abandoned, but could be restored.

The Cadvini Crisis

The greatest threat facing Cadvini and the Clockwinders is the world resuming its rotation. Across the following chapters, you'll find adventures in the various parts of Cadvini. You could run these adventures wholesale from start to finish, or pick and play with the locations that interest your group most.

CREATING CLOCKWINDERS

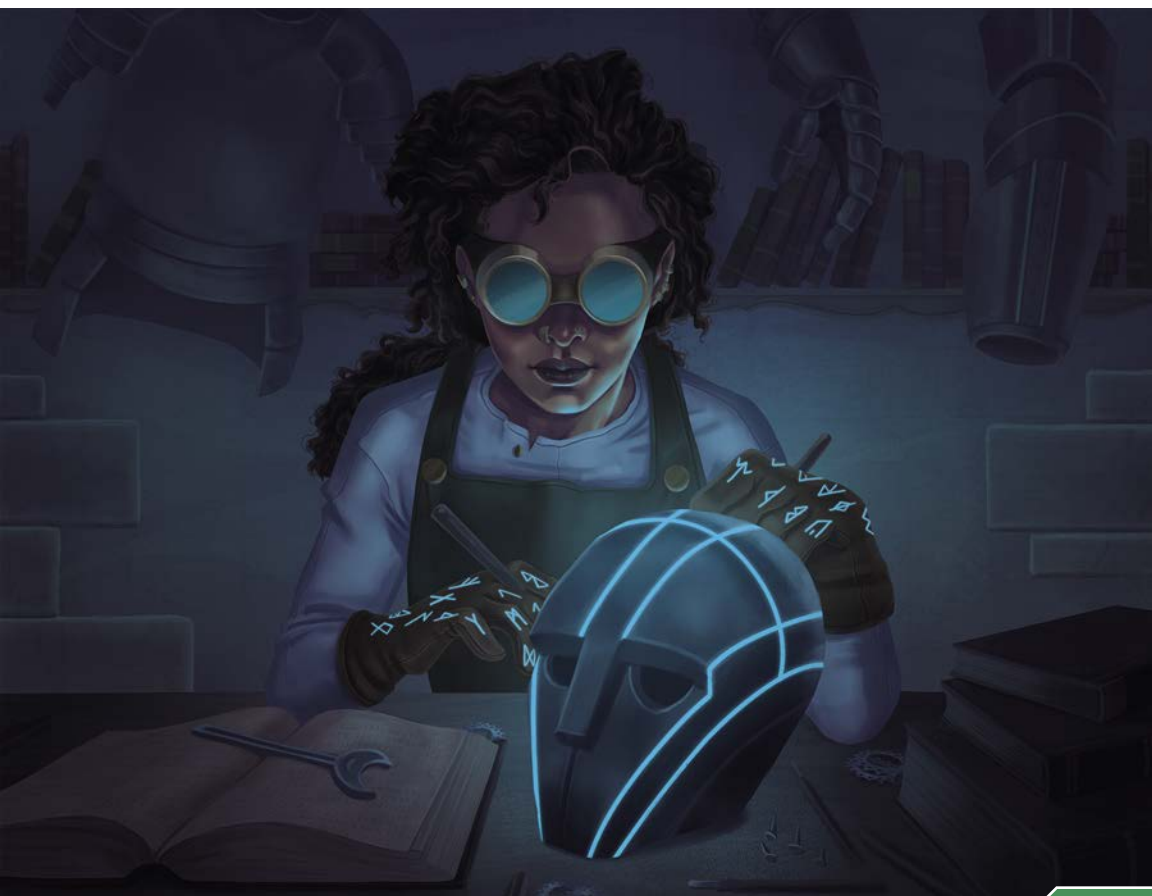
Aspects

Characters get aspects as described in *Fate Core*.

Skills

Clockwinders use **skill modes**, bundles of skills that represent broad areas of competence. Modes are great for speeding up character creation. Instead of giving ratings to individual skills, pick three modes and rate one at Good (+3), one at Fair (+2), and one at Average (+1). If you want to learn more about modes, read the *Fate System Toolkit* (page 29).

Once you choose your modes, you have 7 points to spend to improve skills. You can spend 1 point to turn a trained skill into a focused skill, improving its rating by one step. Likewise, you can spend 2 points to turn a focused skill into a specialized skill, improving its rating by another step. Skills cannot be improved beyond specialized.





The Modes

Aether Adepts have supernatural powers, though aether's corrosive nature could overpower them.

- **Skills:** Aether Use (extra), Crafts, Investigate, Lore, Will

Changelings were swapped by Fey for a human infant. They come in all shapes, sizes, and colors. When discovered, they are often shunned by folks. They all have tells, if you know where to look.

- **Skills:** Aether Use (extra), Deceive, Empathy, Notice, Physique

Chroniclers are those mastering and recording various spheres of academics and lore.

- **Skills:** Contacts, Investigate, Lore, Notice, Rapport

Clockwinders are the mechanics of clockwork constructs. They create and maintain (or destroy) using their skills at working aether and mechanica.

- **Skills:** Crafts, Investigate, Lore, Notice, Will

Explorers seek out forgotten cities and structures, especially those outside the Belt, reporting on wondrous and strange things.

- **Skills:** Athletics, Fight, Lore, Notice, Shoot

Merchants travel between cities buying and selling goods—most legal, some not so much, and some of Fey origin.

- **Skills:** Contacts, Deceive, Rapport, Resources, Will

Ruffians are thugs, baggers, highway folk, gifters...watch your coins!

- **Skills:** Burglary, Fight, Provoke, Shoot, Stealth

Wardens are professionals-at-arms. Soldiers, guards, and the watch alike.

- **Skills:** Athletics, Fight, Notice, Physique, Shoot

Stunts and Refresh

Characters start with 3 free stunts and 3 refresh.



Stress and Conditions

Characters start with two mental stress boxes and two physical stress boxes.

Improving your Athletics and Physique ratings will give you more physical and mental stress boxes, as in *Fate Core*.

PCs in *The Clockwinders* do not get consequences, but rather **conditions**. Essentially, conditions are prenamed consequences with multiple stress boxes, rather than one slot. You'll find all the info about conditions you'll need in the *Fate System Toolkit* (page 18).

Clockwinders have the following conditions:

- 1 ANGRY (fleeting)
- 1 PANICKED (fleeting)
- 2 EXHAUSTED (sticky)
- 2 HUNGRY (sticky)
- 4 4 DISCOURAGED (lasting)
- 4 4 WOUNDED (lasting)

Aether Use (Extra)

Permissions: One aspect that establishes your commitment to wielding the awesome power of the aether.

Cost: Aspect slot (for the permission), stunt/refresh, mode slot

Your aspect allows you to take the self-teaching path of the aether.

Aspects

When you take the Aether Use extra, you get these character aspects:

- MAGIC IS UNPREDICTABLE AND STRONG
- AETHER CONNECTS ALL THINGS
- AETHER CONCEDES NOTHING WITHOUT SACRIFICE

Skills

You can also use Lore, beyond its normal uses, to demonstrate and use your knowledge of aether.

Stunts

You get one free stunt from those below, and you can buy more of these stunts by spending refresh, as normal.

Boon: By taking a quiet moment to attune to another's aura, you can ready them for the coming circumstances. Once per scene, you can grant a +2 or -2 to another character's action after the roll but before the result is resolved.

Earth Invocation: You gather the aether about yourself, illuminating your aura and making yourself stronger, faster for a time. But this comes at a cost of physical exhaustion or hunger. You can mark a fleeting condition to gain +4 to a physical action.

Hex: Aether is a change agent for chaos. You can shower a target with aether, shuffling the endless possibilities for them. Once per scene, you can spend a fate point to force a player or GM to discard cards from their hand and then draw new cards in equal number, or to force a re-roll.

Jinx: You can tug at the threads of opportunities, nudging mishaps or yanking successes away. Swap a card from your hand with a card just played, so the current action resolves using the new card.

Webs of Aether: Like an aether spider, you can spin webs of force from the aether. Once per scene, you can place an aspect representing a web of aether force—such as **CAUGHT IN A WEB**—with one free invoke on someone else.

NEW MECHANICS IN *THE CLOCKWINDERS*

Using the Deck of Fate

We strongly recommend that you use the Deck of Fate when playing *The Clockwinders*. To use the Deck of Fate, follow the rules in this section.

At the start of each scene, each player draws a hand of cards equal in number to their refresh, and the GM draws cards equal in number to the number of players in the scene.

When taking an action, whether you are a player or the GM, you must play a card from your hand **or** draw and play the top card from the deck.

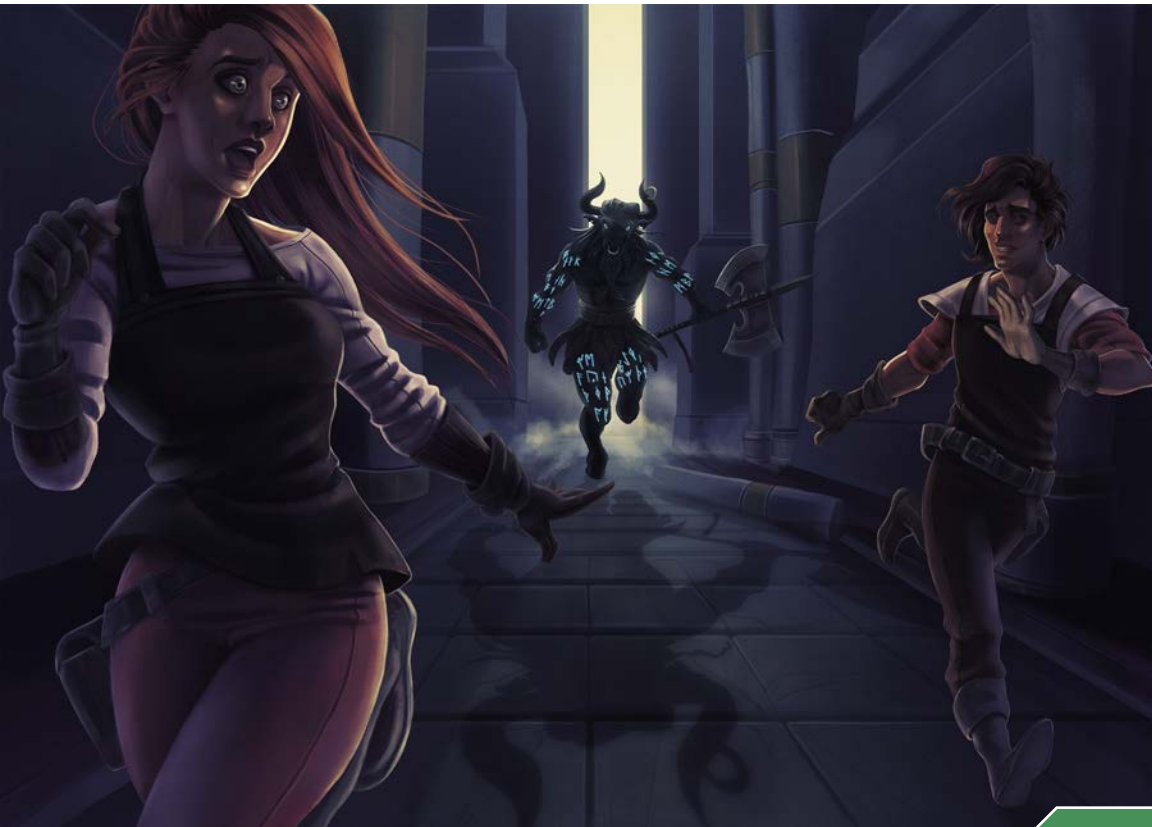
Whenever you would spend a fate point, you must play a card instead. Whenever you would gain a fate point, draw a card.

When you use a boost or free invoke, draw an extra card into your hand.

You can play a card from your hand to invoke an aspect against an opponent, replacing their played card with your played card.

After an Eclipse card is played and resolved, everyone discards their hand of cards. Then, shuffle the discard pile and the deck, and deal cards as if it were a new scene!

At the end of a scene, each player discards their hands of cards, but the GM keeps theirs.



Though they hope to move quickly through the caverns inhabited by Karuk, Oscar and Theresa decide stealth is more important than speed. Since it's the start of the scene, each player draws three cards, equal to their refresh. Gail, the GM, draws two cards—one for each player in the scene.

The Clockwinder duo will need to sneak through the abandoned great halls of the outcast minotaur prince, using Stealth to overcome detection.

Theresa's Stealth is Fair (+2), and she plays a +2 card from her hand, beating the opposition by one shift.

Oscar's up. Gail compels his CLUMSY UNDER PRESSURE, so Oscar gets to draw a card. The opposition for him goes from Good (+3) to Superb (+5). Rather than playing a card from his hand, Oscar draws and plays a card from the deck. Unfortunately, it's a -1 card, which adds to his Average (+1) Stealth to give a Mediocre (+0) result—not enough to avoid detection.

Later, the pair is racing through the maze of corridors as the minotaur prince ruthlessly stalks them.

Theresa wants to mislead the minotaur with a false trail by using some of their gear and food. The minotaur provides active opposition—his Notice is Good (+3)—and Gail plays a +3 card, making his result Fantastic (+6)! However, Theresa has been saving a -4 card all session. She invokes the minotaur's ANGRY ALL THE TIME aspect against him and replaces the +3 card with her -4 card, making the minotaur's result Poor (-1)—far easier to overcome! Theresa's Deceive is Mediocre (+0) and she plays a +1 card, so her Average (+1) result beats the minotaur's result by two shifts. Gail describes the raving minotaur being thrown off their trail and storming the halls above the PCs.

The scene winds down as the Clockwinders leave the prince's cavern maze and the Cloud Mountain complex. Oscar and Theresa discard all their cards. Gail still has one card left and keeps it. She'll add it to her hand of cards in the next scene.

The Adventure Track

If you are playing for multiple sessions or missions, you can use an **adventure track** to track the adventure. The adventure track is a Fate fractal that has conditions, which can be marked to absorb stress, assuming it makes sense in the fiction. Likewise, encounters can add stress to the adventure track.

For example, in the *Cadvini Crisis*, mishaps in the adventure to repair the movement cores can mark conditions on the adventure track instead of marking stress or conditions on the PCs. Some conditions can start the game marked, which creates obstacles and complications to be overcome in play.

Across many sessions, the adventure track can gain and lose aspects. For example, if the characters have saved the town of Gethe from aether witches, the adventure track might gain the aspect **HEROES OF GETHE**—or the aspect **HUNTED BY THE WITCHES OF GETHE** if the townsfolk were more meh than thankful.

Here are some example conditions for the adventure track:

2 TAINTED AETHER CRYSTALS (sticky)

These crystals taint all aether use in the area in a random way and provide a healthy dose of bad karma. The taint can be removed by performing a cleansing ritual.

2 LOST (sticky)

You can't get to where you want without knowing where you are. You might try to clear this condition by asking for directions or finding landmarks or a map!

2 BROKEN TOOLS (sticky)

With broken tools, you're not likely to fix much, especially not movement cores! You might try to repair your tools or purchase new ones.

4 **4** PRESSED FOR TIME (lasting)

You're running out of time and now everything is critical, even mundane things.

4 **4** STALLED AND STUMPED (lasting)

Somehow you've gotten off track and blocked, and you haven't got a clue. Things don't look good. You might try retracing your steps or researching your surroundings or situation!

The hunt is on to capture Cevna the witch. This adventure could have the following conditions.

1 CEVNA'S SPIES ARE IN THE KNOW (fleeting)

This could get marked for stress during any failed social interactions with the townsfolk of Halogi Forges. The gossiping of the nosey outsiders will alert Cevna's spies.

2 UNWANTED ATTENTION OF THE HUNT (sticky)

This could get marked for failed uses of aether, which might attract the attention of the Fey of the Wild Hunt and Roland the Black.

4 **4** CEVNA ESCAPES AGAIN! (lasting)

This could get marked during encounters with Cevna in her lab.

For the *Cadvini Crisis*, the delicate status of the movement cores is described using the following conditions. The movement cores are an interconnected system, think fingers on a hand. The world immediately changes with the loss of two or three fingers...especially thumbs.

1 SIMPLE CLEANING (fleeting)

1 NORMAL MAINTENANCE (fleeting)

1 HEAVY MAINTENANCE (fleeting)

Aether is leaking near the core. Easily detectable with aether skills and ready for harvesting. The Cadvini Crisis begins with this and the previous two conditions marked.

1 REPAIRS NEEDED (fleeting)

Aether rips emerge around the core. Aether use becomes stronger but more unstable.

2 MAJOR REPAIRS NEEDED (sticky)

The area near the core becomes a hunting ground for beasts crossing through the aether and out through the rips into Cadvini.

2 SYSTEM DAMAGE (sticky)

Violent weather impacts the area. Aether erupts from the land, bodies of water, and even clouds.

4**4** CATASTROPHIC FAILURES (lasting)

Should the last condition, CATASTROPHIC FAILURES, be marked, the end times have arrived!

Using an action to repair a movement core will clear one condition per movement core location on the adventure track. When all the conditions are clear, the movement cores will prevent Cadvini from continuing its catastrophic rotation and all the aether leaks will be sealed, making aether a depleting resource.

THE DAWN PALACE

Aspects: ANCIENT, IMPREGNABLE TOWER; EVERYTHING IS FALLING APART; THESE WEBS ARE EVERYWHERE; IT'S A LONG WAY DOWN (OR UP)

The Dawn Palace is an aged, baroque manor built on top of an older estate, and is the most sunward habitation on Cadvini. There is a stone garden, a series of megalithic stones inscribed with glyphs, some still undeciphered, other only viewable at specific times. The palace houses just under a hundred people—staff, instructors, and Clockwinders. It could easily hold thrice that number.

East of the Dawn Palace are the glyph stones, which have begun smoldering as the edge of the sunward side creeps toward the field where they stand. The stones are far older than the palace, and it is unknown who carved them or placed them or even why the glyphs—which seem etched onto the stones—morph and change.

These changing glyphs hold lore that predates written records, and they are the most sunward piece of accepted history Cadvini has. However, not all the stones that comprise the wall have been decoded. There is heated debate about how to translate and interpret them, but what is clear and undisputed is the image of a dragonness, a Fey champion, and a human king and queen depicted around a well. But what it means remains a mystery.

Standing apart from the palace is a clock tower with a grand bell, housed forty feet up. This tower, a mix of stonework and wood, houses a movement core that has not seen maintenance in generations. No one even remembers how the doors got stuck or how to get inside.

The Cadvini Crisis

The clock tower holds a movement core—trouble is, the intricately carved entry doors are stuck fast and no one has discovered another way in. Resetting this core gives the Clockwinders access to a rail car for use on the old clockwork railroad, which connects to most other movement cores.

- Will gaining access to the tower cost them greatly?
- Will anyone suffer the aether spider's poison?
- Will the Clockwinders make use of the rail cars?



The Tower of the Movement Core

Much of the structure inside the tower is rotted and failing. The tower has three levels, and access to the movement core's innards is at ground level.

The movement core is located inside a massive handcrafted grandfather clock. Much of the glass is broken, and the wood is rotted in several places. The aether weights are spent and must be replaced, and its parts need heavy cleaning.

Aether spiders nest in the upper rafters, stalking the shadows in search of prey, trapping with webs of aether or striking with venomous bites. The spiders move around the tower as if they're one being—a tactic meant to unsettle their prey—until they are discovered or can surprise the Clockwinders with their numbers. The Clockwinders can replace the aether quartz weights with a corpse of an aether spider.

If the Clockwinders search the tower, they'll discover a rail platform underneath. One rail car is housed and able to travel after some small repairs.

Giant Aether Spider

ASPECTS

High Concept: CREEPY PREDATOR

Trouble: ALWAYS HUNGRY

Other Aspects: WALKS ON WALLS; POISONOUS; WEBS OF AETHER

SKILLS

Good (+3) Fey

Athletics

Fight

Physique

Shoot (aether webs)

Stealth* Great (+4)

STUNTS

Poisonous: Like their mundane cousins, these spiders pack a poison bite, though of aetheric nature. By spending an action and a fate point, they can inflict a mild condition on someone in their zone.

STRESS

Physical **1** **2** **3**

CONDITIONS

2 FRIGHTENED (sticky)

NOTES

In the light, these creatures appear large as ponies and brightly colored. However, they seem to melt into shadows and dim light, making their shape and colors nearly meaningless. They are creatures of aether, so they are found near aether sources and can be harvested to make aether crystals.

ELAINE FORBEN, CHIEF CLOCKWINDER CUSTODIAN

A woman in her early twenties, Chief Forben is the head of the Clockwinder organization and oversees all of their events and activities. She knows well that the Clockwinders aren't prepared to deal with this crisis and wants to fix that. She knows she lacks knowledge and experience and will want to add those assets to her toolbelt. Initially Chief Forben is useful for assigning orders, tasks, and missions to the Clockwinders. Later, as the Clockwinders establish themselves, their relationship to Forben can become more of a partnership.

HECTOR HULANO, DAN PALACE GROUNDSKEEPER

Hector is among the last of the truly active Clockwinders. He did maintenance tours at the movement cores, doing hands-on repairs, and has dealt with aether anomalies. He was even present at the first battles with the Fey. For an old geezer, he's still built pretty solid, just not as spry, and the years of work are etched into his face and body. Hector knows a great deal about most mechanical things surrounding the movement cores as well as their history.

Hector wants to see the forgotten movement core at the Cloud Gate Mountains. During the Fey conflicts, his flight of Clockwinders held Fort Halogi while another was sent to the Cloud Gate Mountains to pursue a band of Fey. He's never been to the Cloud Gate core, but he is the last Clockwinder who knows it was the first core.

Elaine Forben

ASPECTS

High Concept:

CHIEF CLOCKWINDER
CUSTODIAN

Trouble: YOUNG PROTÉGÉ

Other Aspects: ALL WORK, ALL THE
TIME

SKILLS

Good (+3) Changeling

Aether Use
Deceive
Empathy
Notice* Great (+4)
Physique

Fair (+2) Chronicler

Contacts
Investigate
Lore
Rapport

STRESS

Physical **1 2 3**
Mental **1 2 3**

Hector Hulano

ASPECTS

High Concept:

VETERAN CLOCKWINDER

Trouble: TOO OLD FOR THIS STUFF

Other Aspects: MASTER CRAFTER

SKILLS

Great (+4) Clockwinder

Crafts
Notice
Resources

Mr. Fix-It: Once per scene, Hector can gain +3 to Crafts when repairing clockwork devices.

STRESS

Physical **1 2 3**
Mental **1 2 3**

THE AETHER SWAMPS

Aspects: EVERYTHING IS A PREDATOR HERE; NOT A DRY INCH

The Aether Swamps are huge tracts running almost the width of the Belt, covered in aether fog. A dense forest of gnarled trees makes travel by horse difficult and slow-going. A few villages are scattered around the core of the swamp, built in the massive trees. Quickswamps are scattered throughout the swamp, attracting predators that take advantage of trapped prey...including Clockwinders. The swamps are full of savage wildlife—even the flora can be deadly—and are home to a group of wild folk that outsiders call the Wilders. Sporting decorative masks made from animals and plants, they are skilled and stealthy hunters, often vanishing into the fog.

In one section of the swamp is a neatly manicured grove, where an eight-foot humanoid construct with a moose head stands watch. When it becomes aware of nearby folks, it activates. Broken and paranoid, this Clockwinder golem can access the movement core half sunken in the swamp. However, it can no longer identify friend or foe, so everyone is foe. To raise the accessway to the movement core, the golem must stand on a keystone, which is somewhat submerged. The golem will physically remove nearby folks, preventing anyone from getting too close to the core. The Clockwinders can fight the golem to damage it or attempt to repair it. The golem's core can only be accessed and repaired via an access panel on its torso.

The Cadvini Crisis

The swamps are full of boggy quicksand that swallows terrain and structures. The rail has sunk here and no longer crosses this land. The Clockwinders must brave the terrain to find the movement core and reset it. They first encounter the Fey here, a spring Fey and its bog constructs. A clockwork golem that guards the movement core could be of use or harm.

- Will the spring Fey be appeased?
- Will the Clockwinders be able to repair the clockwork golem?
- Will the Clockwinders survive the swamp's hazards?

The Movement Core

The Clockwinders have a challenge ahead of them. The movement core chambers are water-damaged, and the passages are in various stages of flooding. Opening some doors makes this situation worse. The lower chamber holding the movement core is completely flooded and must be drained before any work on the core can be done. The core is submerged and has seen no maintenance in a long time. The quartz might not even be strong enough to do its job.

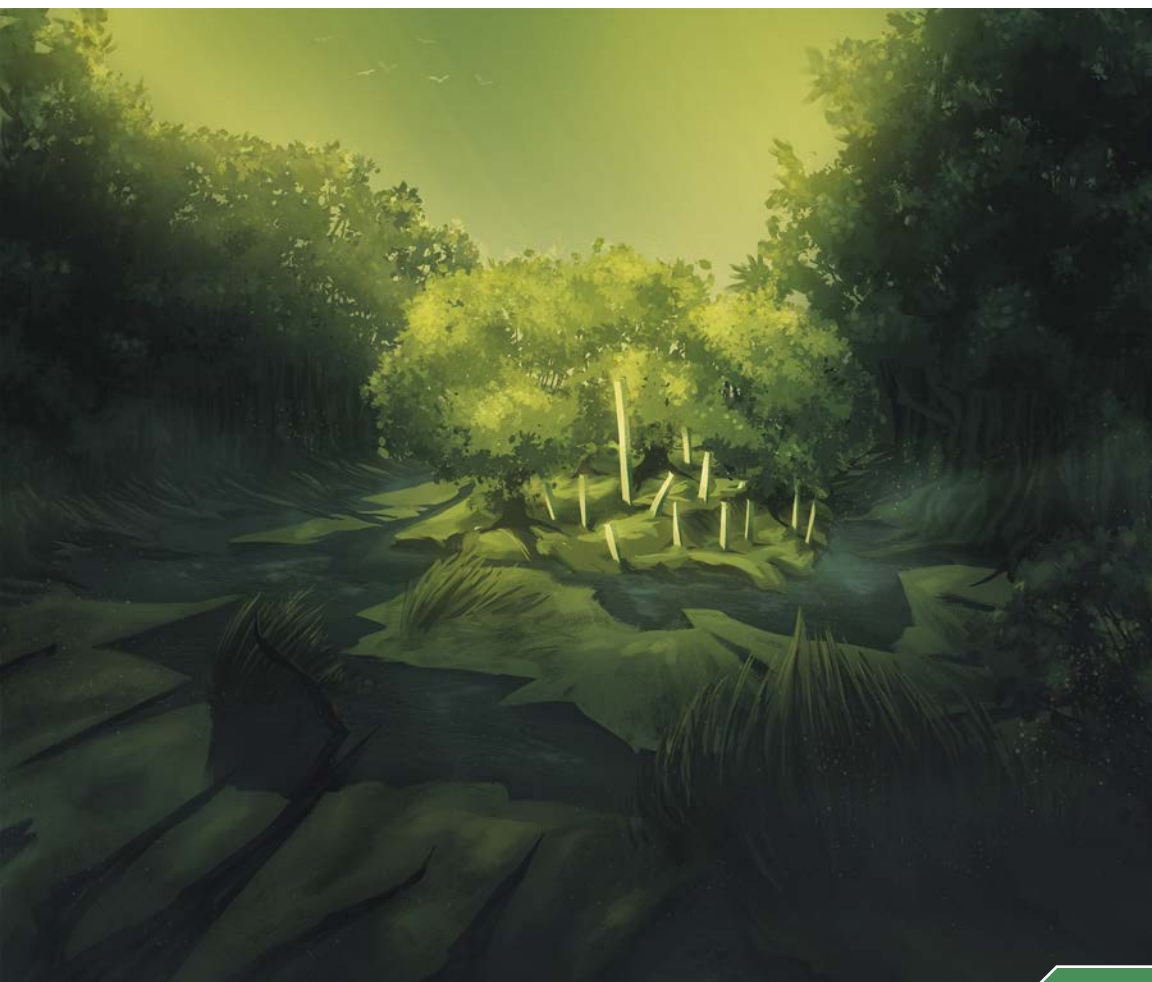
During their trek through the swamp, the Clockwinders will learn a bit about the Fey. If the golem survived intact, it might be useful for lore or as muscle when needed. It doesn't just know about the swamp—it also has lore about the Forgotten Tower.

Opening Situation

The rail from the Dawn Palace ends abruptly at a vast track of swampland and woods as far as the eye can see. A thick, musky fog sits all across the area. In the distance a small figure can be seen running about and swinging a hand net. It spots the Clockwinders and sprints to them. It is barely five feet tall, with cherubic facial features. “A challenge, a challenge!” it shouts. It removes its red cap and tosses it down with attitude, naming the challenge: “Catching locusts!”

This being, a spring Fey known as Uisine, is challenging the Clockwinders to a game of catching swamp locusts. Uisine merely wants to play. If the Clockwinders indulge, it’ll grant them a favor. If they don’t play, then it’ll create trouble during their time in the swamps, dogging them at every step and causing mayhem. You might even add to the adventure track.

If the Clockwinders do choose to play, run it as a contest of Uisine versus the Clockwinders to overcome the speedy locusts. The first to three victories wins.



UISINE

The spring Fey is quick-tempered, but not deadly or murderous. How the Clockwinders deal with Uisine can move them to a path of murderous revenge later! Uisine is a young, or spring, Fey. It can shape-shift into a large, swamp crocodile. Should the PCs participate in its contest and lose, it can change you into a bog beast for 33 hours. Uisine wants to play, particularly child-like games such as tag, racing, or, in this case, catching locusts.

Uisine the Troublesome

ASPECTS

High Concept: TROUBLESOME FEY

Trouble: HOTHEADED

Other Aspects: GIANT CROC

SHAPE-SHIFTER; SWAMP-WISE

SKILLS

Good (+3) Fey Exile

Athletics

Provoke

Physique

Notice* Great (+4)

Will

Average (+1) Commoner

Fight

Lore

STUNTS

Armor of Fear: Uisine can use Provoke to defend against Fight attacks, until they are dealt stress. Opponents will hesitate to attack until they see that Uisine can be hurt.

STRESS

Physical **1** **2** **3**

CONDITIONS

1 FRUSTRATED (fleeting)

2 FURIOUS (sticky)

Bog Creatures

ASPECTS

SHAPECHANGED CONTEST-LOSERS

SKILLS

Average (+1) Ruffians

Burglary

Fight

Provoke

Shoot

Stealth

STUNTS

Bog Breath: Bog creatures have a vile, wretched stench that they can project. Once per conflict, when it succeeds at an unarmed attack, a bog creature can place STUNNED with a free invocation on the defender.

STRESS

Physical **1** **2** **3**

Locusts

ASPECTS

High Concept: SWAMP BUG

Trouble: NASTY TEMPERED

Other Aspects: FAST FLYERS

SKILLS

Fair (+2) Fey

Athletics

Notice

STRESS

Physical **1** **1**

LOCUSTS!

These fist-sized swamp bugs have nasty stingers full of a hallucinogenic poison.

THE CLOCKWORK GOLEM

The Clockwinders built aether-powered automatons to provide muscle and store aether and rites. Many were destroyed in battles against the Fey, and most are lost to memory because they were deployed out in remote, now forgotten, sites. This golem, Arctus-J4, is malfunctioning. It is an impressive eight-foot-tall piece of clockwork, with three arms and a taxidermied moose head.

Arctus-J4

ASPECTS

High Concept: IMPLACABLE CONSTRUCT

Trouble: BROKEN MECHANISMS

Other Aspects: MOVEMENT CORE KEY;
FOUNTAIN OF CLOCKWORK LORE

SKILLS

Good (+3) Construct

Athletics

Fight

Fair (+2) Clockwinder Administrator

Lore

Notice

STRESS

Physical **1** **2** **3**

Mental **1** **2**

CONDITIONS

1 CONFUSED (fleeting)

2 SHUT DOWN (sticky)

STUNTS

Heavy Hitter: When the golem attacks with Fight and succeeds with style, it can forgo gaining a boost to gain a situation aspect with a free invoke.

Clockwinder Expert: The golem has been in service for several generations and has a perfect memory. It gains +2 to create advantages with Lore when using Clockwinder history.



HALOGI FORGES

Aspects: SMALL-TOWN DRAMA; REVERENCE FOR THE CLOCKWINDERS OF OLD

Halogi was once an impressive site, but today the gates are corroded, the grounds overgrown. Her grand visitor halls are fouled. The forges were once the best place to see the master-crafted works of the finest smiths in creation. It is now the lair of a pack of aether elementals. Built into the hills just west of the Killian River, the walls of the forge towers are in ruin, overgrown and barely recognizable.

Deep inside the twisted maze-like halls and shafts is a pack of elemental salamanders. Created from the aether, they consume minerals and rock. They are intelligent yet xenophobic. They once powered the mighty forges of Halogi, but have been stranded without purpose ever since the forges were abandoned.

If provoked, the fire elementals will attack. They know the halls of Halogi well and will use guerrilla tactics. The salamanders will also aggressively discourage intruders from going beyond the visitor halls, which is necessary to find the movement cores located further inside.

Across the Killian River are three small towns: Moone, Gethe, and Raune. Moone is a fishing town close to the river. Gethe and Raune are towns of farmers and trappers. By trading fish, harvest, and game, the three towns support each other.

Treasure hunters trek out to the forges from the three towns. The survivors return with stories about the savage fire elementals in the forges and occasionally about actual treasure.

Conrad Gullyvane is the unifying voice of the three towns. He comes from a long line of strong farmers and stronger love for community. He helped establish the partnerships between the towns that exist today. He is not the man with the answers, but he is the guy who pulls folks together to get a thing done.

Sam the Merchant is the name the townsfolk have given Sameinane. Sam moves small goods around the three towns, and he also trades with the fire elementals at the forges and with other Fey. Sam is a satyr. Satyrs are Fey, though many live close to the Cloud Gate Mountains. He hides his satyr nature by covering his shaved horns with a hat and by wearing a long work apron to hide his legs—his glamour ability also helps smooth out his appearance.

Fairly new to the towns are the aether witches Yevane and Vaughn. They are scouting for resources for their craft and wish to retrieve the aether quartz located in the movement core in the forge halls. Yevane has set up in the town of Moone as a reclusive woman named Doris. Vaughn lives in Gethe as a trapper. They both trade with Sam the traveling merchant when he comes through town, and they recognize him for the Fey he is.

The three towns are battling the aether fire elementals of the forges. And of course, the movement core is in the halls of the forges. With the core looted, some parts broken, and pieces missing, the Clockwinders have their work cut out for them. Then the witches that started the whole feud show up. They plan to collect the core's aether quartz during the townfolk's attack. This movement core contains a clockwork display of the location of other cores and the state of those cores.

The Halogi Movement Core

Repairing this core requires overcoming Good (+3) difficulty, assuming the aether quartz is still present.

Once repaired, the core presents a display panel, laying out a map of the other movement cores and showing their status. Green is good, yellow means repairs are needed, and red means critical repairs are needed. If you are not running a particular location in your game, its indicator is green.

- **Castle:** yellow
- **Swamp:** yellow
- **Maze:** red
- **Tower:** yellow
- **City:** red
- **Cloud:** no light

The Cadvini Crisis

The towns of Moone, Gethe, and Raune have been feuding with the elementals in the Halogi halls for several moons now. The townsfolk have formed up for battle when the Clockwinders arrive. The aether witches have worked up the townsfolk over a story about Doris's children being snatched by the forge elementals. Now the towns are ready for war. The witches plan to use the chaotic battle as cover to steal the aether quartz from the movement core in the Halogi Forges.

If the witches get to the quartz or their plan comes unraveled, they will make a run for Fort Utrecht. Creating phantom steeds from aether, they'll ride along the foothills and follow the river out to Fort Utrecht. This is a chase, as described in *Fate System Toolkit* (page 52). If they get away, add **AMBUSH AT FORT UTRECHT** to the adventure track.

- Will the witches get away with the movement core in secret?
- Will the townsfolk and elementals reach a truce?
- Will the witches get a warning off to Cevna, their mentor, at Fort Utrecht?

Conrad

ASPECTS

High Concept: TOWN LEADER

Trouble: STUBBORN AS A SWAMP OX

Other Aspects: PROTECT EVERY MEMBER OF THE TOWN

SKILLS

Fair (+2) Merchant

Contacts

Deceive

Rapport

Resources

Will

STUNTS

Our Hometown Guy: Conrad is a well-respected figure of the three towns. He gains +2 to Rapport when delivering an inspiring speech to a crowd.

STRESS

Physical **1 1 1**

Mental **1 2 3**

The Witches of Fort Utrecht

Two witches, Vaughn and Yevane, have lured the townsfolk into fighting the elementals at Halogi. Yevane posed as Doris, a mother whose children were kidnapped by the aether creatures from the forge while she was out gathering. With this distraction, the witches can steal the movement core's quartz stone and bring it to Cevna, their mentor, at Fort Utrecht.



Vaughn

ASPECTS

High Concept: ROOKIE AETHER WITCH

Trouble: OVERLY CAUTIOUS

Other Aspects: SNEAKY

SKILLS

Fair (+2) Aether Adept

Crafts

Investigate

Lore

Will

Average (+1) Ruffian

Burglary

Fight

Provoke

Shoot

Stealth

STUNTS

Shadow Walk: Once per scene, Vaughn can spend a fate point to vanish by stepping into darkness or shadows, placing the boost SHADOW WALKING on him. While he has SHADOW WALKING, no one can attack him or create an advantage against him until they remove the aspect by overcoming with Notice, discovering where he went. Otherwise, this aspect is removed once it is invoked, as normal.

STRESS

Physical **1 1 2**

Mental **1 2**

Yevane (“Doris”)

ASPECTS

High Concept: VETERAN AETHER WITCH

Trouble: FORCEFUL

Other Aspects: SURVIVAL AT ALL COSTS

SKILLS

Good (+3) Aether Adept

Crafts

Investigate

Lore

Will

Fair (+2) Ruffian

Burglary

Fight

Provoke

Shoot

Stealth

STUNTS

Bolts of Aether: Yevane can attack with Lore by firing crackling bolts of aether at targets in her zone.

STRESS

Physical **1****2**

Mental **1****2****2**

CONDITIONS

2 OVERCONFIDENT (sticky)

2 OVERZEALOUS (sticky)



Feral Fairies

ASPECTS

High Concept: TINY FEY PIRANHA

Trouble: AETHER-STARVED

SKILLS

Good (+3) Aether Beasts

Fight

Notice

Average (+1) Sneaker

Athletics

Stealth

STRESS

Physical **1** **2**

CONDITIONS

2 HURT (sticky)



Aether Salamander

ASPECTS

High Concept: AETHER ELEMENTAL CREATURE

Trouble: XENOPHOBIC

Other Aspects: BURROWER

SKILLS

Good (+3) Aether Beast

Fight

Notice

Average (+1) Sneaker

Athletics

Stealth

STUNTS

Killer Tail: Salamanders have a powerful tail they use to move and fight. Once per scene, when a salamander causes an opponent to take a condition, it can spend a fate point to increase the condition's severity by one step: fleeting becomes sticky, and sticky becomes lasting. If its opponent would take a lasting condition, they must take both the lasting condition and another condition of any severity or else be taken out.

STRESS

Physical **1** **1** **1**

Mental **1** **2**

CONDITIONS

2 ANNOYED (sticky)

4 **4** HURT (lasting)

RUINS OF FORT UTRECHT

Aspects: FOLKS ALWAYS GET LOST; FULL OF GHOSTS

Edge River runs through the massive forest of Ghost Wood. The town of Edge River is a healthy-sized town of superstitious but peaceful, hard-working folk who fish, farm, and trap. The townsfolk are friendly and hospitable to a fault until the conversation turns to Fort Utrecht. They then become very reserved and short, but not rude. They become anxious and unhelpful when the matter turns to Cevna or witches. Without intervention, some townsfolk will get word to Cevna about the strangers.

The Ghost Wood is a large, overgrown tract of forest that folks rarely venture into. Few have traveled very deep and returned. Somewhere in its depths are the ruins of Fort Utrecht. Wraiths patrol the wood and will engage all travelers.

The long-abandoned Fort Utrecht lies deeper in Ghost Wood. Its strange, monolithic blue stone walls have been breached by the forest's trees and overgrowth. The forest covers most signs of the battles fought here, and old sun-cannon mounts and broken troll rams are scattered about the grounds. Three wraiths are posted around the fort, and their leader holds the spirit of the indomitable Commodore Jenkins.

The Utrecht movement core is located in the inner court of the fort. It was once the focal piece of the fort, but much of it has been looted and left unkempt. It is missing its aether quartz and its pendulum requires adjustments. The core is protected by aether magic that must be overcome before any repairs can be made. The aether ward distorts space, keeping trespassers from getting close to the movement core. Getting through the aether magic and repairing the movement core requires overcoming Great (+4) difficulty.

Living in the fort is Cevna, an aether witch who is very good at her craft. She wants to keep the aether energies flowing. Repairing the movement cores will stop this, and she knows it. She would rather destroy the aether stones—knowing that more can be made—to give herself time to deal with the Clockwinders. She crafts wraiths and practices her art here, close to the movement core inside the fort. If discovered, she abandons the fort to craft another day.



The Cadvini Crisis

The ruins in Ghost Wood are the base of operations for Cevna the eldritch witch and her wraith constructs. The fearful townsfolk of Edge River will be of little help when it comes to the witch or locating the movement core. Some may even alert Cevna of the Clockwinders' presence.

The outcome of the mission at the Halogi Forges might affect this. If the witches escaped with the Halogi quartz, then Cevna has two crystals as well as the help of Vaughn, Yevane, or both. If the witches were foiled at Halogi, Cevna may be on her own. As a last resort, Cevna will send wraiths to assault Edge River so she can make her escape.

- Will the Clockwinders get the townsfolk to help them?
- Will they get any of the quartz stones from Cevna?
- Will they stop the wraiths' assault on the town?
- Will the movement core be restored?

If things begin to look bad for her, she plans to escape. She'll stow her quartz crystals in wraiths and send all them out to Edge River to destroy the town and its residents. One or two wraiths carrying the quartz will self-destruct, devastating the town. One will certainly be the commodore, if possible. This quartz is needed to fix the movement core, so the PCs must get the crystals back or commission new ones at the Dawn Palace.

If the Clockwinders bypass the wraith patrol, then it's a contest: Can they find her before she arms the wraiths with the quartz stones? In either case, she will still send eight wraiths off to attack Edge River, then make her way through Ghost Wood to the river where she has a cache and a small boat to escape with. She will negotiate for her safety and freedom.

Wraiths

Wraiths are constructs of aether forces and stolen spirits. They do not remember who they once were and are troubled by flashes of their memories. Wraiths are large and powerful, though they move with a speed that belies their size.

Commodore Jenkins

Commodore Jenkins led the last battle of Fort Utrecht and held it against an ogre warband. Cevna found the dying commodore and stole her spirit, entombing it in a wraith shell.

Cevna

ASPECTS

High Concept: AWESOME AETHER WITCH!

Trouble: LUSTS FOR POWER

Other Aspects: THREE STEPS AHEAD

SKILLS

Great (+4) Aether Witch

Deceive

Lore

Notice

Rapport

Fair (+2) Queen-pin

Athletics

Fight

Resources

STUNTS

Curses: Cevna will lock eyes with her victim and speak the vulgar tongue, making them **CURSED**. Removing this situation aspect requires overcoming Good (+3) difficulty.

STRESS

Physical **1** **2**

Mental **1** **2** **3**

CONDITIONS

1 ANGRY (fleeting)

2 EXHAUSTED (sticky)

2 OUT OF OPTIONS (sticky)

4 **4** FRANTIC! (lasting)

NOTES

Cevna has an aether stone from the movement core.



Wraith

ASPECTS

High Concept: AETHER CONSTRUCT

Trouble: OLD MEMORIES

Other Aspects: BULL IN A GLASS SHOP

SKILLS

Fair (+2) Aether Construct

Fight

Shoot

STUNTS

Tough as Nails: Once per session, you can spend a fate point to turn a moderate physical consequence into a minor physical consequence or to clear a physical mild consequence.

STRESS

Physical **1 2 2**

Mental **1 1**

CONDITIONS

4 4 SHELL BREACHED (lasting)

Commodore Jenkins

ASPECTS

High Concept: UNIQUE ELDRITCH CONSTRUCT

Trouble: WAR MEMORIES

Other Aspects: WAR HAWK

SKILLS

Good (+3) Commodore

Fight

Notice

Provoke

Shoot

Will

STUNTS

Tough as Nails: Once per session, you can spend a fate point to turn a moderate physical consequence into a minor physical consequence or to clear a physical mild consequence.

STRESS

Physical **1 2 3**

Mental **1 1 2**

CONDITIONS

2 BREACHED (sticky)

4 4 BROKEN (lasting)

NOTES

May have an aether quartz.



CARCADIA FREEHOLD

Aspects: THE GRAND CITY OF MARKETS; A MAZE OF AVENUES

They say if you can't buy it in Carcadia, it doesn't exist. No guarantee you'll like the price, though.

The road to Carcadia Freehold is a rough one for small parties. Many a caravan or lone traveler has been trampled by the local gang of rhino-riding raiders, all within sight of Carcadia's outer walls. Their swift and massive rhinos terrify travelers, most of whom abandon their goods to run for safety. The raiders also use flintlock long arms to discourage any heroics.

The Cadvini Crisis

Two threats await all Clockwinders hoping to repair the movement core in Carcadia: Roland the Magnificent and the Clockgrinders. Though they are familiar with each other and have the same ends, they are not friendly—they just stay out of each other's way.

- Can Roland the Magnificent get a deal from the Clockwinders?
- Seven is tough, but old. Will he survive a battle with the Clockwinders? Will Rashel the Clockgrinder avenge him if he doesn't?
- Will the Clockwinders discover and exploit an overlap of interest between Roland and the Clockgrinders?

Exploring the Markets

Carcadia Freehold is a city-sized open-air marketplace, tucked away between the foothills of the Winter Mountains and the Frost Sea. The seaside of the city has several ports onto the sea. There are several vendors hawking wares scattered throughout the city and in hidden markets. Even at night there are deals to be had. The markets are filled with the fragrant smells of spices, cooked meats, sweetbreads, and incense. With giant stalls of wares all around, hawkers and criers keep the consumer herd moving—as do the swindlers, thugs, and pickpockets.

Five merchant families rule over Carcadia, together providing for the defense and wellbeing of its inhabitants. Like a pantheon, these families have taken up the aspects of the city they are responsible for. The Carrol family oversees all public relations, sales, and trade. The Waldermans are responsible for order and defense and the city watch. The laws and taxes come from the Faulks, while the Jayne family controls the underworld and illegal activities. And the Court of Roland—Fey, not family—handles all Fey affairs.



The Clockgrinders

A group of former Clockwinders, known as the Clockgrinders, has taken control of the Carcadia movement core, from which they extract aether to process and sell at market. They are among the wealthiest merchants in Carcadia and aren't about to let that go. Just off center of the main plaza, there is a clock tower, built in true Clockwinder style, very much like the tower at the Dawn Palace. But this tower is a decoy, a death trap, built by the Clockgrinders.

Seven, Rashel, Wil, and Fern are the Clockgrinders, former Clockwinders who decided to make a score off aether and get rich. Seven knew that eventually some Clockwinders would come to Carcadia, so he has built the decoy clock tower to trap and discourage any repairs of the Carcadia movement core.

The tower is built to lure in trespassers, especially Clockwinders. Gaining entry through its doors and accessways is tricky, possibly annoying, but not difficult. Once inside the tower, an intruder will encounter an array of hidden pits that separate and move folks deeper into the tower, making escape more difficult. Granite bricks will fall and whole sections can collapse, closing off routes. Sand pits, snakes, and crazed trapped looters round out the threats.

Death-Trap Tower

ASPECTS

DARK AND TREACHEROUS; LETHAL TRAPS

SKILLS

Good (+3) Ruffian

Burglary

Fight

Provoke

Shoot

Stealth

STUNTS

Playing for Keeps: The “killer app” of the tower is a normal hall that totally collapses in on itself and drops into a lower cavern lake. Once per scene, it can deal a 2-stress hit without rolling and move everyone to a lower cavern lake.

STRESS

Physical **2 2 4**

The Court of Roland

Roland the Magnificent holds court over the Fey in Carcadia—they know Roland the Magnificent is the law and order, and Roland the Black is its implementer and executor. Both Rolands are rarely seen together, and most non-Fey assume they're the same person, despite rather stark differences. Roland the Magnificent is a social creature—discussion and debate are his tools. Roland the Black is all about execution of order—the Fey of the Wild Hunt, his tools of justice. They are a violently focused and possessed posse of Fey. The Rolands can form them at will from nearby Fey for a single purpose before they are released from the geas.

Roland the Magnificent is most interested in the Clockwinder agenda, especially if it includes repair of all the towers. He has a bounty out for a live Clockwinder, and if his ruffians manage to capture one, Roland will attempt first to bribe or persuade them over coffee and sweet breads, to sabotage their repair missions. Failing that, Roland will attempt to capture another Clockwinder. Rinse and repeat as long as they're in town. Roland the Black travels between the movement cores making sure they don't all get repaired. Having an insider on the Clockwinder team would be a big boon.

Battle for the Real Movement Core

The movement core is where it always was. Carcadia was once a small trading post with two towers, one of which was the movement core. Today, the walls of Carcadia sport over a hundred towers, but the core is still in its original tower, at the northernmost point of the city.

The core has been disassembled, and other parts for extracting aether have been installed. The Clockgrinders live close to the tower and keep careful watch on it. The challenges: find the parts needed to rebuild the core, and keep the Clockgrinders from interfering.

Seven leads the Clockgrinders and is the oldest among them. He is ready to retire, wealthy, and has trained his daughter, Rashel, to take his place.

WIL AND FERN, CLOCKGRINDERS

Both Wil and Fern started out as young Clockwinders working under Seven. They stayed with him as he started carving out a life outside of being a Clockwinder and providing a good life for his daughter Rashel. They are treated well by Seven, but they are well aware that Rashel is Seven's strength...and weakness.

Rashel

ASPECTS

High Concept: DADDY'S GIRL

Trouble: COMPETITIVE

Other Aspects: DEVOTED
CLOCKGRINDER

SKILLS

Fair (+2) Clockwinder

Contacts

Crafts

Lore

Notice

Rapport

STRESS

Physical **1****2**

Mental **1****2**

CONDITIONS

2 HURT (sticky)

NOTES

Seven's only child. Being a Clockgrinder is all she knows, and she knows it well.

Seven

ASPECTS

High Concept:

ELITE CLOCKWINDER

Trouble: TOO OLD FOR THIS...

Other Aspects: BEEN TO THE RODEO

SKILLS

Good (+3) Clockwinder

Crafts

Lore* Great (+4)

Notice* Great (+4)

Rapport

Will

Fair (+2) Explorer

Athletics

Fight

Shoot

STUNTS

I've Heard of You: Seven's story is widespread. When dealing with people who have heard of him, he gains +2 to Provoke or Rapport. Also, he can spend a fate point to declare that someone has heard of him.

STRESS

Physical **1****2****4**

Mental **1****2**

CONDITIONS

1 DISTRACTED (fleeting)

2 OLD WOUNDS (sticky)





Roland the Magnificent, Winter Elf

ASPECTS

High Concept: MAGISTRATE OF ALL FEY ON CADVINI

Trouble: TALKATIVE

Other Aspects: FEY CHAMPION; EVERYONE'S BEST FRIEND

SKILLS

Great (+4) Merchant

Contacts

Deceive

Rapport

Resources

Will

Good (+3) Fey

Adept

Athletics

Fight

Shoot

Stealth

STRESS

Physical **1 2 4**

Mental **1 2 4**

CONDITIONS

1 DISTRACTED (fleeting)

2 TESTY (sticky)

4 4 BROKEN (lasting)

Wil and Fern

ASPECTS

High Concept: THE BONNIE AND CLYDE OF CLOCKGRINDERS

Trouble: CODEPENDENT

SKILLS

Fair (+2) Clockgrinders

Lore

Notice

Rapport

Will

Fair (+2) Ruffians

Burglary

Fight

Provoke

Shoot

Stealth

STRESS

Physical **1 1 2**

Mental **2**



Roland the Black, Winter Elf

ASPECTS

High Concept: EXECUTOR OF ORDER

Trouble: THE JOB IS EVERYTHING

Other Aspects: PROTECT THE FEY
WORLD FROM AETHER DRAIN

SKILLS

Great (+4) Fey

Adept

Athletics

Fight

Shoot

Stealth

STUNTS

Shade of the Executor: Roland has a disturbing presence that unsettles crowds. Once per scene, Roland can spend a fate point to try to intimidate all opponents in the scene using Fight, giving each an aspect representing his intimidation to each.

Use the Aether: Gain +2 to create advantages using Adept in physical combat.

Killing Stroke: Once per scene, when Roland causes an opponent to take a condition, he can spend a fate point to increase its severity by one step. If his opponent would take a lasting condition, they must take both the lasting condition and another condition of any severity or else be taken out.

STRESS

Physical **1** **2** **3**

Mental **1** **2** **3**

CONDITIONS

2 FRIGHTENED (sticky)

The Fey of the Wild Hunt

ASPECTS

High Concept: SAVAGE FEY HUNTERS

SKILLS

Fair (+2) Ruffians
Burglary
Fight* Good (+3)
Provoke
Shoot* Good (+3)
Stealth* Good (+3)

Average (+1) Fey

Athletics
Physique

STUNTS

Glamour: Gain +2 to create advantages using aether.

STRESS

Physical **1** **2**
Mental **1** **1**

Market Ruffians (Mob)

ASPECTS

STICKY FINGERS

SKILLS

Fair (+2) Ruffian
Burglary
Fight
Provoke
Shoot (aether webs)
Stealth

STRESS

Physical **1** **2** **3**

CONDITIONS

2 FRIGHTENED OFF (sticky)

Rhino Raiders

ASPECTS

BRUTAL THUGS

SKILLS

Good (+3) Raiders
Drive (rhino)
Physique
Fight* Great (+4)
Fair (+2) Ruffians
Burglary
Provoke
Shoot
Stealth

STUNTS

Trample: While riding a rhino, a rhino rider can spend a fate point to attack using Drive.

STRESS

Physical **1** **2** **3**



CLOUD GATE MOUNTAINS

Aspects: THE TENGU HAVE THE HIGH GROUND; WE SEE EVERYTHING

The Cloud Gate Mountains are both the start and finish line of the Belt. It is the largest settlement of all manner of Fey outcasts. Most notably are the groves of satyrs secreted away in the foothills of the mountains. The aggressive deal-making tengu nest above the mountain pass to the Cloud Gate. The mountains house long forgotten halls where the red caps make their lair along with a minotaur.

The Fey present are enjoying the fully unfettered life they have made for themselves here. They enjoy all the physical and emotional aspects of life. Some Fey even focus in on one or two of these aspects over balance. Not many talk about what life for them was like before life on Cadvini. The Rolands play the role of security and order for the Fey in Cadvini. Roland the Black often metes out sentences by the blade to Fey and human alike based on the judgments of Roland the Great. There is no known accord between the Fey and humans of Cadvini. Nothing larger than a passionate mob has ever been organized.

Forgotten and floating just off the Cloud Gate Mountains is the very first movement core tower, known as the Forgotten Fortress. The pass through the mountains is the only known way to reach the tower. However, the bridge from Cloud Gate to the fortress was destroyed many battles ago. There's nothing but a hundred yards of sky between Cloud Gate and the floating tower.

The Cadvini Crisis

There is no movement core in the Cloud Gate Mountains themselves, only a gauntlet of obstacles to navigate. This place is home to the greatest concentration of Fey on Cadvini, but the Clockwinders will find not one Fey who supports repairing the movement cores.

- Will distractions bog down the Clockwinders?
- Will the tengu help or hinder the Clockwinders?
- How much of the Clockwinders' gear will the red caps consume?
- Can the Clockwinders make a deal with Karuk the minotaur?
- How will the Clockwinders navigate the broken bridge to the Forgotten Fortress?

The Tengu

The tengu nest high above the mountain passes where they await travelers to harass. Some even block the way with mounds of rock. The road, made of dirt and loose gravel, is exposed and jagged in places, blocked by rockslides in others. Rocks and debris fall down the slopes and can be seen and heard along the pass. Gear such as poles, straps, and sled blades stick out from under the rocks. Above the towering mounds, a tengu nest can be found. For the fee of a shiny valuable, the tengu will carry a person over the mounds or past obstacles, and likewise for a fee they will allow folks to pass unharassed. Should the Clockwinders forgo the fee, the tengu will pull climbers off, tossing rocks, even causing a rockslide.



For shiny valuables, the tengu will share information about:

- The wraiths that guard the gates of the Cloud Gate Mountains.
- A hidden passage that bypasses the cloud gate and leads to the Edge of Cadvini, where the Cloud Fortress is. The tengu, for an additional fee, can fly the Clockwinders up to the hidden passage.

Abzu, the tengu leader

ASPECTS

SAVVY TENGU LEADER; SING-SONG VOICE; SNEAKY FEY BIRDS

SKILLS

Good (+3) Merchant

Contacts
Deceive
Rapport
Resources
Will

Fair (+2) Fey

Athletics
Fight
Physique
Shoot
Stealth

STRESS

Physical **1 2 2**
Mental **1 2 4**

CONDITIONS

1 FRIGHTENED (fleeing)

Tengu

ASPECTS

SNEAKY FEY BIRDS

SKILLS

Average (+1) Fey

Athletics
Fight
Physique
Shoot
Stealth

STRESS

Physical **1 2 2**
Mental **1 2 2**

CONDITIONS

1 FRIGHTENED (fleeing)

Red Caps

Often mistaken for dwarves, red caps are feral Fey creatures that hunger for all things aether. They have an uncanny ability to “sniff” out aether items, energy, and beings. They will consume anything, though they prefer aether, inanimate or otherwise. The red caps were exiled from the Fey world and warded into the lost halls of the mountains, so it is very rare to encounter one outside the halls. They often play haunting tunes on whittled wood pipes which can be heard throughout the halls...except when they're chasing prey.



Red Caps

ASPECTS

High Concept: AETHER SCAVENGERS

Trouble: WILL EAT ANYTHING

SKILLS

Fair (+2) Ruffians

Burglary

Fight* Good (+3)

Provoke

Rapport

Average (+1) Fey

Athletics

Physique

Shoot (aether webs)

Stealth

STUNTS

Unearthly Appetite: Once per scene, gain +2 to an action when consuming an inanimate object.

STRESS

Physical **1** **2** **3**

The Minotaur of Cloud Gate

The only one of his kind on Cadvini, Karuk the minotaur lairs in the mountains. The red caps give him wide berth so as to avoid his wrathful fits. Karuk fled to Cadvini from the Fey world after his people suffered a massive defeat to the elves. His fuse is extremely short, but he needs friends to help him make a life here on Cadvini or to exact revenge on the elves.

Karuk

ASPECTS

High Concept:

LAST MINOTAUR OF THE FEY

Trouble: ANGRY ALL THE TIME

Other Aspects: KNOWS THESE HALLS

LIKE THE BACK OF HIS HOOF

SKILLS

Good (+3) Fey

Athletics

Fight

Notice* Great (+4)

Physique* Great (+4)

Shoot

Stealth

Fair (+2) Changeling

Deceive

Empathy

STUNTS

Bull Rush: Rushing a foe is just in Karuk's nature. He gains +2 to attack with Fight when he charges at a foe during a physical attack.

STRESS

Physical **1 1 2 4**

Mental **1 2 2**

CONDITIONS

1 ANGRY (fleeting)

2 ENRAGED (sticky)

4 4 INJURED (lasting)





Satyrs

Hidden away by aether works and rites, satyr tribes live in the rolling foothills of the mountains. Contrary to belief, there are indeed satyr women and children. They are a peaceful, aether-rich folk, with plenty of food and song. However, xenophobic and paranoid satyrs are short with outsiders and quickly abandon conversations if they can drive the outsiders off. Satyrs found outside the Cloud Gate Mountains are outliers and may be driven to interact with non-satyrs for other reasons.

Satyrs

ASPECTS

High Concept: PEACEFUL FEY EXILES

Trouble: XENOPHOBIC

SKILLS

Fair (+2) Fey

Empathy

Notice

CONDITIONS

1 CAUTIOUS (fleeting)

2 PANICKED (sticky)

4 4 SCARED (lasting)

THE FORGOTTEN TOWER

Aspects: ANCIENT TESSERACT OF AETHER; MESMERIZING ARCHITECTURE

At the edge of Cadvini, one can look out over the Cloud Gate Mountains and see, about a hundred yards out, the Forgotten Fortress floating out among the clouds. ...However shall the Clockwinders get there? If only they could fly, or knew folks who could?

The Forgotten Tower, though average in size, looks impregnable and mighty. It could support a garrison of forty soldiers with support personnel. Warded locks prevent entry, so entering the tower is a challenge. However, the locks can be disabled by magic. When disabled, the glamour component of the locks reveals a much worn and weathered fortress, in the traditional Clockwinder style of ages gone by.

Inside the fortress, there are the signs of a long-ago battle as well as remains of various expeditions. Further in the great hall is an ornate well, an aether sink through which all the aether flows has been blocked up with huge stones and large debris, seemingly on purpose. Much of the grand hall is aged and decrepit. Debris of battle litters the floor, and the walls bear huge burn scars. The helms and arms of the fallen are scattered all about. The various groups here weren't all present at the same time—the span covers decades. No one expedition or party fought against another.

The Cadvini Crisis

The Forgotten Tower is guarded by the banshee Tiberan, the physical will of the Fey's determination to remain in Cadvini. Set to guard against any repairs to the movement core, the nearly ten-foot-tall banshee offers only death to the Clockwinders and suffering for the people of Cadvini if no compromise can be found. Should the Clockwinders persist in repairing the tower's movement core, Tiberan will assume her dragon form and assault cities with functioning movement cores, starting with the Dawn Palace.

- Will a compromise be reached with Roland the Magnificent?
- Will the Clockwinders be added to the numbers of the fallen?
- What will become of Roland and Tiberan in the aftermath?

The Living Fortress

The Forgotten Fortress is infused with aether, which allows it to act against the Clockwinders as they try to find and repair the movement core. The fortress itself will shift large stones and debris to reveal new passageways and block others. It will shoot bricks, rocks, and furniture, and will collapse ceilings and floors to deter exploration. Finding the movement core will be a challenge!



The Aether Dead

The corpses throughout the fortress will become infused with crackling aether energies, rising to fight together against the Clockwinders. Tiberan can also call them at will. These corpses are fallen Clockwinders, soldiers, and mercenaries, along with Fey elves, satyrs, and tengu.

The Forgotten Movement Core

Repairing the last core stops the aether leaks and sets Cadvini right. The world stabilizes, keeping itself tidally locked by using aether from the Fey realm. Some Fey creatures are now trapped on Cadvini, including Tiberan and possibly Roland—but that's a new adventure!

Failing to make the repairs means Tiberan has destroyed enough movement cores to prevent catastrophe...for now. Cadvini will begin to slip into rotation, and the Fey will have access to both their world and Cadvini. What does this mean for the people and nations of Cadvini? That is a new adventure!

Tiberan

ASPECTS

High Concept: FEY GUARDIAN BANSHEE

Trouble: BEING OF PURE AETHER

Other Aspects: ANCIENT FORCE OF AETHER; AETHER DRAGON FORM

SKILLS

Great (+4) Fey Guardian

Athletics

Fight

Physique

Shoot (aether fire)

STUNTS

Banshee Wail: Tiberan can project a concentrated cacophony of screams at nearby opponents, attacking every opponent in her zone with Fight.

Menacing Visage: Tiberan's banshee face and stare are terrifying to behold. Is that her face, is it a mask? Clockwinders with Fair (+2) or lower Will cannot attack Tiberan until she has attacked during the current scene.

STRESS

Physical **1 2 3 4**

Mental **1 2 3 4**

CONDITIONS

2 FRIGHTENED (sticky)

MOTIVATION

Prevent repairs to the movement core.

NOTES

She often carries an ornate claymore and dragonscale shield.

The Forgotten Fortress

ASPECTS

High Concept: AETHER-ANIMATED FORTRESS

Trouble: BEING OF PURE AETHER

Other Aspects: ANCIENT FORCE OF AETHER; AETHER DRAGON FORM

SKILLS

Great (+4) Fey Guardian

Fight

Shoot (stone blocks, furniture)

STUNTS

It's a Trap!: When a PC must spend an action to move, you can spend a fate point to add +3 to the opposition.

Another Dead End: Gain +2 to create advantages using Physique when creating physical obstacles.

MOTIVATION

Prevent repairs to the movement core.

Animated Corpses

ASPECTS

High Concept: AETHER-INFUSED DEAD

Other Aspects: FAST RUNNERS; RESISTANT TO AETHER MAGIC

SKILLS

Fair (+2) Fey Guardians

Athletics

Fight

Physique

Shoot (crossbows, spears)

STRESS

Physical **1** **2** **3** **4**

Mental **1** **2** **3**

CONDITIONS

2 ENRAGED (sticky)

4 **4** DEAD, DEAD, DEAD (lasting)

MOTIVATION

Prevent repairs to the movement core.

NOTES

Various dead warriors animated by aether, wielding swords, axes, spears, and other assorted weapons.

CLOCKWINDER NAME

THE CLOCKWINDERS STRESS & CONDITIONS

ASPECTS

HIGH CONCEPT

TROUBLE

OTHER ASPECTS

STRESS

1 **2** **3** **4** Mental

1 **2** **3** **4** Physical

FLEETING

1 ANGRY

1 PANICKED

STICKY

2 EXHAUSTED

2 HUNGRY

LASTING

4 **4** DISCOURAGED

4 **4** WOUNDED

MODES 7 points: 1 to turn trained into focused; 2 to turn focused into specialized.

	GOOD MODE	FAIR MODE	AVERAGE MODE
SUPERB (+5)	Specialized:		
GREAT (+4)	Focused:	Specialized:	
GOOD (+3)	Trained:	Focused:	Specialized:
FAIR (+2)	Trained:		Focused:
AVERAGE (+1)	Trained:		
MEDIocre (+0) SKILLS:			

STUNTS 3 free

REFRESH