

Finsterland

A HEAD OF FLAMES

A Finsterland adventure

by Georg Pils

This is part seven of a campaign for Finsterland which will be published over the next weeks.

SUMMARY

According to Brasseur, the fifth key is in Kastills, the capital of the Feuertal. It is a part of the collection of the Ignaz zu Pyren University of Fire Magic. Every year, the collection is under guard of another student association. It was assembled by the magician Minette Latournaille, a famed collector of strange artifacts.

The characters soon understand that the only way to get the key is to help one of the associations win in their bid to take responsibility for the collection. This very prestigious role is raffled off every year in a big contest among the associations. Of course, the group has to promise to return the key once they are finished. Should one of the characters be a fire mage, they can compete in the name of their association.

The whole process is threefold: First, there is a feast. The last association standing (or rather sitting) wins. After that, there is a series of magical duels. The competitors are expected to show off their university's trademark creativity and originality in the use of fire magic. The final part is the most thrilling: The last year's association hides the relics in the city. Should no other association manage to find all the elements until the next dawn, the previous group keeps the role. There are hardly any rules. Civilians are advised to stay indoors. However, the city guard tries to prevent the worst excesses. The associations hire helpers and mercenaries of all sorts. As a result, the chaos is overwhelming. Wealthy people prefer to take a vacation on the day. Why not take a trip to the countryside and let your stuff be protected by a bunch of hirelings?

The situation worsens once the Hunter shows up. He doesn't care about the lives of the competitors, he only wants the key.

Sadly, there is another thing: Magistra Latournaille didn't just assemble a random collection of artifacts. Together, they create a powerful protection against a demonic portal in the city. The point of the event is to show the creatures from the Hellish Sphere how powerful the magicians are and to scare them away. As the Hunter kills them off, the seal of the portal weakens and the demons enter reality. The ensuing fight won't be forgotten by either the characters or the city.

STORY STRUCTURE

First scene: The competition

Second scene: Drink and fight

Third scene: The search

Fourth scene: The Hunter strikes!

Fifth scene: Demon attack

CHARACTERS

Minette Latournaille: The magician – She founded the competition and set aside a fund financing prizes. She was a senior fire mage and focused her studies on demonology. She disappeared under mysterious circumstances and left a will laying down the rules of the competition.

The Hunter: The warlock – A fascinating, very tall slim man with a goatee and an elegant suit. He is an excellent wizard and clearly a former arcane revisor. He is bald and glares at his enemies through his grey eyes.

Commissaire Skatarsolt: The demon – The first creature to cross the portal. A mix of millipedes, chamber pots and antlers.

The Huntress: The nun – An unimposing woman in a cowl and tunic. She has a friendly smile and doesn't talk much. Those who oppose her have accidents. People never suspect her to be responsible.

THE ASSOCIATIONS

The **Enragés** are mages that wish to enforce the ideals of the Lahanite Revolution. They are well-liked by the populace and are excellent fighters even without their magic.

The **Quêteurs** want to spread the principles and ideals of magic among talented people that may not be able to pay for full university studies. They have several amateur mages at their sides.

The **Goupils** see themselves as urban mages. They know every nook and cranny of Castills and hold the rules of the university in contempt. The city will be their teacher.

The **Montagnards** are a radical group that takes the ideas of Ignaz zu Pyren to their extreme point. They wish to remove all rules from magic and move to a system of intuitive improvisation.

The **Unifiés** want to join magic and technology. They are met with skepticism from the other associations, but they did win last year.