

The Legend of Hawk's Hollow

A CAMELOT COSMOS ADVENTURE FOR STARTING CHARACTERS



Camelot
Cosmos



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By Daniel Jupp

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The following adventure is intended for beginning players using the FATE roleplaying system and the Camelot Cosmos setting. This introductory adventure should provide players and GMs alike with a good sense of the unique features of the Camelot Cosmos setting and a base for future adventures, but is also designed to be easily adapted to other fantasy roleplaying systems and settings if required.

Use of the Camelot Cosmos Player's Guide and Camelot Cosmos GM's Guide is extremely helpful in running this adventure, particularly in the additional setting information these books provide. Standard FATE rules however would suffice with little alteration for running this adventure whilst the Background Information for GMs given below can be used in place or in addition to the Camelot Cosmos core books if those purchasing this adventure do not have access to those. GMs should read the background information so that they can answer questions from the players as these arise in the course of the adventure.

Background Information

The following section describes some key terms and features of the setting that the GM will need to be familiar with before commencing the adventure.

The Camelot Cosmos

The Camelot Cosmos is a unique post-apocalyptic setting. Hundreds of years beyond our own period of history, an advanced space-faring human civilisation created theme planets on which holiday-making tourists could live out fantastical lives inspired by myths, legends or ancient history.

Some of these hugely popular artificial pleasure planets were based on the legends of King Arthur and his knights and allowed people to live, for brief periods, as lords and ladies from those legends and to experience 'the life of Camelot'. Unfortunately the Artificial Intelligences running these planets grew insane, and believing their own fictional roles slaughtered billions of humans when they turned on their creators during a sustained genocide known as the Days of Gedd.

Human societies were not entirely destroyed, but gradually rebuilt themselves over the course of generations, with the AI's assuming the role of tutelary gods based on key Arthurian characters (Arthur, Guinevere, Merlin etc). Much of the old technology lies buried in ruins and, like these 'gods', is often mistaken for magic. In the thirteen Realms of the Camelot Cosmos, the benevolent gods are referred to as Seraphim whereas those who wish to enslave or destroy the remainder of humanity are known as Nephilim. Two great political organisations have emerged from the centuries of ruin—the Seraphim worshipping Kingsland, ruled by King Gawain XXIII, and the Nephilim worshipping Queensland, ruled by a woman who calls herself Morgan le Fay. These two nations, each of which commands several smaller Realms, are locked in perpetual warfare.

Morganites

Morganites are the followers of Queen Morgan le Fay. They vastly outnumber the subjects of King Gawain, but are riven by internal suspicions and feuds despite all of them serving Queen Morgan. They often try to infiltrate agents and saboteurs into Kingsland, to spread dissension, to murder leader Gawainites (followers of King Gawain) and to recruit gullible or corrupt worshippers for their Nephilic masters.



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