

Delilah Allen

Secret wizard waging a magical war using myths and legends

You have spent the last five years searching back and forth across this country for your missing son, **Richard**. You don't know why he disappeared, but you have been seeking him ever since. Mundane means of finding him have failed you, so now you're going to use magic to get your son back.

See, few other people know it, but magic really does exist. There's magic in every story, every parable and every piece of fiction. If you know how, you can tap into this magic, and change the real world. Life imitates art imitates life imitates art.

Using magical methods, you gain in power if you can convince other people to act in a manner similar to a given fictional story. What story you pick determines what the outcome of the magic is: if people play their parts right, you can recreate things improbably or impossible. The big taboo, though, is that people can't be consciously imitating the story: *you need to get them to act the right way without them knowing they're following the story*. Even saying the name of your chosen story might endanger your magical plan. you don't want to risk losing Richard again, so you'll have to be careful how you get people to play their parts. [*As you get people to act out the story, tell a GM and you'll receive extra tokens.*]

So far, you have a story: *Robin Hood* is a noble outlaw, stealing only from evildoers and fighting against a corrupt *Sheriff of Nottingham* and the real mastermind *Prince John*. The sheriff holds an archery tournament, to draw out the boastful Robin Hood. Robin comes in disguise, beats the sheriff's bullseye by splitting an arrow in twain, brings the sheriff and Prince John to justice and has *Maid Marion* fall in love with him. He is aided on the way by *Merry Men* (that's you) and *Friar Tuck*. And in the end, *King Richard the Lionhearted* returns from the Crusades. That's the important thing here: if you can get the other stuff to happen, then your Richard will return to you. You'll use poker instead of archery, but it should work.

So far, you found yourself a Robin Hood character: **Frank Barlow** is an outlaw known as the "**Black Hood Bandit**". He is wrongly accused and looking to clear his name. You convinced Frank to enter the tournament to try to find the real criminal. He's currently going by the name "**Robert Locke**", which pleases you, since it fits with "Robin of Lockesly".

You've got a corrupt *Sheriff* figure, too, which is important: **Sheriff Roy Slade** is as corrupt as they come, and wants to lay his hands on the Black Hood Bandit. (It only took a little bit of lying to the sheriff to suggest the poker tournament as a way of catching the Bandit.) You thought that you'd have to do without a "*Prince John*", but after some divinations, you've discovered that the sheriff is really working for the local crime boss, **Lulu Kingsbury**. The divinations also found out that Lulu is herself using magic to empower herself, though she seems to use a different kind than you do. You don't have anything against Miss Kingsbury exactly, but every story needs a villain and that means Kingsbury has to be defeated by Barlow. Kingsbury isn't likely to go down without a (magical) fight, though.

You yourself are playing *Alan-A-Dale* in the story, who is Robin's helpful, storytelling companion. Seems to fit. There are a few other roles you need to fill: *Maid Marion* is important. If you could get that **Hannah Brownfield** to

fall in love with Barlow (or vice versa), that would be perfect. Or maybe **Amalia Baum**? You also need a **Friar Tuck**, who needs to help Robin and eat too much. One of those wandering religious "Watchdogs" might be the right sort for what you need. Which one? Doesn't really matter to you. Whichever one you think you can get to do the job. All you really care about is getting Richard back.