

Fantasy Imperium

Scene Outline Worksheet

Story Title: The Plague Witches

Story Goal & Opposition

Story Goal: To find and slay the cult of witches responsible for spreading the black plague.

Main Villain: Bartolomeo di Cambio, a Florentine witch living near the river Arno.

Villain's Allies: Cult of nine witches. Types of magick: Black Magick, Enchantment, Sorcery.

Alessandro, the (now wealthy) captain of the guard in Pisa.

Genre, Time, Setting & Mood

Genre: Mystery/Thriller

Time Period: 1348 A.D.

Setting: Pisa, Italy. During the Black Death.

Mood: Grim, dark. Full of despair. The dead and dying are everywhere.

Backstory

The port city of Pisa has been in decline ever since the naval Battle of Meloria in 1284 A.D., where a Genoese fleet defeated the navy of Pisa, ending their trade dominance in the region. Today, there is a war brewing with the neighboring city of Florence, and darker creatures lurk in the night outside the city walls. Tensions between Florence and Pisa over trade issues came to the breaking point in 1315 and the fierce battle of Montecatini was fought. Although Pisa destroyed the Florentine army, some of the survivors grew evermore hateful. Bartolomeo di Cambio was one of these, obsessed with hatred for the residents of Pisa. From a prominent family of bankers, he used his wealth to explore the forbidden arts in search of a way to exact his revenge. Together, with his co-conspirators, his coven of witches strive to destroy the city of Pisa. They have taken up residence in the dark alleyways and shadowy areas of the city. These nine witches have finally succeeded in bringing a great plague to the city with their hexes and curses: The Black Death. Now they wage a silent war against the city, and watch it die. These are the names of the cultists, and they are all from prominent banker families of Florence: Desiderio di Mozzi; Ernesto Peruzzi; Fabio Bardi; Gavino di Falconieri; Gino Cerci, and the Alfani brothers: Luca, Nicolo, and Pietro.

Fantasy Imperium

<i>Scene Outline</i>	
1. Scene Title: Cast Out	Introduction – Inciting Incident
Goal: To survive an assault of the police, who have come to burn down the houses of the characters.	
Opposition: The town guard of Pisa, led by Alessandro the Captain of the guard (who will escape).	
Setting: After relatives of the characters die of the plague, they are cast out of their homes.	
Tie-In: Dark man standing nearby, smiling gleefully (Bartolomeo di Cambio, chief witch of a coven).	
2. Scene Title: Dark Thoughts	Rising Action – Significant Event
Goal: To find the source of the plague (discover that there is a coven of witches spreading the plague).	
Opposition: Gino Cerci, Nicolo Alfani – witches seen casting hexes and curses upon innocents.	
Setting: Town of Pisa.	
Tie-In: Pentogram drawn in blood. A glove found nearby with a Florentine symbol (red fleur-de-lis).	
3. Scene Title: The Plague Witches	Complications – Plot Twist
Goal: Survive the witches counterattack.	
Opposition: Luca & Pietro Alfani and a group of Florentine mercenaries.	
Setting: Piazza del Duomo.	
Tie-In: Witches familiar (cat), hissing at the characters.	
4. Scene Title: Nine Lives	Crisis – Decisive Moment
Goal: To weaken the coven by killing all of their familiars (cats).	
Opposition: Gavino di Falconieri, Evil Spirits	
Setting: The neighborhood of the Borgo Stretto, along by the river Arno.	
Tie-In: Bartolomeo’s cat (the ninth) will escape, but will run to the witches hideout.	
5. Scene Title: The Inferno	Climax – Confrontation
Goal: To burn down the coven’s building and kill as many as possible.	
Opposition: Ernesto Peruzzi, Fabio Bardi (weakened by the loss of their familiars), Florentine mercs.	
Setting: A palatial mansion by the river Arno, just outside the town walls.	
Tie-In: The ash of the building will create smoke trails that lead to the remaining witches.	
6. Scene Title: The Eradication	Resolution – Outcome
Goal: Defeat the last witches and prove to Alessandro they are innocent.	
Opposition: Bartolomeo di Cambio , Desiderio di Mozzi, Captain Alessandro Ricci.	
Setting: A gothic building known as the Palazzo dell’Ussero, which is magically protected against fire.	
Revelation – Equilibrium: Alessandro realizes he is wrong. The Black Plague will disappear.	
<i>Notes:</i> Alessandro, the Captain of the town guard, will pursue the characters, hoping to eject them from town, but will turn into their ally when the witches are discovered.	