

The Gateway to Eternity



*The Lands of the
Irish Kingdoms*
circa 1121 a.d.



The Gateway to Eternity

Ireland - 1121 A.D.

The Kingdoms of Ireland

Ireland consists of seven small kingdoms. The Normans have invaded in the northern kingdom of Ailech, and vikings prowl the coastlines in search of loot.

The Kingdom of Ailighe (Ailech)

A strong Norman invasion force from the coast slowly eats away at the Irish defenders. King Domnaill mac Lochlainn died in an apocalyptic battle on Feb 9th. His son Conchobar will be confirmed by the clan leaders in the summer. The countryside is at war. Not much farming can survive long, and herds are often taken by either side to feed their armies. Merchants move through the countryside selling their wares at high prices, capitalizing on the chaos the invasion has caused. The people are resilient, but weathered by what they have seen, and many a family has lost at least one son or a father to the war.

The Kingdom of Cuige Uladh (Ulaidh)

A massive uprising has swept the country, fueled by an omen sent by the Lord. Men, women, and children have brought up arms against the Normans that hide in their primitive castles at Carrickfergus and Bell Feirste. The people are restless, and the Normans along the coast are trying to rally their scattered forces. There are few merchants in the kingdom, and the farms are being run by the old, infirm, and the widows.

The Kingdom of Cuige Uladh (Connaught)

Seat of the High King

The political center of Ireland, Connaught is home to the high King Toirdelbach ua Conchubair. The land is blissfully free from the Normans, but the enemy here is within. The people of the King's court constantly scheme with each other for power and position with the ageing leader. Connaught is under clan rule across the countryside, which is fair but harsh. People do not regularly talk to others from outside their family groups, and are suspicious of outsiders.

The Kingdom of Contae na Mí (Meath)

The land is peaceful at the time. King Murchad mac Domnaill ua Mael Sechlainn rules with a fair hand, and keeps the people happy with each other. There is brisk trade along the coast with the Welsh Kingdoms of Gwynned and Deheubarth. The King is old, though, and has been training his son to take the throne after his passing. The High King is also rumored to have spies in Meath that watch the aging King carefully for any sign of weakness.

The Kingdom of Laigin (Leinster)

King Enna mac Donnchada mac Murrough has been sick for yours, and a dearth of apothecaries exist within this kingdom. The King's sons argue frequently at court, and there are rumors of conflict between them away from their father's sight. The youngest, Dairmait mac Murrough has been seen talking to advisors from the High King Toirdelbach. Besides this intrigue,

the kingdom is healthy and there is a thriving agriculture and sheep trade.

The Kingdom of An Mhumhain (Munster)

The High Kings have held this country as a protected land since the death of its Kings at the hands of the Normans. Valued as a place of good fishing, and excellent protected ports, the kingdom has a brisk trading environment near the coast and cities, and a healthy economy further inland. Taxes bring a pleasant amount to the King, and he will protect this land viciously. The occasional Norse raid happens away from the cities, but otherwise the land is peaceful.

The Kingdom of Orgialla (Oriel)

The clans rule this land. The high King has repeated attempts to mediate between them to choose a King that will rule the land, but a peace is not possible. The countryside is peaceful, but the people keep to themselves. Normans visit the coastline sporadically, but have not yet invaded in force. The populace will not react favorably to any intrusion or violation of territory.

The Story Setting

This story takes place in the Kingdom of Oriel. The first three scenes occur near the small village of Baltray, which is near the town of Droughedha. The action then takes place off of the coastal area of Blackrock, where Ishaq's ship is anchored.

Going further inland into the dark forest, the next two scenes take place in a magick realm which Kailen had visited in his dream. The dark forest leads to an ancient barrow mound where a dead saint is buried, guarding the entrance to the Gateway to Eternity. The final scene takes place back in Baltray.

Droughedha

A town on the river Boyne, in the Kingdom of Oriel. Founded by Danish invaders in 911 A.D.

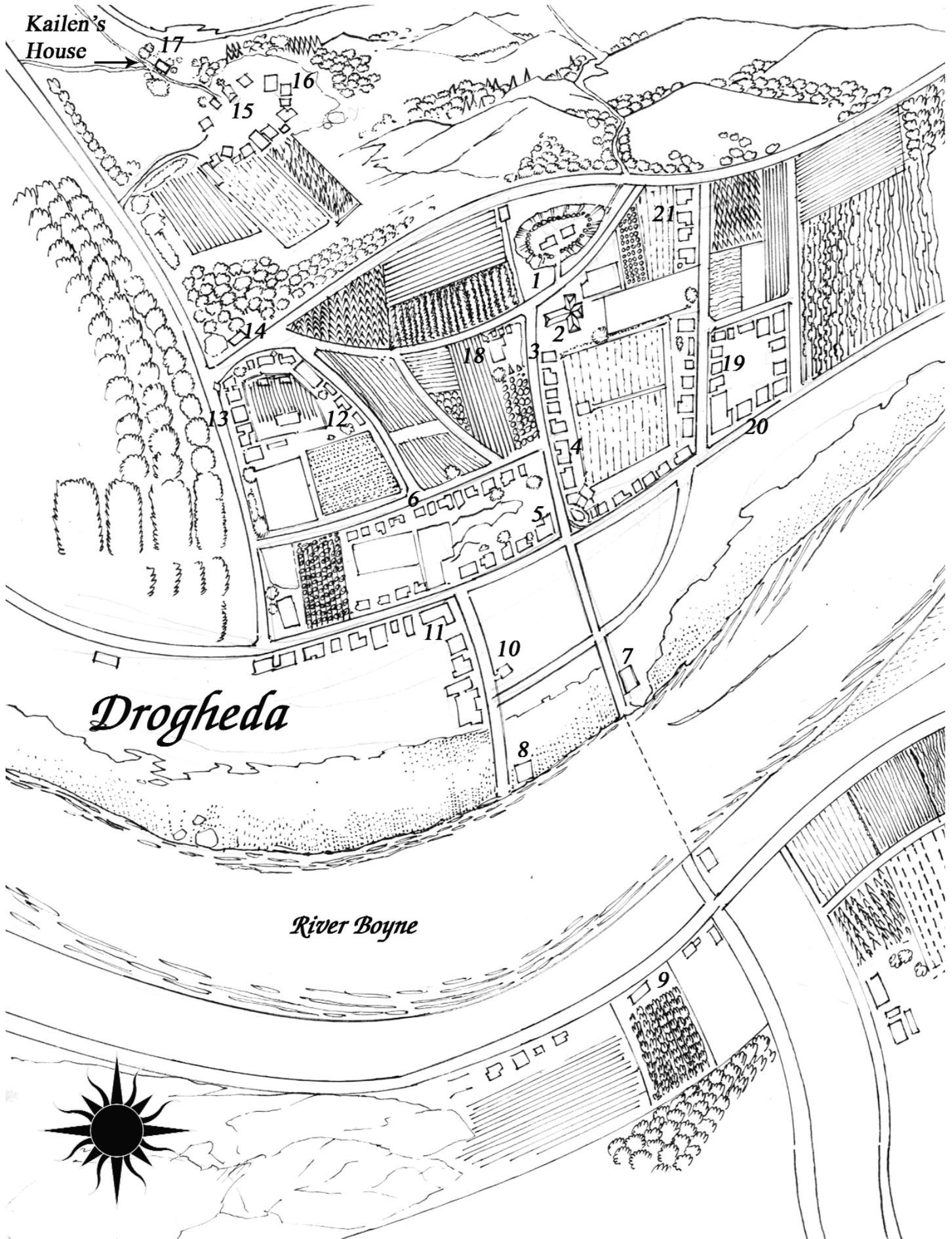
Baltray

Known to the ancients as, "Inbher Colptha," this is a quiet coastal village near the mouth of the Boyne river in the kingdom of Oriel, not far from Drogheda. There are a pair of megalithic stones standing here which mark the position of sunrise at the Winter Solstice. They face a pair of rocky islands of granite not far offshore called, "Rockabill." These islands are rumored to have been created by the sun god Balor, who turned a pair of magic cows into the islands with his evil eye.

Blackrock

A small island of dark stone off the east coast of Ireland. There was also a town of this name to the south of Dundalk, in the northern part of the Kingdom or Oriel.

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Drogheda

Location: The Kingdom of Oriel, Ireland.

Government: King of Oriel

Position: Seat of the Baron of Drogheda

Population: 1200

History

This town, whose name translates into “Bridge of the Ford,” was founded in 911 A.D. by the Danes. Since the battle of Clontarf in 1014 A.D., the power of the Vikings has been broken in Ireland. Many of the townsfolk are of Norse and Danish ancestry, but there are many more native Irish living here too, having intermarried with the invaders.

1. Caisleán Drogheda

This keep is on top of a hill, surrounded by a wooden palisade. The lord of Drogheda is Eluf Lynch. Although his father was a Dane, his mother was Irish. He works hard at keeping order in a town that was founded by Danish invaders.

2. St. Peter’s Church

This new church was recently constructed and is where most of the townsfolk meet weekly.

3. Weaponcrafter

Morten can make any kind of weapon or armour, and is kept very busy working on equipment for the Baron’s soldiers.

4. Cian’s Alehouse

This rowdy tavern is usually full of locals in the afternoon, and in the evenings too. Cian just inherited the pub after his father passed away last year.

5. Fadó Inn

Popular with travelers, this inn is a convenient place to stop on the way to Dublin in the south, north to Dundulk, or along the river west to Trim. Erin Brady runs the inn, after her father was killed by a runaway oxcart a few years ago.

6. Woodcrafter

Devin makes most of the wood furniture in town. He also makes wagon wheels.

7. Ferry

Until the planned bridge is built over the river Boyne, this ferry is still used by travelers. The barge is attached to a rope that goes across the river.

8. Harbormaster

Ships dock here, unloading a variety of cargo from distant ports, which is placed in a nearby warehouse. Merchant ships or an occasional Norse vessel are often docked here.

9. Orchard

This wealthy freeman, owns an orchard that produces a variety of apples. Desmond is rumored to be from Munster, far in the south, and “inherited” this land after the previous owner, a Dane, was killed in a skirmish.

10. Hideworker

The noxious odors coming from this shop are confined to the south of town, but visitors landing on ships have to pass by it.

11. Mercantylor

Delaney Ferrelly operates one of the largest and most profitable shops in town. Many rare or difficult to find items can be found here too, as he has made it a point to be at the docks whenever a new ship comes into town.

12. Smith

Bryan has made a fine living selling pots and pans and also cutlery. His father had taken a local girl in a Viking raid. His half brother, Kailen, lives just outside of town to the north. Bryan once survived an encounter with a fire elemental.

13. Cobbler

Jesper specializes in boots, but also has a fine collection of shoes. There are rumors that his shop is home to a group of fairies that help him produce his fine shoes.

14. Weaver

Melancthe is a runaway serf from Gwynned, Wales. She secretly practices the forbidden art of Enchantment. Most townsfolk leave her alone.

15. Chapel

This small chapel serves the small village just north of town. Cullen, the priest is well liked.

16. Woodcarver

Killian is rumored to be from Connaught, and she enjoys racing horses.

17. Farmer

Kailen is a freeman farmer that lives just outside of town. He was planning on getting married to a girl named Rhiannon, but she suddenly died mysteriously at a picnic.

18. Brewer

Clancy makes the best ales in the kingdom. He is a beekeeper and has a wonderful garden too.

19. Salter

Haldor has a cousin in Ulaidh that also sells salt to the locals.

20. Potter

A fine collection of pottery is available from Fred’s shop. His work is so good that he exports it to faraway places like France and Italy.

21. Apothecary

Nixie von Klein is a petite woman from the Holy Roman Empire, where she learned the fine art of alchemy. Her potions and powders are often sought after by the sick. She has also been known to sell other kinds of elixirs. Her remedies are so effective that some say she is a Faerie.

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Prologue

The Nightmare

Kailen could feel the cool grass pressing against his cheek. With a groan, he rose off the ground. He was in a cold, dark place full of shadows and whispering voices.

Feeling an icy breeze on his skin, he tilted his head slightly, straining to hear. But the empty voices blew away in the wind, like the fading echoes of rustling leaves.

Then silence came down, filling his heart with despair once again. He called out, his voice echoing in the darkness, "Rhiannon!"

Another chilly breeze brought with it the scent of roses, along with a faint murmuring of her voice. He called out again, "Where are you, Rhiannon?"

Far away, he heard her call, "Kailen!"

He sensed the warm electricity that he had always felt in his heart while he was around her. Smiling, he began to grope about in the darkness, but a hidden root pulled at his legs, tripping him. He felt a sharp pain strike his palms when he broke his fall with his hands.

As he rose again, he saw her standing there. Her green dress rustled against the cold breeze, her dark hair reaching up to touch her face. Bathed in cold moonlight, a smile touched the corner of her mouth as she came closer. Before he could speak, she pressed a finger to his mouth. She whispered, "Take this!"

Kailen felt something cold placed in the palm of his hand. He looked down at it, curious. A strange looking cross with a loop on the top glared coldly back at him, catching the moonlight. He shook his head. "What...?"

The icy breeze began to blow once more, throwing dark hair into his face. When he raised his eyes again, she was gone. Her fading whisper echoed in the darkness, "Help me, Kailen!"

He took a step forward calling out, "Rhiannon!" But she had gone. All he could hear was the wind rustling in the dark forest.

After a time of searching among the tangled trees, he came to an empty clearing silvered by moonlight. Kailen reached up to grab a dark branch in front of his path, wondering.

White light glinted off a sword lying upon a gray stone in the clearing. The sword looked like none that he had ever seen before. It shone with a pure flame, consuming all the darkness, and it also held a terrible power within.

Then he noticed a tall dark man with a white turban standing on the other side of the stone with his back turned away. He stood near the edge of the light cast by the sword next to a Norman soldier. Kailen narrowed his eyes at the warrior. He began to take a step forward, but something held him back.

It was a whispering voice, rustling against the darkness. Suddenly Kailen felt his spine tingle. The cold hand of fear wrapped itself around his heart. Beyond the dark man loomed something else in the darkness.

Beings of pure hatred, they were surrounded by shadows. The only remnant of their mortal forms had been twisted into something hideous by centuries of loneliness. Like a caged lion, Kailen could sense their hunger. He found himself unable to move, as an icy terror gripped his limbs. The cold breeze

rustled the crimson robe of the dark man.

Kailen could hear the dark trees swaying in the wind but he could not take his eyes off the shadows. As they moved, it began to get colder.

Then one of the creatures called out in a raspy voice, "Maaaster, giver her to us!"

Kailen blinked his eye, listening intently.

The dark man crossed his arms, his voice resonating with power. "Not yet. Her soul is mine for a short time longer."

The creature hissed out an angry protest. "But we hunger, Maaaster!"

The shadow crept closer, reaching out with a twitching claw, ghostly illuminated in the moonlight.

The dark man raised his hand. "Stop! Your time will come soon enough. Until then I have plans for the girl."

The Norman glanced quickly at the dark man, as if he didn't want to take his eyes off the shadowy creatures. He whispered, "The ship is ready to leave, Ishaq. Let us go."

The dark man ignored the Norman, not taking his eyes off the twisted spirits. He said, "The girl Rhiannon will prove a perfect sacrifice."

When the dark man mentioned his lover, a hot fire swept through Kailen's blood, and he found that he could move once again. Gritting his teeth, he crept forward to where the sword lay upon the stone.

Another shadow lurked around the edge of the clearing. It came closer, bringing a shroud of inky blackness in its wake. With an echoing voice it demanded, "Where issss she?"

The dark man took a step back. "I shall not answer. You will remain near the gateway until I am ready."

The creature stopped at the edge of the light, hissing out a furious protest.

By that time Kailen had made his way to the stone. With a trembling hand, he reached out to take the sword. Hot lightning ripped through his fingers and he dropped the sword with a cry.

The dark man spun around, his black eyes gleaming furiously. He had a black beard and a scar ran down his face, crossing one of his eyes, which was made of glass. Kailen clutched his burned hand, looking up into the man's hateful eyes.

The dark man's angry laughter echoed into the treetops. He pointed at Kailen and said, "You may take this one."

Icy whispers called out in excitement. Kailen found himself fleeing in terror through the dark forest. Like an icy wind, the shadows pursued him. Another black root tripped him. He struggled to his feet but it was too late. One of them grabbed his shoulder....

"Kailen! Wake up!"

With a shudder, he opened his eyes. A chilly light fell through the windows of his home, splintering the shadows into dust trails riding along the cold sunshine. His best friend Kenneth, concern covering his face, stood next to his half brother the blacksmith. Ken asked, "Bad dreams?"

Kailen inhaled the cool air, sighing loudly and shrugging his shoulders. He turned to look into the bedroom, which was wrapped in darkness. He could hear the priest whispering urgent prayers there. Without answering his friend, he went into the room, tears striking his heart like a knife in the darkness.

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She lay there, flowers covering her dark hair. So still she looked, as if only asleep. The room was covered in frankincense and myrrh, which burned in a nearby crucible. The priest knelt next to the bed, praying.

Kailen narrowed his eyes at the intruder. "What are you doing here?" he whispered.

The priest ignored his query for a moment longer, continuing his chanting. Kailen nearly lost his patience, but he glanced at Rhiannon's body lying on the bed, draped in the green dress he had given her on her last birthday and his anger subsided.

The priest stood, somberness covering his face "I am sorry for your loss. Rhiannon was such a young girl." He shook his head. "To just drop down to the earth, dead.... It must have been a terrible thing to witness."

Kailen closed his eyes, hearing his lover's plaintive whisper in the dream once again, "Help me Kailen!"

He shook his head, opening his eyes. "She isn't dead."

The priest opened his mouth in astonishment. "But she does not breathe, and her heart is still. Why do you say such a thing?"

Kailen responded with silence.

The priest looked over at the dead girl finally. "Truly there is something strange in this, but her body lays here now before you." He placed a sympathetic hand on Kailen's shoulder. "I shall prepare her for the burial tomorrow."

Kailen shook off the priest. His eyes burned hotly. "Get out of my home."

The priest nodded his head, as if he had expected to be thrown out of the farmer's house.

After shutting the door, Kailen looked down at his hand, opening it to reveal the strange silver cross which Rhiannon had given him in his dream. "This proves that she is alive," he whispered....

Story Title: The Gateway to Eternity

Story Goal: Recover Rhiannon's body and soul. Stop Ishaq from opening gateway to spirit world.

Main Villain: Ishaq the Egyptian Sorcerer.

Villain's Allies: 200 Norsemen in a longship, given to Ishaq after he had saved the life of their king.

Genre: Action - Thriller.

Time Period: 1121 A.D.

Setting: The village of Baltray, near the town of Droughedha, in the Kingdom of Oriel, Ireland.

Mood: Ghost story.

Backstory:

Ishaq, a sorcerer from Egypt, bought a slave girl in Alexandria. After a few years, he fell in love with her and offered her freedom if she would agree to convert to Islam and marry him. She refused, and in a fit of anger, he went to the place where she lived and burned it down in a magick conflagration. Afterwards, he was sorry for what he had done. For years he searched for a way to cheat death in a desire to bring her back from the spirit world. One day, he discovered a way to bring his long lost love back from the dead.

While gazing into his magick mirror that was a window into the spirit realm, he made a pact with fearsome beings of evil. Creatures of pure hatred, they existed solely as dark shadows, whispering in loneliness. The beings asked Ishaq for a way to break free of their prison in the netherworld, in exchange for information on how to bring back his lover. Ishaq readily agreed.

Ishaq has long been in search of holy relics, hoping to find one that can be used to house a soul. After saving the life of a Norse prince, he was given a ship and 200 men to do with as he would in reward. Ishaq has used the raiders to attack a series of churches, in search of an appropriate relic.

Then he learnt of the small town of Baltray, just to the north of the town, Droughedha in the Kingdom of Oriel in Ireland. Baltray has an ancient church that was converted from a pagan house of worship long ago, and it houses a Holy relic, a golden chalice, that he hopes to use in his dark magick.

Ishaq spent many nights looking into his magick mirror, which he used to reflect the dreamworld of sleepers. It was in a young woman's dream that he found the perfect subject. Ishaq sent an enchanted bottle of wine to a merchant in Baltray, whose instructions were to sell it to the girl Rhiannon.

Ishaq hopes to place her in an enchanted sleep and then take her body up to the ancient church, where he will perform a ritual to steal her soul. The soul will be placed inside the Holy relic. Then he will journey to a faerie cave where he will find a black magick spell to open the gateway between this world and the next.

The gateway to eternity is located inside a barrow mound near the coastal area known as Blackrock. The barrow mound is guarded by a faerie fortress and an ancient guardian, a saint placed there to keep the gateway safe.

Once the gateway is open, Ishaq will perform another dark ritual which will exchange the soul of his long dead lover for Rhiannon's.

Kailen has just returned from a picnic with his girlfriend, Rhiannon. After she drank a cup of wine, she simply dropped dead. Then Kailen had the nightmare....

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Villain: Ishaq the Egyptian Sorcerer.

Villain's Goal: To open portal to the spirit realm in order to gain power over death.

Inciting Incident: Ishaq takes Rhiannon's body, and then uses a sacred chalice to steal her soul.

1. *The Nightmare*

Goal: Survival.

Opposition: Ishaq & his Norse raiders.

Location: Kailen's House, Village of Baltray, Oriel (Ireland).

Tie-in: Map to the old church.

Notes: Kailen wakes up from a nightmare with the Ankh from the dream in his hand.

A bottle of magick wine will be found in Kailen's house. Its spell placed her into an enchanted sleep.

One important goal is to show that Ishaq is invulnerable to harm (until his magick mirror has been destroyed).

2. *The Desecration*

Goal: Find Rhiannon's body.

Opposition: Ishaq's raiders (Norsemen).

Location: Church near Drougheda, Oriel (Ireland).

Tie-in: Legend & Map

3. *The Waterfall*

Goal: Acquire enchanted artifacts

Opposition: Leanan Sidhe / Water Elemental.

Location: The Faerie Cave -> Under waterfall.

Tie-in: Vision of the sorcerer's ship anchored off the coast (near Blackrock).

4. *The Black Ship*

Goal: Break magick mirror.

Opposition: Normans -> led by Ishaq's Lieutenant.

Location: Ishaq's ship.

Tie-in: Map to the faerie castle -> Ishaq went there.

5. *Shards of Darkness*

Goal: Survival & Escape.

Opposition: Evil Spirits from the mirror -> in pursuit.

Location: Ishaq's ship -> Faerie Fortress.

Tie-in: Barrow Key.

6. *The Faerie Fortress*

Goal: Find the entrance to the barrow mound.

Opposition: Faeries & Evil Spirits.

Location: Faerie Fortress near Blackrock.

Tie-in: Barrow mound entrance.

7. *The Gateway to Eternity*

Goal: Close Gateway & Slay Ishaq

Opposition: Ishaq & Normans.

Location: Passage Barrow.

Tie-in: Chalice containing Rhiannon's soul.

8. *The Kiss*

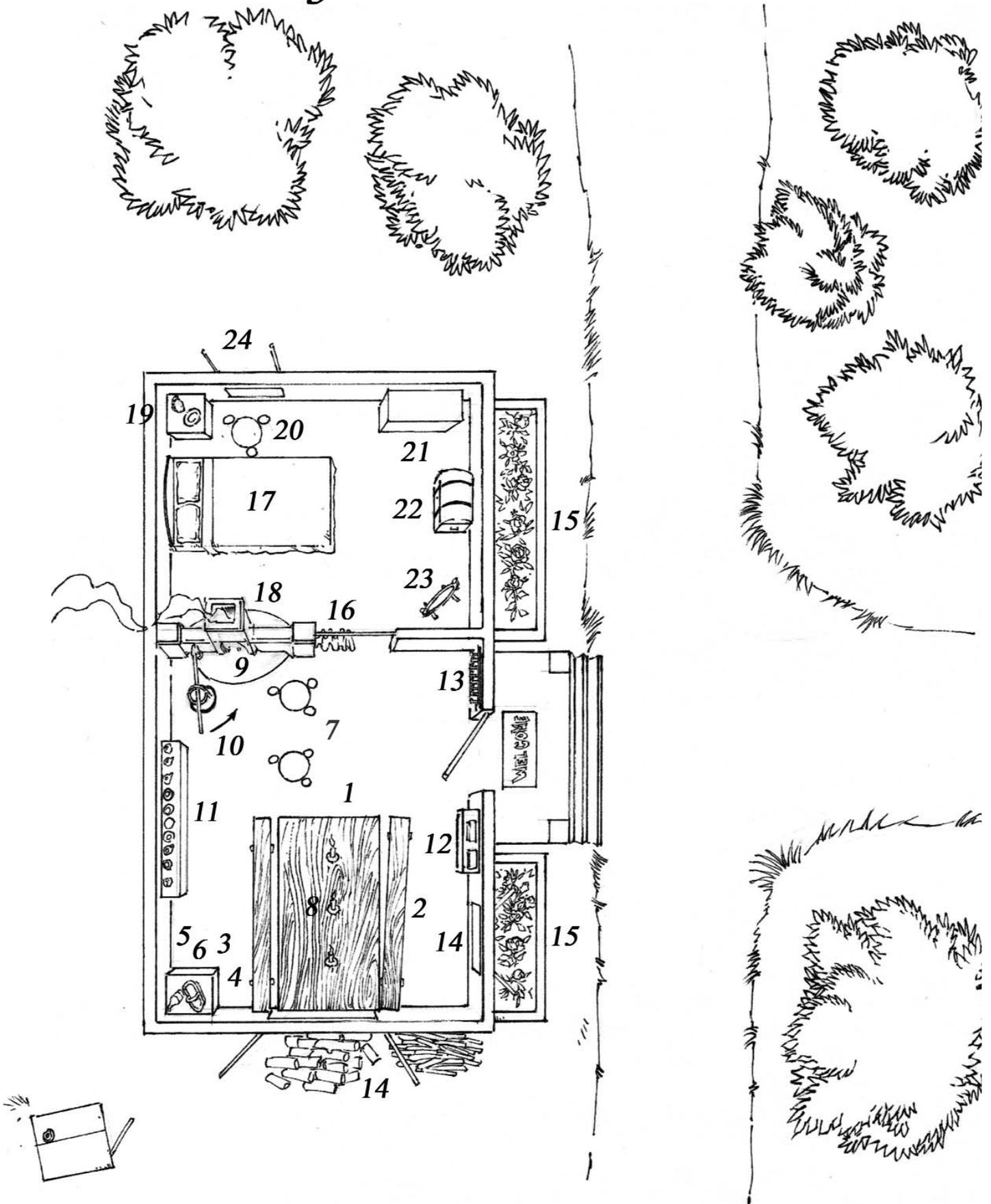
Goal: To Awaken Rhiannon

Opposition: Priests.

Location: Baltray.

Tie-in: -

Scene 1: The Nightmare



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Scene 1: The Nightmare

The Entrance

Kailen's house is on the outskirts of the village of Baltray. Through a forested path on the east side of town, a wattle & daub house sits in the fading sunlight. A slim tracery of smoke rises from the chimney jutting out of the thatched roof, unusual in the fact that at this time of day there would normally be a larger fire burning. Three steps lead up to a covered front porch flanked by rose beds. Few roses grow there now, most of the thorny flowers having been cut recently.

Dampness is in the air from a recent rainfall, which reaches down to the earth. A chilly breeze from the north brings with it a few pine needles from the forest. A large number of trees grow along the right side of the house near a stream whose quiet murmur comes up to the house along with an occasional bird song. To the left of the house sits a woodpile under an open window, and at the end of a short trail, a privy some short distance away. A welcome mat sits upon the porch, but as the newcomers approach, the door opens and a priest is ejected rather forcefully.

Quick Glance

The inside of the house is illuminated by the last rays of sunshine that drift in through an open window to the left of the door, and also from the remnants of a fire that is going out in the hearth. A large cooking pot hangs unused from an iron rod near the hearth. A pair of benches and a stool surround a large table, and crockery sits upon a cupboard near the fire. Frankincense and myrrh drift in through a curtained opening just to the right of the door, where Rhiannon's body lies upon a bed. The bright rays of light stand in contrast to the somber air in the room, and the dying fire echoes the death of happiness from a relationship that was cut short before its time. Like a fading memory, a faint odor of roses drift in through the closed window, and mixes with the incense coming in from the bedroom.

1. **Table:** A large table dominates the south part of the house.
2. **Benches (2):** Two benches lie below the table.
3. **Small table:** A small table with a few items tossed onto it is in the far left corner.
4. **Picnic basket:** A wicker picnic basket sits on top of the table.
5. **Wine Bottle:** A bottle of wine sits next to the picnic basket.
6. **Blanket:** Rolled up and tied with a leather cord, a woolen blanket sits on top of the small table.
7. **Stools (2):** A pair of stools occupy the center of the room next to the fireplace and table.
8. **Candles (3):** Three candles set within carved wooden candleholders sit on top of the table.
9. **Hearth:** A warm glow is fading in the room, and the last embers of a fire are just starting to burn out.
10. **Cooking pot:** An empty cooking pot is suspended from an iron bracket that hangs by the fire.
11. **Cupboard:** A half dozen sets of crockery sit upon a far shelf.
12. **Shelf:** Three shelves, stacked one on top another, are bolted to the far wall.
13. **Pegs:** Several wooden pegs are nailed to an oak beam, and are used for hanging up clothes.
14. **Windows (2):** As if to reflect the disarray in the room, there are two windows, one open and the other bolted shut. Fading light comes from the open window, while the scent of roses drift through the closed window.
15. **Rose Beds:** Two rose beds flank the entrance to the house.

Close Look (20 min)

The somber atmosphere resonates in the diminishing light coming in through the single open window. Three candles remain on top of the table, unlit. Glowing embers beneath the unused cooking pot spill fading light out into the room. A picnic basket tossed onto a table is filled with half eaten food. Grass blades cover the rolled up blanket next to the picnic basket. The bottle of wine has recently been opened, but it is hard to tell if any of its contents have been drunk.

1. **Table:** Made from sturdy pinewood, the table is covered with a white tablecloth.
2. **Benches (2):** Stained pinewood benches sit underneath the table.
3. **Small table:** A picnic basket sits upon this stained oak table, next to a rolled up blanket and a bottle of wine.
4. **Picnic basket:** A wicker picnic basket sits on top of the table.
5. **Wine Bottle:** A bottle of wine sits next to the picnic basket.
6. **Blanket:** The brown wool blanket is full of grass blades along one side. It seems to have been hastily rolled up and tossed onto the table.
7. **Stools (2):** The stools are made from stained pinewood.
8. **Candles (3):** Made from beeswax, these candles have been used recently.
9. **Hearth:** The fire that once occupied the hearth spreads a chilly warmth into the room.

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10. **Cooking pot:** Made from sturdy iron, the pot has been moved out of the fireplace.
11. **Cupboard:** Mugs, cups, trenchers, spoons and knives occupy the cupboard.
12. **Shelf:** Two small chests sit on the top shelf. Several items containing food occupy the lower shelves.
13. **Pegs:** -
14. **Windows (2):** The open window spills a chilly wind into the room. The other window is bolted shut.
15. **Rose Beds:** Most of the roses have been cut recently.

The Bedroom

A chilly breeze blows into this quiet bedroom, shifting the strong flavor of Frankincense and Myrrh into the next room. The open window emits little light as tall pine trees cast a dark shade over this side of the house. Rhiannon's body lies upon the bed.

16. **Curtain:** A blue curtain, embroidered with white flowers, conceals the entrance to the bedroom.
17. **Bed:** Incense covers Rhiannon's body like a thick blanket. Although her skin is not cold to the touch, she does not breathe and there is no heartbeat.
18. **Hearth:** The fire inside the hearth has nearly died out.
19. **Table:** A small table sits next to the bed. A candle burns there.
20. **Stool:** Upon a stool sits a smoking incense burner.
21. **Wardrobe:** A tall wardrobe stands along one wall.
22. **Trunk:** A rosewood trunk, bound in silver sits at the foot of the bed.
23. **Mirror:** The tall mirror sits inside an oak frame, and it is covered with a dark linen cloth.

Brief Search (30-40 min)

A shocked silence freezes the atmosphere inside the house. There is a pervading sense of gloom over everything, even covering the sunshine spilling into the room.

1. **Table:** -
2. **Benches (2):** -
3. **Small table:** -
4. **Picnic basket:** The woven basket contains the remains of a picnic. Half a loaf of bread, a jar of honey, sausage, and a bouquet of faded flowers, now lifeless.
5. **Wine Bottle:** The cork has been removed from the glass bottle, and a wax seal has been broken. The seal has some strange writing.
6. **Blanket:** -
7. **Stools (2):** -
8. **Candles (3):** -
9. **Hearth:** -
10. **Cooking pot:** -
11. **Cupboard:** -
12. **Shelf:** The first chest contains salt crystals. The second is filled with black peppercorns.
13. **Pegs:** -
14. **Windows (2):** -
15. **Rose Beds:** -

The Bedroom

The aura of protection that the priest had lent to this small room will begin to fade as the sun sets. The room is quiet, illuminated by a single candle standing on the table.

16. **Curtain:** -
17. **Bed:** The bed is covered with wool sheets, stuffed with hay and a pair of pillows.
18. **Hearth:** -
19. **Table:** A pitcher of water sits next to an earthenware basin. A linen cloth is there also, along with a burning, beeswax candle scented with honeysuckle.
20. **Stool:** The smoking incense burner is the source of the Frankincense and Myrrh.
21. **Wardrobe:** A tall pinewood cabinet contains clothes.
22. **Trunk:** The trunk is Rhiannon's hope chest, and contains her wedding gown, along with a few other sentimental items.
23. **Mirror:** A strange whispering comes from underneath the cloth covering the mirror. Kailen will remember these sounds from his nightmare, being identical to the dark spirits that attacked him.

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Thorough Investigation (1 hour or more)

The gloom begins to give way to a sense of foreboding, as if something terrible is about to happen. If not already noticed, there will be a quiet whispering sound emanating from the mirror in the bedroom.

1. **Table:** -
2. **Benches (2):** -
3. **Small table:** -
4. **Picnic basket:** -
5. **Wine Bottle:** The writing is Arabic, and the language is Egyptian. Some of the wine has been imbibed, perhaps a single glass full. Kailen will remember Rhiannon drinking a cup of the wine, but he did not have any. If a spellcaster examines the bottle, she will be able to determine that the wine contains a powerful enchantment upon it. It has already been triggered, and will not work any longer. What the enchantment might have been is a mystery. Rhiannon had purchased the bottle from an Egyptian merchant in Baltray earlier yesterday.
6. **Blanket:** -
7. **Stools (2):** -
8. **Candles (3):** -
9. **Hearth:** -
10. **Cooking pot:** -
11. **Cupboard:** -
12. **Shelf:** -
13. **Pegs:** -
14. **Windows (2):** -
15. **Rose Beds:** -

The Bedroom

When everyone is out of the bedroom, there will be heard a muffled sound coming from behind the curtain. Upon investigation, a tall Egyptian with a glass eye will be found standing next to the bed, flanked by several Norse warriors. They will have just finished passing Rhiannon's body through the open window. This is Ishaq the sorcerer, and he will flee the scene after giving an order to some of his men to kill the characters. If attacked, Ishaq will be invulnerable, since he is protected by his magick mirror, which is in his room on his boat. While his men occupy the characters, he will escape with Rhiannon's body. If pressed, he will use a suffumigation (a magick gas inside a glass container), which will cause everyone to fall asleep.

16. **Curtain:** -
17. **Bed:** -
18. **Hearth:** -
19. **Table:** -
20. **Stool:** -
21. **Wardrobe:** -
22. **Trunk:** -
23. **Mirror:** If the covering is taken away from the mirror, a glimpse of a dark spirit, covered in shadow, will be seen, flitting about a dark forest. The evil spirit will not come near the mirror, choosing to hide among the trees. Anyone breaking the mirror will suffer a curse of seven years of bad luck (lose all luck points for 7 years), unless a resistance roll is made against Black Magick. The curse will be lifted after Ishaq's mirror is shattered.

Notes:

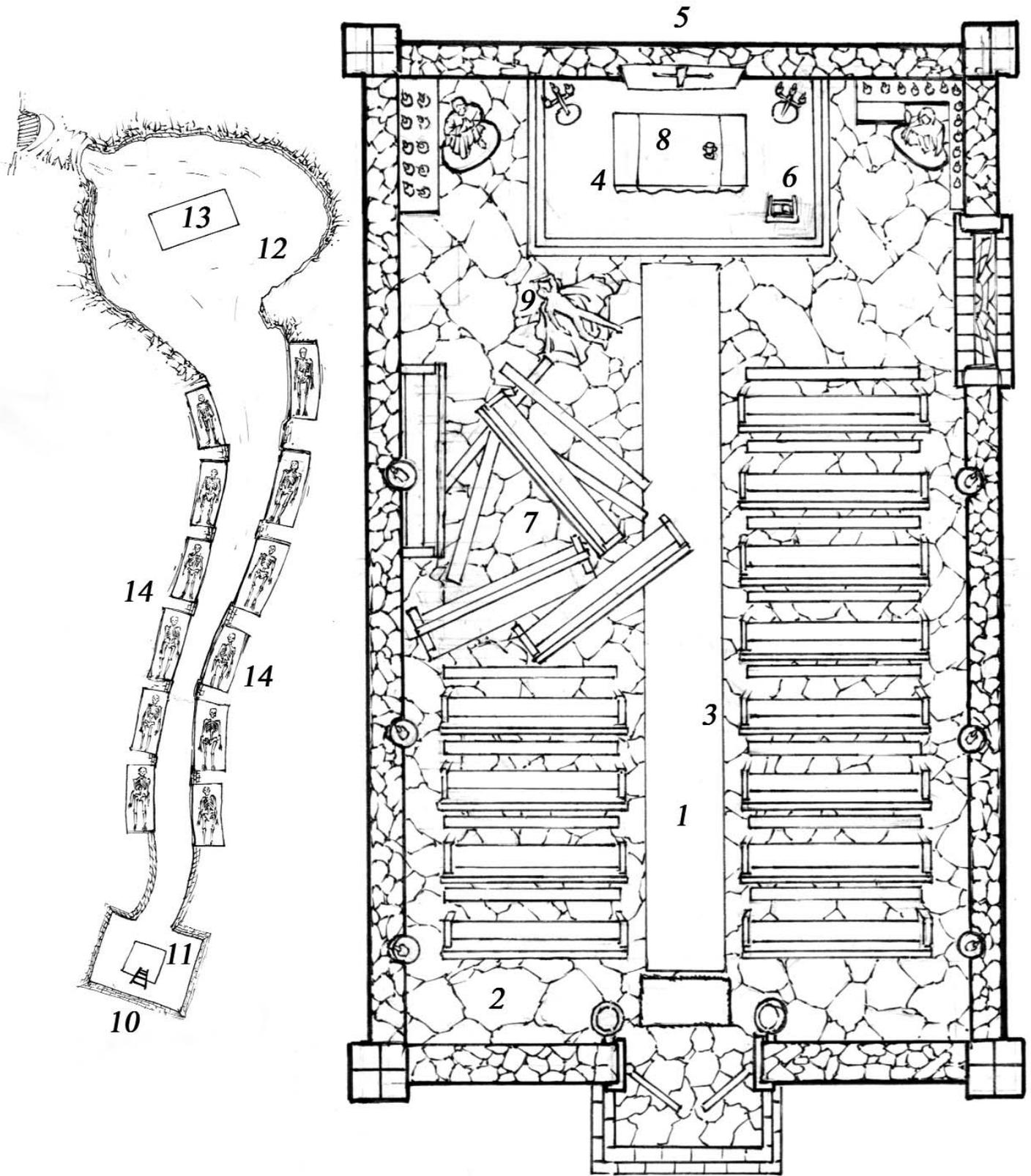
Kailen is inside with his half brother the Norse blacksmith, the woodcarver and his best friend, Kenneth. Kenneth is a minor character to be run by the Storyteller, accompanying the group on their journey in order to provide insights and ideas about the next course of action. The French crusader, the French priest, and the Welch enchantress will be approaching the house. The characters have heard of the mysterious death of Rhiannon, and are on their way to pay their respects.

The priest from Baltray will grumble something about Kailen and then walk back to the village church down the road the characters approached from. It is a short 15 minute walk.

The characters will discover that Ishaq is invulnerable to harm in this scene, and he will get away with his Norse raiders, carrying off Rhiannon's body. Ishaq's invulnerability will vanish as soon as his magick mirror has been broken.

The Norse raiding party will go in the direction of the old church that overlooks the ocean from a hill through a forest. Ishaq will use a magick suffumigation contained inside a glass jar that will render its victims unconscious unless a magick resistance roll is made against Natural Magick. The gas will cover the inside of the house.

Scene 2: The Desecration



The Gateway to Eternity

Scene 2: The Desecration

The Entrance

The path leading to the old church is narrow and worn, as if by the passage of thousands of feet over many years. Ancient growths of trees and ivy shield most of the edifice from the sight of the casual passersby. Signs of a fight are evident from the crushed vegetation that grew next to the great door, and by a cracked shield that had been tossed aside after it had fulfilled its purpose. The door has been crushed by powerful blows made as if by some huge fist. The interior of the church is visible from the doorway, but is shrouded in the darkness of the failing light, and a slight haze of smoke. Flanking the entryway are torch sconces that must have once held torches, as is evident from the scorch marks on the ancient stone, and the smell of soot in the air, but they are empty. The coppery smell of blood greets the nose when anyone steps through the threshold.

Quick Glance

The chapel smells of blood and smoke. There is a rough pile of pews on the forward left side. There is a decided patina of dust that sifts through the air, and the place seems seldom used. Signs of a fight are evident.

1. **Carpet:** The carpet runs from the entryway up to the old stone altar, some 40 feet.
2. **Flagstones:** Stone flagstones make up the floor.
3. **Pews:** There are 20 pews, 10 on each side. On the left side the first 4 pews make up a rather large pile.
4. **Stone Altar:** An altar stands in the center of the end of the church hall.
5. **Roof Beams:** The 4 foot square width beams run the length of the church.
6. **Rostrum:** A rostrum stands to the left of the altar.
7. **Pile of Pews:** A rough looking pile of pews sits right next to the rostrum.
8. **Altar Cloth:** An altar cloth is draped over the stone altar.
9. **Dead Man:** A dead man lies behind the piled up pews.

Close Look (20 min)

Smoke smolders from burned spots on the floor where it appears that the torches have been used as clubs, and then dropped onto the wormy entry carpeting. The pews of the church have been tossed roughly around, and a simple stone altar rests at the far end of the room. The age of this edifice is imposing. The width of the stone structure is 20 feet, by 50 feet in length, and is about 30 feet high to the huge oaken crossbeams that make up the basis for the hoary peaked shingle roof. Shuttered window slits allow the dimming light of the evening sun into the church, although they are 20 feet high, as if trying to outdo the encroaching forest that seeks to swallow the place for eternity.

1. **Carpet:** The carpet is hand woven, and smoldering from the half lit torches that rest upon it.
2. **Flagstones:** The flagstones are smooth and mortared into place.
3. **Pews:** The pews are made of stained pine.
4. **Stone Altar:** The altar seems made of old granite. An altar cloth covers the top area.
5. **Roof Beams:** Where they found the trees to form them no one could know. The beams are mortared into the walls.
6. **Rostrum:** A simple oak rostrum stands to the left of the altar.
7. **Pile of Pews:** -
8. **Altar Cloth:** Silk altar cloth with embroidery is carefully draped over the altar.
9. **Dead Man:** The dead man is dressed like a priest. A cloak is spread out on the ground underneath him.

Brief Search (30-40 min)

The cloying air of the inside of the church begins to stick to the nose, and brings up unpleasant memories from the subconscious.

Before the events in the catacombs: A subtle chanting in an off key sing song voice can for the briefest of hints be heard when moving around the inside. It appears muffled.

After the events of the catacombs: The strange smells from the worrisome hole in the floor combined with the smoke and blood smell already in the air are making it difficult to control an already rebellious stomach. Endurance check to keep your breakfast.

1. **Carpet:** Tiny worms and maggots wriggle away to safety when the carpet is lifted. The smell of mould is almost intimidating. A small medallion is under one of the smoldering torches. A successful heraldry check will reveal that the medallion is from one of the sultanates of the Holy Land.
2. **Flagstones:** The flagstones that make up the flooring are not from any conceivable local source. When a flagstone

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is stamped upon firmly the mortar cementing it to the floor will crack, and the flagstone will come loose revealing a tiled floor hidden underneath. As more flagstones are broken free, more of the tile mural floor will be revealed.

3. **Pews:** -
4. **Stone Altar:** The altar has nearly indecipherable runes carved into its surface which are covered over by the altar cloth. Ancient dried moss encrusts the altar at intervals, and gashes in the regular surface show that attempts to remove the altar have been made recently.
5. **Roof Beams:** -
6. **Rostrum:** The old oak rostrum seems new compared to the scathing age of the rest of the church. An old, weathered Bible rests upon it, seemingly waiting for its owner to pick it up once again. Since this Bible has been to Golgotha on pilgrimage, the bearer will be able to keep all spirits from harming any one within the sound of his/her voice while reading from the Holy Scriptures. This requires knowing how to read and speak Latin.
7. **Pile of Pews:** -
8. **Altar Cloth:** Intricate embroidery covers the altar cloth, angels in gold thread standing off against the Host of Satan in tarnished silver thread. The altar cloth seems very old.
9. **Dead Man:** While the dead man looks like a priest, when the body is turned over the face of a grizzled warrior is revealed. His cloak (presumably) is laid out on the floor beneath him. The chanting is more distinct when next to the body. Only if a person states it will the body AND cloak be completely moved at this point. If this occurs a trap-door is visible beneath the body which leads to the catacombs.

Catacombs

The catacombs, which were used primarily as a ritual burial chamber by the previous occupants of the building, have been sealed up by the Church for many years.

10. **Ladder:** The few steps down the ladder are the entrance into another world. Humid, and smelling strongly of things that have never seen the light of day, the steps of the crude ladder/stair have a thick coating of slime, making it difficult to move without falling. Blood dripping down from the Dead Man has also made the steep passage even more slippery. Pass a dexterity check or fall through the opening and suffer a penalty of 10% to all rolls throughout the following encounter from strained joints. The sing-song chanting that can be heard rises now to a fevered pitch, and Rhiannon screams something in some strange language. Then all becomes silent.
11. **Preparatory Area:** Moldered tools of unknown purpose lie in stone niches inset in the walls. The body of a townsman lies here. His face is fixed in a rictus grin. A priest giving extreme unction to the deceased will receive a 5% Piety boost for a day.
12. **Main Chamber:** Ishaq is flanked by 12 Vikings as he leaves through a tunnel. He is carrying a gilded chalice that has a luminous liquid inside. The tunnel collapses after they exit. Fight 6 Norman Raiders here as they fight to keep anyone from following Ishaq. Tombs are inset into niches that line the walls. The Sacrificial Altar stands in the absolute center of the room.
13. **Sacrificial Altar:** Rhiannon's breathless form lies still upon its basalt slab. Ancient glyphs that glow with an eldritch fire ring the outside edge of the slab. Their glow fades within scant minutes.
14. **Tomb Niches:** Ancient bodies rest, mummified by age, in the niches that line the chamber. Many of them could not even make a brief claim to be called human, and making an in-depth study by anyone who has medical skills will suffer a permanent loss of 5% to their reasoning.

Thorough Investigation (1 hour or more)

Before the events in the catacombs: The chanting in that strange sing-song voice that is oddly out of key seems to echo and reverberate throughout the hall, seemingly growing louder and more pervasive as time passes.

After the events in the catacombs: The crushing stillness of the hall gives the impression of things flitting between the shadows in the dark and failing light. The removal of the divine quality of the chapel hall is palpable at this point, and at intervals the players should make self control checks. After 3 failed checks the player will abandon the search in this "unnatural place" and wait outside. Torches lit in an attempt to dispel the gloom will sputter until removed from the structure, after which they will flare to vigorous life.

1. **Carpet:** -
2. **Flagstones:** After the majority of the removal of the flagstones of the floor, a gigantic mural is revealed. It depicts a battle between horrible beasts and angels, surrounding some kind of gateway. Letters in a strange language encircle the gateway, and only after knowing the ancient druid language and succeeding in cryptography (it is a precursor language to the druid tongue that just uses a different grammar and

The Gateway to Eternity

declension for the words) will the following passage be revealed and a crude arrow scratched into the tiles will point the way toward the location for scene 3.

*When in some strange aeon comes
The dark and steady absence of life
Will shew itself to the penitent of strife
To the ancient watery home
Of Jer-u-oscant the way must go
For if a dawn shall pass again
Then never more shall day begin*

3. **Pews:**

-

4. **Stone Altar:**

Upon scraping away the mold and growths away from the stone writing, a number of words were damaged from the attempt to remove the altar. After passing a cryptography check and knowing the ancient druid language, the following words will be readable:

*When ... some strange ... comes
The steady absence of ...
Will ... itself to the ... of ...
To the ... watery ...
... Jer-u-oscant the ... must ...
For if a ... shall pass ...
... never ... shall day ...*

5. **Roof Beams:**

-

6. **Rostrum:**

-

7. **Pile of Pews:**

-

8. **Altar Cloth:**

The embroidery could be removed, at a few hours worth of cost. The silver threads are so corrupted they will fall apart if an attempt at removal is made.

9. **Dead Man:**

After searching the body, papers identifying him as a lay priest of the Church are found. He also bears a strange tattoo over his heart, [Heraldry check needed] that of a knight of the Holy Sepulchre. He has a blessed shamshir (+5% to piety while brandished) that he acquired during the First Crusade, which was still in its sheath. If the body is left without burial a -5% piety penalty (permanent) is levied against the players until the crusader is buried.

Catacombs

Once used for the foul ancient rites of a Caledonian Druidic Faith, the catacombs are much older than the hall above. This becomes obvious after more time is spent within them. Just how old, no one could guess...

10. **Ladder:**

-

11. **Preparatory Area:**

-

12. **Main Chamber:**

Scrawled on the walls of the room with a psychotic hand are words in an ancient script. Age has rendered much of it unreadable, but if the reader knows the druid language, this will be readable:

*... in aeon comes
... dark and ... absence... life
... shew ... to... penitent ... strife
... .. ancient ... home
Of... the way must go
... if... dawn again
Then ... more begin*

13. **Sacrificial Altar:**

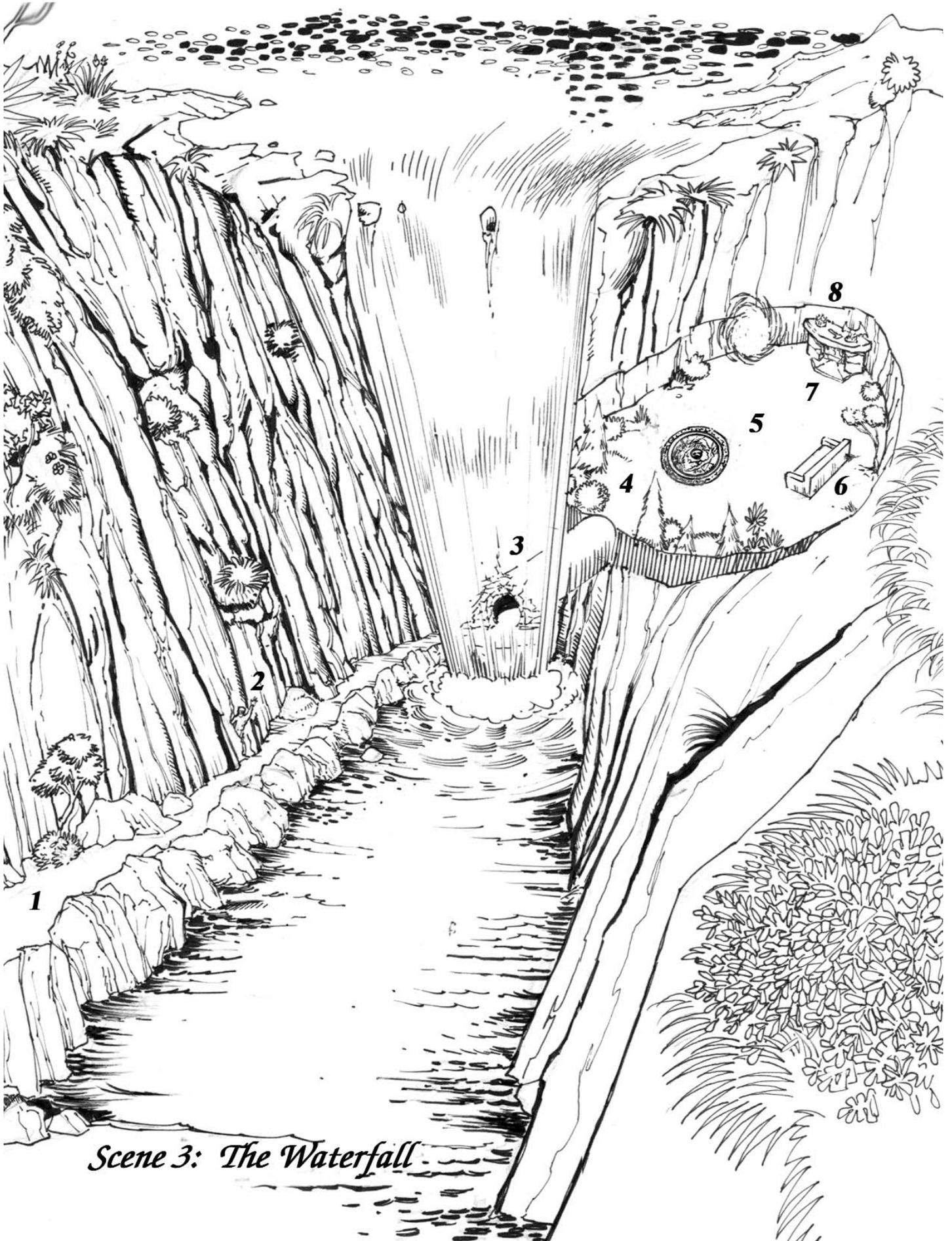
Rhiannon's body is warm, even though she does not breathe. Priests will arrive shortly to investigate the hall, and will re-consecrate the hall after sealing (once again) the catacomb chamber. The priests will tell the characters that they are requesting instructions from the local bishop on how to proceed.

14. **Tomb Niches:**

One of the bodies wears a strange headdress that is not familiar to anyone. It is encrusted with shells, bits of ambergris, and small precious stones. Any that possess this headdress will be haunted by small, malicious, evil spirits.

Notes

This scene should be presented so that the players feel that they are in over their head, or are against powers beyond their control. As they progress through the hall, reinforce how their senses are rebelling against them in their endeavor to rescue Rhiannon before she comes to harm. If a player has magical abilities, especially psychic gifts, play up the aspect of how creepy and haunted the hall is, and how little protection they have since they practice forbidden magick. If a priest is with the group comfort the players with shreds of the divine that still cling to the structure, like divine protection still surrounds the group in this ancient den of evil. Also, Jer-u-oscant is a faerie name, and a correct mythology check will place her lair at the Waterfall.



Scene 3: The Waterfall

The Gateway to Eternity

Scene 3: The Waterfall

The Entrance

The cool, damp spray from the waterfall at the end of the grotto mists into the air, making it chilly, and everyone quite damp after a short while of walking. A feeling of peace pervades this place, but not long ago rough visitors left their mark upon this land. Gashes from heavy booted feet left deep marks in the ground that borders the path.

Quick Glance

The water is still, and the sounds of birds chirp in the trees.

24. **Ledge:** A ledge of rock juts out before the Waterfall.
25. **Waterfall:** It's pretty wet and mist pours from it making anyone looking at it wet, too!

Close Look (20 min)

Occasional glints of light flash from the depths of the waterfall.

26. **Ledge:** The ledge is carved somehow into the shape of a man's torso, but it is hard to tell.
27. **Waterfall:** There is a space beyond the waterfall! The water is pretty cold, too.

The Faerie Cave

This place seems unnaturally dry, and the mist from the waterfall does not enter here.

28. **Entryway:** A short corridor leads upwards.
29. **Solarium:** This room is open to the sun above and ancient trees with strange leaves encircle the opening.
30. **Tiled Floor:** It is a gold, silver, and ivory tiled floor.
31. **Stone Couch:** A sleeping woman in diaphanous robes reclines on the marble couch.
32. **Fireplace:** A fireplace burns capriciously in an ornate stone fireplace.
33. **Mantle:** Small trinkets litter the top of the mantle.

Brief Search (30-40 min)

The woman seems to stir as people walk around her home. The room is quite cool, but not uncomfortably so.

1. **Ledge:** The carving is a man who is silently screaming in pain. The carving is quite realistic, as if he is crawling out from the wall of the grotto.
2. **Waterfall:** In the pool of the Waterfall something glints. Through the churning water it appears to be a pendant.

The Faerie Cave

The air in this place has some otherworldly quality, and while not quite unsettling will cause the hairs on the neck to stand up after a while.

3. **Entryway:** A circle drawn completely from floor to ceiling and back again is broken by a spot on the wall. Dark streaks mar the circle at that spot.
4. **Solarium:** The sky above is a different color than the sky outside the passage to the waterfall.
5. **Tiled Floor:** The design is of golden Angels flying around a dark center. Writing surrounds the angels, and the dark center.
6. **Stone Couch:** The Woman stirs in her sleep. An aura of power surrounds her, causing fear in those that would disturb her. The woman's clothes are shimmering silk, just barely opaque, and adorned with pearls and shells.
7. **Fireplace:** The fire gives off no heat that any could feel. It also casts light onto the floor and walls of the fire place, but casts no light on anyone. (If any put their hand into the fire, for example. There would be no light cast upon them.)
8. **Mantle:** An ornate *diadem* rests on the brow of a small stone bust. In front of that a large *green pearl*, perhaps an inch in diameter, rests, the light scattering off its form. A small *Silver hammer* rests next to it. Lastly, a small figurine of Ivory carved into a *hunched gargoyle* rests on its side.

The Gateway to Eternity

Thorough Investigation (1 hour or more)

The room and its surroundings seem separated from reality somehow. After spending some time here a person starts to get the feeling that if they stayed much longer they would become part of the place forever.

1. **Ledge:** It seems to be a man that somehow was turned to stone, as the carving work is too good to not be real. The disturbing part is in how much detail is there. He is missing one of his hands; the blood trickle from the stump deftly appears in the rock. The man is of Norman descent, and wears clothing consummate with his origin. His armor is battered and barely hanging on his body, and his face bears the marks of an eternity of torment. Praying for the man has no effect, as he gave his soul over to Evil long ago.
2. **Waterfall:** Deep in the chill pool of the waterfall rests several broken weapons, which have almost no rust on them whatsoever. A severed hand of indeterminate age floats near the bottom, occasionally being picked at by small fish. At the very bottom of the pool an ornate cameo pendant rests. It is the picture of a very beautiful woman, who has very sad eyes. She seems to be wearing clothing that would be native to the Kingdom of Aragon.

The Faerie Cave

3. **Entryway:** The mark is someone's blood smeared over the circle to break it. Someone trained in Conjuration would recognize the magick circle as a circle of protection from evil.
4. **Solarium:** A leaf flutters to the floor from the space above. It is not native to the area.
5. **Tiled Floor:** The floor describes how a Host of Angels imprisoned the Legions of hell within a land without time and without end. The writing that encircles the Angelic Host (knowing the Druid tongue is required) tells how a man must give that which is most important to save that which is precious. The writing that encircles the Pit is a black magic spell, Open the Black Gate, which will shatter a barrier between this world and hell. Any that try to copy it will be temporarily driven insane and will crawl to the waterfall and try to drown themselves.
6. **Stone Couch:** The beautiful woman (Jer-u-oscant) awakens, and with a slightly shocked look speaks to her visitors. With a hint of steel in her voice she asks why Ishaq has sent more men to die in her presence. If the guests are rude or belligerent she will attack without hesitation. She is a Leanan Sidhe with additional powers over her demesne. If any die within this room, they will appear as carved ledges jutting out from the rock wall of the grotto, as their souls have become entwined within this place for all time. If the group asserts that they have nothing to do with the evil sorcerer, she will help them by telling them of the legend of the Gateway to Eternity, and will give them the items on the mantle.
 - a. The pearl is the breath of the great serpent that rests within the Great Ocean.
 - b. The Hammer is none other than an aspect of Mjolnir, forged long ago for the mighty hero Thor in his battle against the children of Lilith in the great northern reaches of the world, and will destroy one object of evil before it fades from this land.
 - c. The ivory guardian will close the door long forgotten.
 - d. The diadem will shine for the one who awaits the light of love to return.
7. **Fireplace:** -
8. **Mantle:** -

The Departure

When the group leaves the area, they will be struck with a vision as they pass through the waterfall.

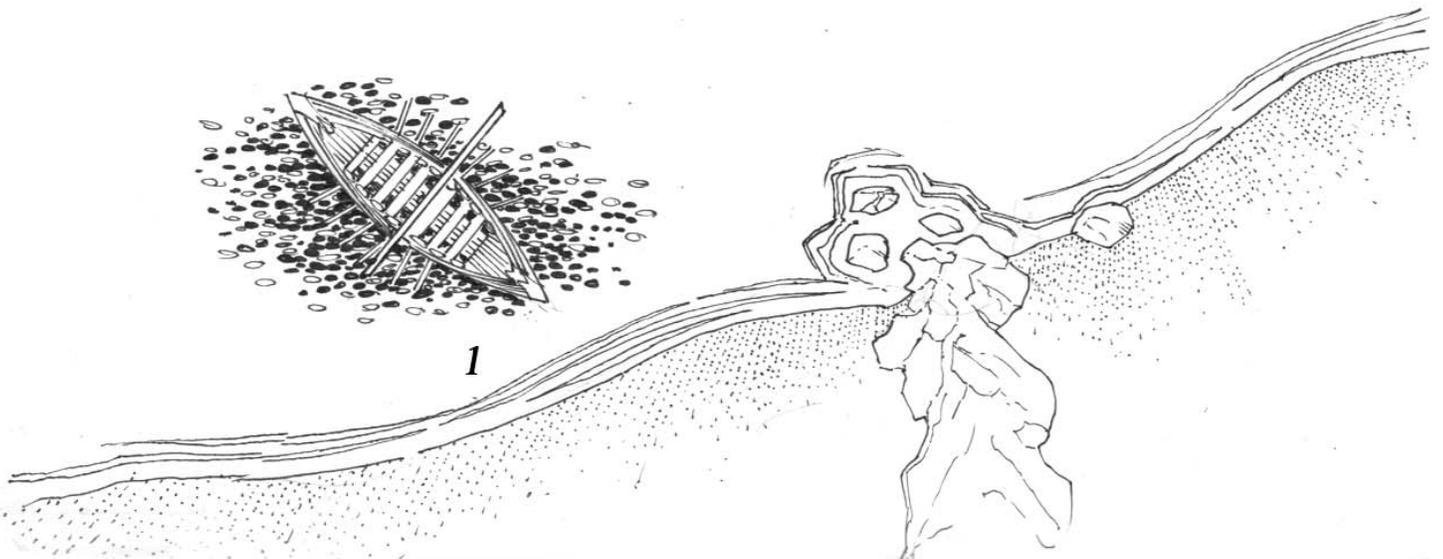
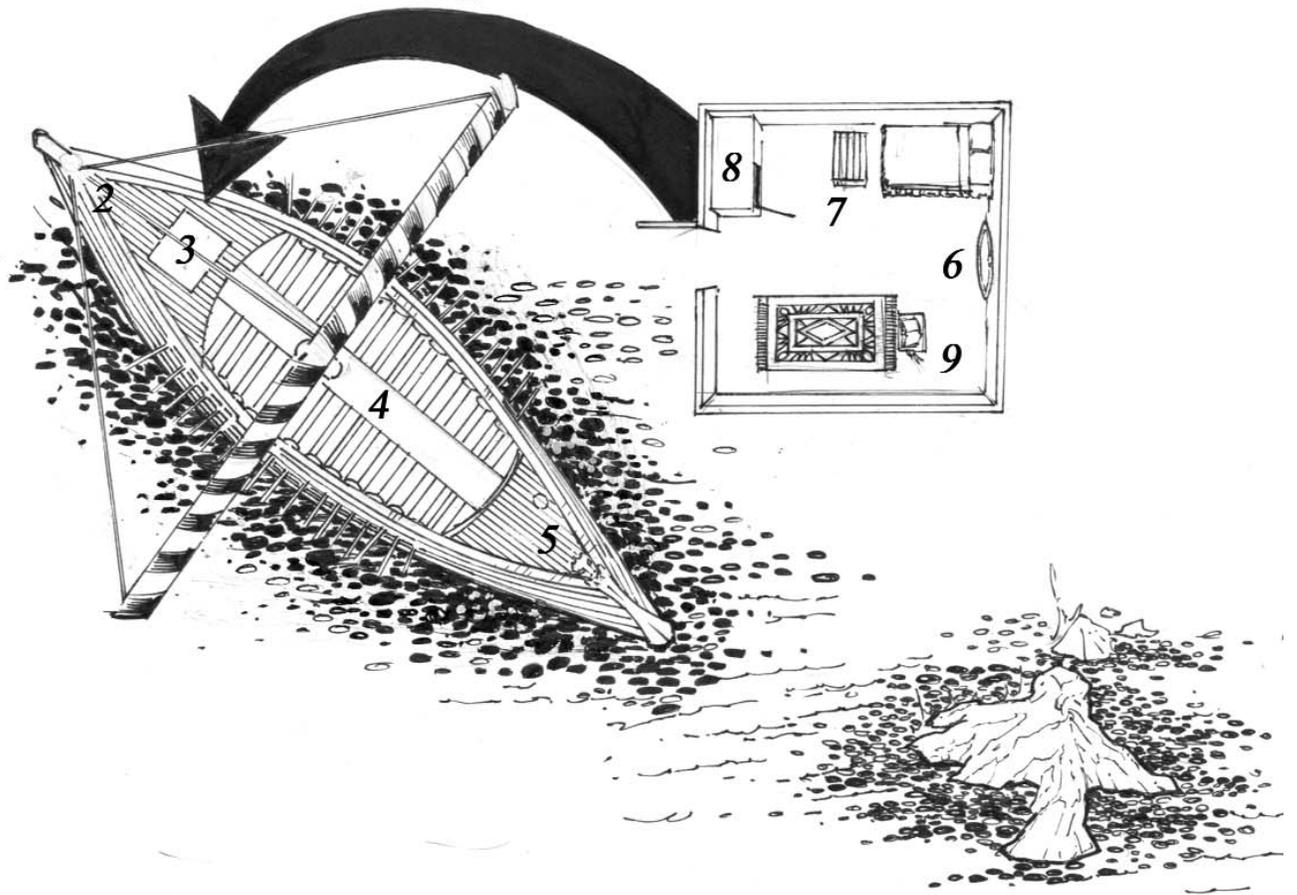
It is as if they are flying low over the water. Black water with blacker crests rises towards a dragon in the night. A voice calls out, "The dragon holds the source of Ishaq's magic, and if that limpid portal should ever be destroyed, the dragon will die."

The characters will awaken from the vision leagues away on a beach by a place called Blackrock....

Notes

This is the place where everyone is prepared mentally and physically for the coming battle. Emphasize the otherworldly quality of the entire grotto. The players should not be overly quick to fight Jer-u-oscant for the baubles, since one of them should die from the battle and be the latest addition to the wall of shame on the grotto walls. Try to make the players feel like the whole event has been a dream after they leave, and they dimly become aware of the new objects that they carry after they awaken from the vision. They will be unable to find the grotto ever again.

Scene 4: The Black Ship



The Gateway to Eternity

Scene 4: The Black Ship

The Entrance

A long expansive beach stretches out into the moonlight. On the shore sits a Viking longboat. Signs of recent activity are everywhere, but not a soul is to be seen. The constant lapping of waves on the shore is soothing, and makes the longboat even more out of place. The only way to reach the destination is to get in the boat and row out to sea...

Quick Glance

A modified Norse Knorr sits out on the water. Sounds of revelry drift out over the water

1. **Ship's Stern:** The Norse ship is moored facing the shore. This is where the group must sneak up to the rear of the vessel. If the pearl is dropped into the water, the sea will briefly light up with a green glow. Then the ocean for miles will bubble slightly, pouring forth a dense mist. This will enable the group to row right up to the ship. Otherwise, they will be discovered, and very likely killed by the 100 Warriors on the ship.
2. **Stern Rigging:** Heavy rope rigging stretches from the gunwale to nearly the edge of the water.
3. **Aft Landing:** A wood cabin is built upon the stern area, with a door facing sternward.
4. **Crew Area:** The area at the middle of the boat is for crew.
5. **Bow:** There is a lookout at the bow.

Close Look (20 minutes)

The Viking merchant vessel is even more intimidating up close, with verdigris and barnacles forming a thick layer near the waterline.

1. **Ship's Stern:** The Norse merchant vessel seems to have been modified with a cabin at the rear of the vessel.
2. **Stern Rigging:** The smell of fish is strong. Climbing the rigging causes it to creak treacherously, but no one is alerted.
3. **Aft Landing:** The wooden cabin has ornately gridded windows. The door seems stout and the lock is bronze.
4. **Crew Area:** About 100 of Ishaq's Norman Warriors are here, getting solidly smashed on wine. If anyone disturbs them, the whole lot of them get their swords and axes ready and
5. **Bow:** The coxswain is standing a miserably sober lookout. Every few seconds he looks back at the revelers and scowls. When hespies movement back aft, he gives one quick look around, then starts heading aft.

Brief Search (30-40 min)

The Ship sits very still in the water. The crew are getting more drunk by the minute. A lookout has been posted at the bow of the ship.

1. **Ship's Stern:** -
2. **Stern Rigging:** -
3. **Aft Landing:** Skill in Locksmithing can be used to open the cabin door. If this attempt is failed, the coxswain makes it back aft before another attempt can be made. This is not a quiet event, as the coxswain is cursing in Norse the entire time. The group can hide in the boat, or set an ambush. If the group hides in the boat, then they will successfully be hidden if they succeed in a stealth check (one check done by the person with the highest stealth). Then the coxswain will rumble on a few more obscenities and stomp back forward. If an ambush is set, then they will have surprise on the coxswain (Norse Raider, no armor). Unless the Norseman makes it back to the Crew Area (Area 4) the sounds of the men getting drunk will hide all sounds of battle. If the Coxswain is captured, he has the key to the aft cabin door on him.
4. **Crew Area:** -
5. **Bow:** -

Ishaq's Cabin

The Cabin is an eclectic mix of things collected from travels around the world. Ishaq has acquired a Holy Celtic Sword while traveling in his dreams. This is where he learnt about the Gateway to Eternity. Kailen encountered Ishaq in his nightmare, but was unable to touch the sword.

6. **Magic Mirror:** The mirror swirls as things move past its glassy surface. Every few moments a face will appear, as if bidden to do so by some unseen master. If you listen closely to the edge of the mirror, you can just barely

The Gateway to Eternity

hear a slight whispering, as if many voices were trying to speak, just not being heard.

7. **Trunk:** This heavy, locked cypress trunk seems to have traveled just as much as the ship has. The trunk looks like it might once have been carved, but sections of it have been burned by a powerful flame.
8. **Closet:** This closet is built into the aft corner of the cabin. It is unlocked, and opening it reveals a strange array of different clothing. The clothes can be bundled up and looted.
9. **Prayer Area:** This heavily embroidered prayer mat could be sold for a hefty price. From the precious stones sewn into its fabric to the gold and silver thread that intertwines the whole mat, this is truly a work of art. A Quran sits at the head of the area, next to a small incense brazier.

Thorough Investigation (1 hour or more)

The celebration on the boat seems to be maintaining itself quite adequately. With this amount of commotion, anyone could sneak aboard this vessel, at least with the exception of that very cautious watch at the bow...

1. **Ship's Stern:** -
2. **Stern Rigging:** -
3. **Aft Landing:** -
4. **Crew Area:** -
5. **Bow:** -

Ishaq's Cabin

The lair of the Egyptian Sorcerer is filled with his memories, and reasons for the path he has traveled. This does not belie his choices, just gives depth to them.

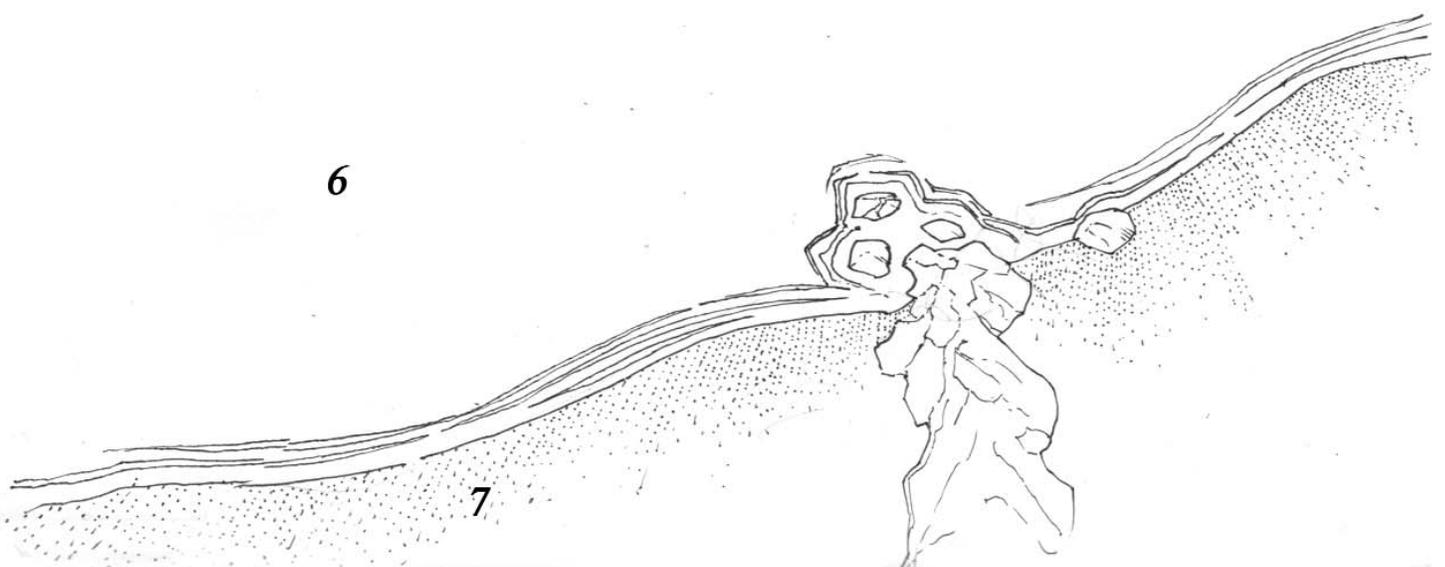
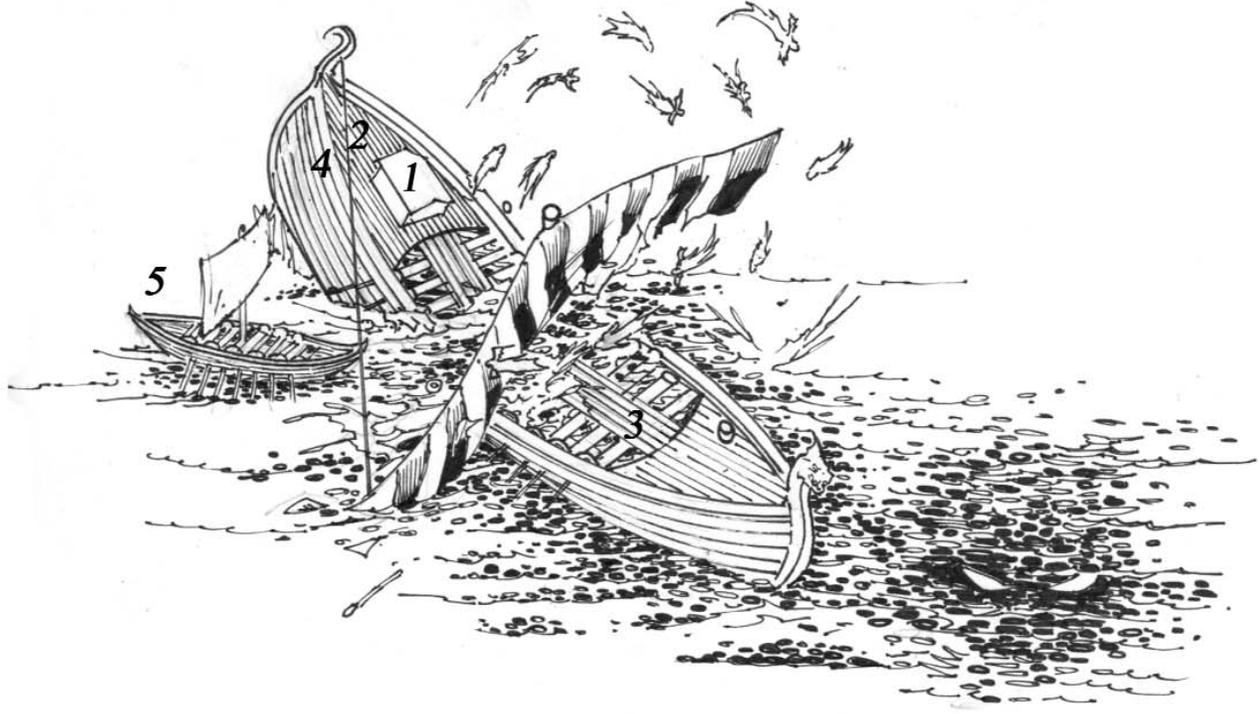
6. **Magic Mirror:** Anyone with a positive piety will receive an evil feeling from the mirror. After a short while a whispering that starts below the edge of hearing will build into a crescendo of chanting "Our Master COMES!" The mirror is unbreakable, unless it is hit with the magick hammer.
7. **Trunk:** Singed Bridal clothes and partially burned trinkets fill the trunk, folded carefully and neatly. A small picture, half burned, sits at the bottom. The image will match that of the pendant that was at the bottom of the waterfall.
 - a. **Weapon Case:** Underneath the clothes in the trunk is a long, thin box made out of stained oak, bound in iron. It has no lock, but it has a metal fastener to keep it shut. Inside the box is a Holy Celtic Sword, that will inflict triple damage against Evil Spirits and Fallen Angels. It will affect non-corporeal spirits. Kailen should recognize the weapon as an identical copy to the one seen in his nightmare, but it will not burn his hand (like it did in his dream) if he tries to pick it up. The presence of the Holy sword is the reason that the Evil Spirits will not harm any of the characters when they escape from the mirror.
8. **Closet:** The Closet is made of some unknown tropical wood. After several pokes and prods a hidden floor is discovered in the bottom of the closet. Several black wicked sickeningly yellow tallow candles lie on top of the pile. Beneath them is a ceremonial robe and a sheaf of papers written in Arabic. If some one reads Arabic, then they are notes about a journey across, and beyond, the known world searching for a way to truly resurrect the dead. Beneath that is a singed diary. It is written in Latin, and describes the life of one Egriselda of Aragon.

She was born into the family of a Baron of the Kingdom of Aragon, but the whole family was slaughtered by a band of Moors, and she was sold into slavery at a young age. It was so traumatic; she could not even remember the names of her family. She eventually found herself at a market in Egypt, when she was bought by an Arab named Ishaq. He doted on her, and treated her better than her other masters had been. She eventually states that she has grown to love this enigmatic man, and she was lucky to have been chosen by him. The last few pages are burned.
9. **Prayer Area:** The prayer rug has indentations that show someone was using it recently. The Quran has several passages that have been touched enough to have been marked by the sweat of the fingers doing the reading. They discuss how infidels will be torn apart in hell, and there are separate marks on those pages, as if made by drops of water

Notes

It will not be possible to follow Ishaq into the forest until after his mirror has been shattered because he has entered the spirit realm, traveling a magick pathway that he created with the magick mirror. Show how precarious the group's position is in light of the 100 Viking Warriors getting drunk less than 10 feet away. If the information about Ishaq's lost love is discovered, play up how poignant the whole situation is, but also with reminders of how she was still just a slave that was taken in conquest after the rest of her family was killed. The whole turning point of the story is when the Mirror is broken.

Scene 5: Shards of Darkness



The Gateway to Eternity

Scene 5: Shards of Darkness

Entrance

The hammer strikes the mirror with an ear-splitting shriek, then explodes into a shower of glowing motes that remain suspended in the air. The mirror quivers for a few seconds, then a vicious crack splits its surface from top to bottom. Then, as pieces fall from the shattered surface, a gaping darkness can be seen through the open frame. Gibbering masses rush towards the light of the outside world, and everyone is knocked down by a dark shockwave of energy. Spirits howl out into the world from within the frame. Then, as suddenly as it began, the sound stops. All is silent. The motes slowly dissipate into the air, and slowly a smell wafts its way into the area. The stench of decay floats about the ship as the very harbinger of death. Splashing can be heard from the direction of the water, and the sounds of revelry have stopped...

Quick Glance

There is a fell feeling in the air, as if the gates of hell had just been opened.

1. **Ishaq's Cabin:** Things are in disarray within the room, thanks to the shockwave.
2. **Aft Landing:** Slime is draped over the floor, as if some rough beast sloughed its way from the crew area over the side. If any person stands in the open for more than a few seconds, 2 spirits attack for two rounds then fly away.
3. **Crew Area:** The crew area is bedlam as a churning mass of limbs and flesh writhes in the center hold.
4. **Aft Gunwale:** The wood on the side of the boat has been ripped/bitten away. Water is coming in.
5. **Longboat:** The longboat sits in the water, resting like a beacon of hope amidst the chaos.

Close Look (20 min)

Things are rapidly spiraling out of any hope for control. Spirits wing through the air screaming, a mass of churning corporeal spirits is attacking those lucky enough to not become possessed, and the waters are become home to fell beasts.

1. **Ishaq's Cabin:** The robes that were in the closet burst out of the closet (or any packs they were put into) and fly off into the night.
2. **Aft Landing:** Evil Spirits are circling the area above the boat. Some of the corporeal spirits are slouching their way towards the Aft Landing. They reach the landing within 10 minutes, so if any person remains on the boat by that time, they will be attacked by 5 zombies and every two rounds they will suffer pot shots by the flying specters and phantoms.
3. **Crew Area:** Any watching might have seen a Viking successfully fight off about ten of the zombies for half a minute, then be crushed under the subsuming horde. Since the mob is currently heading aft looking for fresh victims, it might be time to make a hasty departure.
4. **Aft Rigging:** Something large is bumping the longboat from under the water, as if trying to board the craft. It seems to be some manner of sea creature that is shaped like a man. It inspires fear in all that see it, so a self discipline check is required to approach the edge of the Viking vessel. The amount of water that is entering the boat is slowly increasing.
5. **Longboat:** The longboat is jostling in the water, as something is attempting to get onboard the vessel. If any attempt to board the boat, they must simply pass a dexterity check and jump on board. If any should fail, they must fight off the sea beast until pulled from the water by a friend. With the beast in the water, it is IMPOSSIBLE to climb out on your own. When in the water you can see the beast up close... It is the amalgam of dead sailors merged into one monster, and brought back to life through the release of evil from the mirror.

Flight

Once the group makes it to the boat, the real escape begins. Harried by flying spirits and the beast from below, the group in the Longboat must make it to the shore and then find the location of the Gateway.

6. **Near Shore:** (The Beast only follows the boat if no living being is left on the Viking Knorr.)The Beast is unable to swim after the boat anymore and so lumbers up out of the water to hunch after the group. A Self Discipline check is required in order for those in the boat to continue rowing towards the shore, any failing will jump out of the boat and try to run towards the shore. If the boat has only one person rowing then it will stop, while just two people rowing will give the boat enough momentum to outrun the monster. While panicked in the water, make a dexterity check each round of running/swimming or

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stay flailing. The Beast will advance 3 yards per round, so make it to the beach before the monster or fight it alone.

7. **Shore:** (The Blast only happens if the group is at the shore.) A blinding flash of light streaks down from the heavens, searing the area around the devastated Viking ship. Lances of pure energy strike seemingly at random, then one powerful blast disintegrates the great Beast just as it is about to clear the water.

Brief Search (30-40 min)

The Knorr is rapidly sinking in the distance. The beast is a threat to deal with, if not dealt with already. Any that are still on the ship will have a hard time making it here, as the sharks are already circling the wreck looking for a meal.

1. **Ishaq's Cabin:** Fighting a way out of the cabin is difficult at this point. Possible options are cutting through the roof, or bashing your way out of the zombie choked door. Since the zombies are packed in so tightly, a strength contest (against a 99 STR) is required to make headway, and a DEX check is needed to avoid injury. Three failures of the Strength check will result in those occupying the room being overwhelmed. Each failure of the Dex check will result in one randomized hit of strength 3d6. Three successes will result in the bulk of the zombies being tossed (falling) overboard from slipping on the slick deck.
2. **Aft Landing:** Thick slime still covers the deck. A DEX check is needed to avoid falling in the water. At least the zombies that fell in couldn't swim. If the check was successful, and the longboat is still here, jumping to the longboat is easy, as the Beast is distracted by the sinking zombies.
3. **Crew Area:** The deck is treacherous as the ship is sinking from the weight of the water in the hold. Blood and viscera are scattered across the wood planking.
4. **Aft Rigging:** The broken hull seems deeper than just at the water level. Sounds of gnawing can be heard, as well as the scurrying of many feet. It becomes clear from the sound of the chewing beneath your feet that only seconds remain before the deck beneath your feet becomes too fragile to support weight. The time to leave is now, and if that does not occur, the rats and the circling evil spirits will devour any that remain.
5. **Longboat:** -

Flight

With the danger passed, and the sea becoming still once more, the real danger seems to lurk behind every shadow.

6. **Near Shore:** -
7. **Shore:** Clothes from the closet in Ishaq's room are scattered across the beach. Papers from his notes are stuck in the trees, and one sheaf is tucked in a large pocket of a battered travel robe that flaps while hanging from a rock.

Thorough Investigation (1 hour or more)

The Knorr has sunk. A strange wind for this time of year has arisen. It comes from the west...

1. **Ishaq's Cabin:** -
2. **Aft Landing:** -
3. **Crew Area:** -
4. **Aft Rigging:** -
5. **Longboat:** -

Flight

6. **Near Shore:** -
7. **Shore:** After rescuing most of the paper, (in Arabic) they tell the tale of Ishaq's travels across the known world looking for a way to restore Egriselda to him. What was missing was a beaten manuscript which was far older than anything else Ishaq possessed. Much of it is unintelligible, but it has pictures like that of the tiled floor in both the ancient hall and the Faerie Cave. It also has an ancient hand drawn map that shows the way to the Faerie Fortress. Tucked into the papers is a tiny key.

Notes:

After the magick mirror has been broken, a pathway will be visible through the forest....

Scene 6: The Faerie Fortress



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Scene 6: *The Faerie Fortress*

The Entrance

The journey through the dark forest from the beach will begin to stir up unsettling memories. Kailen will suddenly realize that they are traveling through the dark forest in his nightmare. Dark, twisted trees seem to bar one's path, and there is the sound of whispering voices coming from the darkness.

The path ends at a clearing among the trees. A tall, circular barrow mound, bathed in moonlight, dominates the far side of the clearing. There are no trees growing on its grassy slopes, and a dark opening stands at its base. A white altar stands near the entrance to the barrow.

A few crows flap and squawk away, surprising everyone as they near the ring of trees. The local legend holds that a great king out of ancient days is buried here. Others state that he was such a mighty warrior that the gods buried him here to guard a vile evil that once consumed the world.

Quick Glance

The clearing is covered with leaves fallen from the dark, twisted trees that seem to choke out the moonlight. A cool wind blows, and there is evidence of a recent battle here.

1. **Barrow:** A tall barrow mound stands at the far side of the clearing.
2. **Doorway:** A stone archway is set at the base of the barrow mound, marking the entrance.
3. **Dead Tree:** A single tree has fallen across the opening to the clearing.
4. **Pentagram:** There are markings beneath the leaves near the entrance to the clearing.
5. **Stone Circle:** Several tall granite stones form a small circle at the left side of the clearing.
6. **Mushrooms:** A small mound of mushrooms grows in the center of the clearing.
7. **Altar:** A white stone altar is towards the back of the clearing.
8. **Stone:** There is a smaller stone in front of the altar.
9. **Dead Faeries:** Dozens of dead faeries litter the clearing.
10. **Dark Forest:** Dark, twisted trees climb upwards into the moonlight along the rim of the clearing.

Close Look (20 min)

The scene is a grisly one. Dead fairies litter the clearing, their blood staining the grass and mixing into the colors of the flowers growing throughout the area. A pentagram stands near the entrance, marked in sand mixed with blood. The altar is covered in a dark stain, and the gray stone doors to the barrow mound have been shattered. A dead tree has fallen nearby, uprooted from where it once stood. There are whispering voices in the trees....

1. **Barrow:** The circular mound is nearly a hundred feet tall and it is covered in grass. No trees or flowers grow on it.
2. **Doorway:** Rough, gray-blue stones are set into an archway. A pair of granite doors lie nearby, cracked and shattered.
3. **Dead Tree:** The dead tree has been uprooted as if by a mighty wind, but no other trees have been affected. The tree is an ancient oak, but most of its leaves have fallen to the grass.
4. **Pentagram:** Some leaves cover a pentagram, drawn in sand that has been mixed with blood. Five black candles mark the points of a star, and there are the charred bones at the center.
5. **Stone Circle:** The circle of stones are carved out of gray granite, 10 feet tall. The edges have been worn down by centuries of wear.
6. **Mushrooms:** A small mound of earth, six feet in diameter rises perhaps two feet off the grassy clearing. It is covered with a variety of mushrooms and tiny flowers.
7. **Altar:** The white stone altar is covered with blood stains, but there is no body present.
8. **Stone:** A round stone, four feet tall off the ground and six feet in diameter stands in front of the altar. It is smooth and unadorned.
9. **Dead Faeries:** The faeries have been killed with iron weapons.
10. **Dark Forest:** The trees surrounding the clearing are the same ones in Kailen's nightmare.

Brief Search (30-40 min)

It appears that there was a battle fought here between the faeries and Ishaq over the entrance to the barrow mound. A dead nymph lies next to her tree, and the flowers are covered in blood. Birds sing out a dead funeral hymn to those who lived here. Dark

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spirits are whispering in the trees. There is the odor of something burning, but none of the bodies have been harmed with fire.

1. **Barrow:** -
2. **Doorway:** There are scorch marks on the stone doors emanating out in a circular pattern. The cracks are also centered around the scorch marks.
3. **Dead Tree:** Next to the dead tree lies the body of a nymph, her dark hair covering a sad face.
4. **Pentagram:** Those familiar with conjuration may be able to identify this pentagram is a circle of summoning spirits.
5. **Stone Circle:** The space inside the circle of stones is bereft of anything except grass.
6. **Mushrooms:** There is a sense of something missing from the mushroom patch, as if the life has gone out of them, although they seem edible.
7. **Altar:** -
8. **Stone:** The stone has a groove in it's top. A celtic sword will slide into the slot cleanly.
9. **Dead Faeries:** The bodies of the faeries are in a pattern. It seems that they were defending the entrance to the barrow.
10. **Dark Forest:** The whispering voices among the trees grow louder, as if something is approaching.

Thorough Investigation (1 hour or more)

All is now quiet, as if the world is holding it's breath. The birdsong has stopped, and the only sounds in the clearing are the whispering voices that come out of the trees....

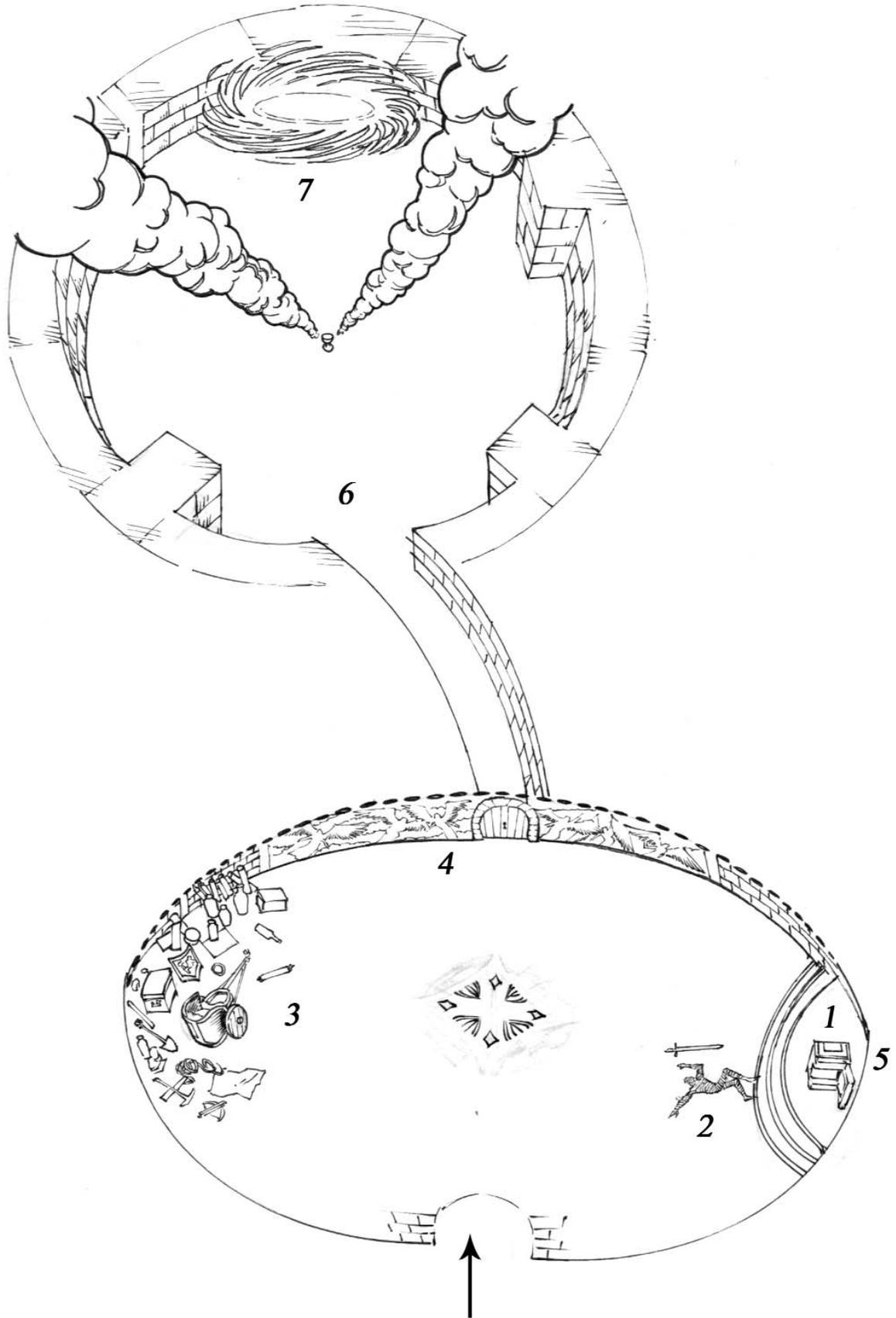
1. **Barrow:** -
2. **Doorway:** There are scorch marks on the stone doors are the source of the smell. The remains of moss and vines that once covered the doors have been burned away.
3. **Dead Tree:** -
4. **Pentagram:** This summoning circle was made by Ishaq to bring the spirits of the dead here.
5. **Stone Circle:** If one were to stand in the center of the stone circle, a vision of a faerie kingdom will come to mind. Living on top of the mound of mushrooms, the faeries flit about here and there, playing amidst the flowers. Then the vision will fade away, and a sense of loss will be present like a memory of the dead.
6. **Mushrooms:** Those eating the mushrooms will suffer from bad luck (lose all luck points).
7. **Altar:** -
8. **Stone:** The slot in the stone is where the holy sword from Ishaq's cabin once was. Ishaq came here in a dream and took it from the stone in order to prevent anyone from using it against him when he came here. This was also seen by Kailen in the dream.
9. **Dead Faeries:** -
10. **Dark Forest:** Out of the trees will come several dark spirits, who will try to destroy the souls of the living and then drain away all life.

Notes:

Kailen will remember this place from his nightmare. Ishaq came here in the dream in order to steal the holy sword that was placed here in the stone to use in guarding this place. Once he had taken the sword, this place was left unprotected. Leaving it in his cabin on his ship, he came here, created a summoning circle, and then brought the evil spirits here. His men cut down the nymph's tree and then he went up to the barrow mound doors and brought his magick against them, burning and cracking the doors. Hearing this disturbance, the faeries came out and tried to stop him, but were all slaughtered by the Normans and evil spirits. Some of the evil spirits remained here, and will attack out of the trees. Since the characters have entered a magick world, their weapons will affect the evil spirits.

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Scene 7: The Gateway to Eternity



The Gateway to Eternity

Scene: *The Gateway to Eternity*

Entrance

The stone doors that had once sealed the barrow have been torn away from the stone archway that is set into the side of the barrow. They lie now, broken and cracked, next to the opening. A silent darkness awaits from within the passage.

Quick Glance

The barrow passage is dimly lit from the outside moonlight. It is straight and wide, going back into the mound of earth and stone piled on top of it. A musty odor like decaying moss mixed with wet earth permeates the hallway.

1. **Throne:** A throne lies on its side.
2. **Mummy:** A mummified human is strewn upon the ground.
3. **Debris:** A pile of debris lies against the east wall.
4. **Ancient Mural:** A mural stretches across the north wall.
5. **Tapestry:** A tapestry still hangs behind the throne.

Close Look (20min)

The floor's dust is disturbed, but the whole scene is highly chaotic. The most activity is by the throne and tapestry. If more than one torch is brought into the room, the ancient mural flares with light.

1. **Throne:** The throne is made of carved granite.
2. **Mummy:** The body lies face down on the ground. The clothes that it wears have suffered from millennia of rot and mould.
3. **Debris:** There is a collection of age damaged pots and baskets. There are cobwebs all over them.
4. **Ancient Mural:** The mural is made of pieces of glistening stone, like glass.
5. **Tapestry:** Held together by little more than mould and grass roots, the mural is somewhat hard to make out.

Brief Search (30-40 min)

The room feels like something is waiting within, but nothing else is visible...

1. **Throne:** The carved throne was slid away from its place in front of the tapestry and knocked over. It bears an inscription in an ancient language.
2. **Mummy:** The body was wearing what appear to have once been grand clothes. Age has taken its toll upon the form, and the ignominious manner in which it was toppled from the throne has broken its arms off, underneath it. A glint of bright metal can be seen from beneath it.
3. **Debris:** The wreckage of the objects that sit against the wall contains little of interest. Bits of melted glass, corroded weapons, and some ornamental armor were wrapped in some sort of thick fabric. Most of this is now consumed with rot, and the whole lot spills across the floor as soon as the pile is disturbed.
4. **Ancient Mural:** Unless lit already by multiple torches, the mural flares to brilliant light. It has been absorbing what light it could, and now has fully charged and is releasing its stored energy. Light as bright as noon day fills the room, and all eyes and minds are filled with the story that the mural has to tell. A lone saint was sent by God to guard a portal to a place that held the most foul of evil spirits. He ruled a kingdom that passed on thousands of years before the age of legends even began. As he died, he praised God for allowing him to serve Him so faithfully, and so was entombed here. As the scene plays out in everyone's view, the portal in the center of the mural becomes ever so slightly more distinct, as if it is a doorway...
5. **Tapestry:** The tapestry depicts angels in flight in thin gold thread.

Barrow Passage

As the tiny key is inserted for what passes as a keyhole in the portal mural, a rough release of gasses ensues from within the stygian tunnel. The rough passage leaves the clean edges of the portal and slowly spreads out to form a large domed chamber. At the center of the room two columns of smoke tower ominously over the surrounding figures.

6. **Entry:** As the group stands fully within the passage, the door shuts silently on its own.
7. **The Gateway:** Finished with the rite to open the portal, the twin columns of smoke coil out from a large gilded chalice. The walls on the far side of the gap between the pillars of smoke seem to fade, as if some bleak

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alien landscape is being superimposed upon their features. The darkness of a thousand million years of isolation screams out of the gateway. One figure steps forward through the shifting space.

Event

The spirit that steps forward has flowing hair and a kind demeanor, but there is a hint of ghoulish taint to her features. She says some things to Ishaq, and he responds with statements of denial. Then she begins lashing out at Ishaq with dark tendrils of evil smoke, and he shrinks against the onslaught. The Ivory Gargoyle begins to quiver in whoever's hands it is in. If they do not drop it, it will grow and animate as they hold it, doing a 3d6 damage wound to whatever location it is being held in. The gargoyle grows to 6 feet in height and stomps forward, leaving deep dents in the surface of the ground. As the gargoyle grasps the twin columns of smoke, the spirit that was beating Ishaq shrieks and turns cadaverous, then disappears into dust. Ishaq screams with purple faced rage, and turns on the interlopers commanding their deaths. The 12 Norse warriors attack along with Ishaq.

Thorough Investigation (1 hour or more)

If before the events at the Gateway: The whole barrow quivers as if struck like a bell. Hushed chanting seems to be emanating from the walls and the very air. The brazen glow from the mural is starting to dim once again (unless two or more torches are still in the circular room) and a stillness starts to spread throughout the area. Something dark is stirring in the air.

If after the events at the Gateway: The area is silent. The Portal Door in the Mural opened just as silently as it closed. A plaintive voice can be heard. It is Rhiannon, but sounds somewhat hollow, and is coming from the Gateway Area.

- 1. Throne:** The carven language is revealed by the soft glow of the sword. It is a simple question. "When once again before men, remember the noble fallen, and restore my sight to me..." If the throne is righted, and the body placed therein, the decay of the body will visibly lessen, and the still figure will seem as if only sleeping. Every person present will receive a permanent 20 point bonus to their Spirit, and a permanent 5% bonus to their piety.
- 2. Mummy:** A Celtic short sword rests beneath the body, and it glows now brightly, even as the air feels darker. Ancient writing covers the blade, but none know the language as it is indecipherable by men. It will damage non-corporeal creatures, and deal an extra 3d6 damage against those who work evil in the world.
- 3. Debris:** -
- 4. Ancient Mural:** The Portal door is Open.
- 5. Tapestry:** -

Barrow Passage

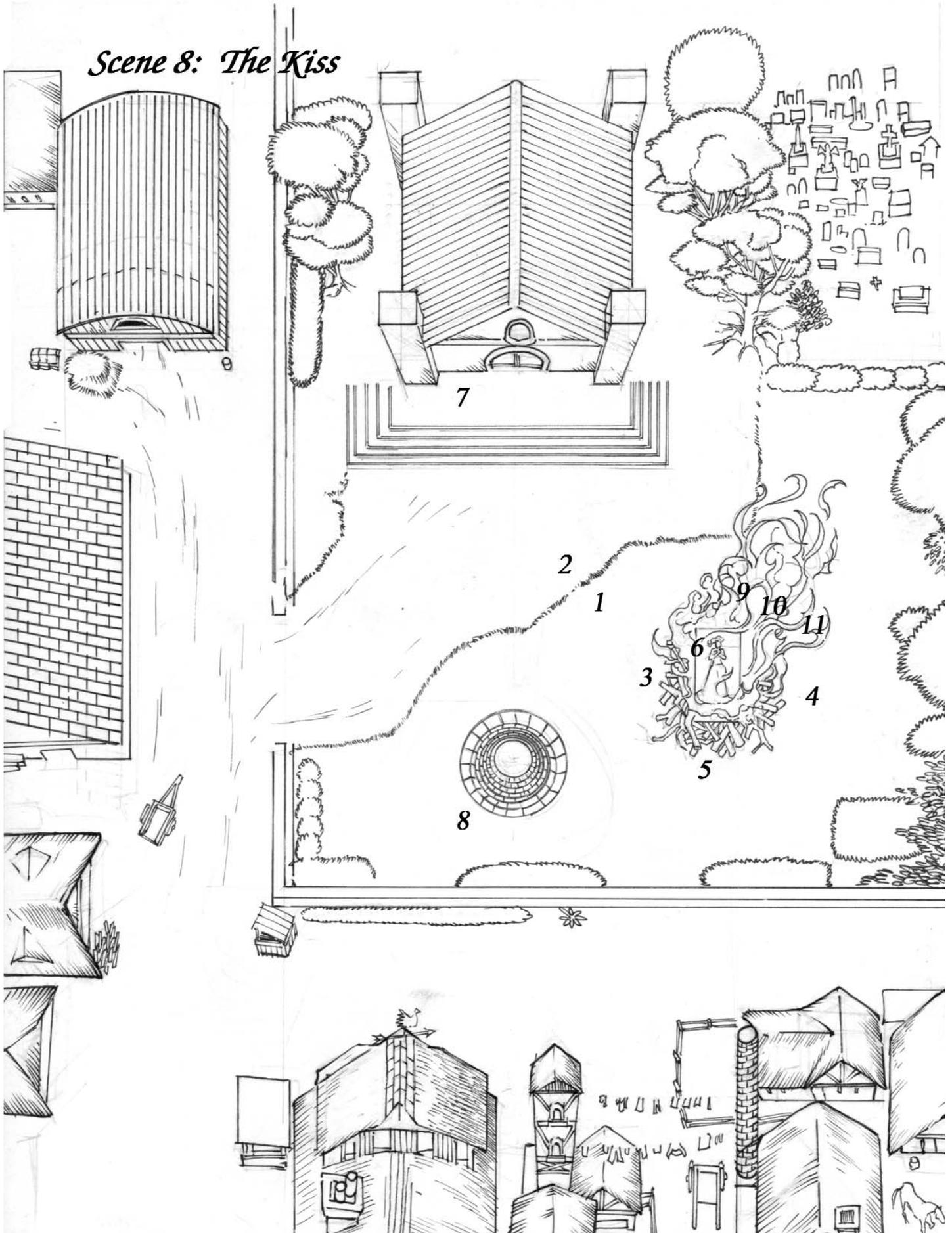
The entire area is still, but sounds can be heard from the area that the gateway is in.

- 6. Entry:** -
- 7. The Gateway:** The Ivory gargoyle grasps the columns of smoke and squeezes them until they shrink to nothing. Then the gargoyle crumbles slowly to dust. The chalice rests amongst the debris, still full of glimmering liquid. Rhiannon's voice calls out to any nearby begging some brave soul to restore her to her body, and to have mercy. Once someone picks up the chalice, the voice stops with a hint of a small bell "ting" when the chalice is touched.

Notes

This is the climax of the story. Ishaq reaps the rewards of his campaign to restore his dead wife to life, and then has his hopes crushed when the group accidentally causes his wife's spirit to dissipate. In a rage he seeks to kill the characters, but hopefully, they should emerge victorious. This scene should be run with a sense of desperation, and Ishaq will only use spells if he is out of hand to hand reach. A dozen vikings will protect him so he can cast spells. Rhiannon's voice should be sounded as if from over a great distance.

Scene 8: The Kiss



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Scene 8: The Kiss

Entrance

The village of Baltray is still, although sounds of a commotion can be heard from the direction of the Church. A crowd has gathered towards the center of town. The early morning mist has mixed with the smell of chimneys and chamber pots to form an interesting bouquet that greets the nose, and the bite of the chill from the newly passed night still can be felt on the face & hands.

Quick Glance

The center of Baltray has quite the crowd gathered, held at bay by Knights bearing the Templaric Cross.

1. **Town Militia:** The town militia is guarding the outside of the gathering.
2. **Gathering:** All the townspeople have gathered for the burning.
3. **Templars:** 6 Templars guard the priest and pyre.
4. **Priest:** Is finishing a Latin exorcism rite read from an ornate book.
5. **Pyre:** Heaps of wood are piled up.
6. **Rhiannon:** Sleeps unmoving upon the top of the pyre.
7. **Church:** The ivy strewn church towers over the events unfolding before it.
8. **Well:** An ancient covered well sits in the center of town.

Brief Search (30-40 min)

The Crowd grows quiet as the Priest finishes the Rite, and a young boy runs up with a torch and lights the pyre.

1. **Town Militia:** The 10 militia will first warn, and then attack any wielding a weapon within sight.
2. **Gathering:** The townsfolk are murmuring excitedly about the burning. Comments like how they knew something bad would happen, or never had a good feeling about her, are common. Rhiannon's parents are screaming and sobbing, held back by two militia guardsmen.
3. **Templars:** The Templars are under orders to only defend themselves. They will also attack if anything hinting of witchcraft is revealed to them. They will not attempt to stop anyone that looks like they are about to jump into the pyre.
4. **Priest:** Will intercept any who try to approach the pyre, but will flee if acted upon with aggression.
5. **Pyre:** Smoke is billowing from the pyre. The heat is just beginning to be felt 3 feet from the pyre.
6. **Rhiannon:** Still unmoving, Rhiannon's face still holds the blush of health. If Kailen stands above her while wearing the Diadem, he will be transported into her dream.
7. **Church:** -
8. **Well:** A shingle roof protects this well from the elements. Any person pushing hard upon the edge of the well will knock loose stones into the well and discover how loose the mortar holding the stones together is. If anyone falls into the well, a large number of people including the militia will come over to help.

Rhiannon's Dream

Rhiannon is simply asleep in her dream, as her spirit awaits the return of her soul. The chalice will appear in Kailen's hand, filled with the glowing silvery liquid.

9. **The Dream:** Grey mists encircle an area indirectly lit.
10. **The Couch:** A blanketed couch stands serene in the middle of the open area.
11. **Rhiannon's Spirit:** Rests sleeping upon the couch. She can be awakened with a kiss, and will reach for the chalice, but will be unable to do anything else. If too much time is spent here, both Kailen and Rhiannon will die from the growing fire in the real world. If Rhiannon is given the chalice to drink, the mists will cover the region, and Kailen will reappear next to a now awake Rhiannon in the Real World. Leaving the area of the Pyre will be unopposed, and unobstructed.

Notes

Rhiannon is about to be burned for witchcraft. The Militia is there to protect the gathering and keep any embarrassment from falling upon the town in the presence of dignitaries from the Church. The Templars are there as bodyguards and also will protect the burning from any who would oppose it. If a fight breaks out, the townsfolk will scatter. The priest will beg for calm, and seek to peacefully interpose himself between anyone fighting, asking for calm. The Transport and Return of Kailen should be viewed as miraculous, as should the presentation of Kailen carrying Rhiannon out of the smoke.

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Ishaq the Egyptian Sorcerer

Strength:	66%	Hits:	148	Nationality:	Egyptian	Sex:	Male
Endurance:	82%	Shock:	50%	Social Class:	Upper Class (4)	Age:	42
Dexterity:	72%	Morale:	35%	Siblings:	None	Height:	6'2"
Intuition:	49%	Winded:	82	Birth Date:	April 20, 1089	Weight:	210
Self Discipline:	32%	Exhausted:	164	Birthplace:	Cairo	Skin:	Dark
Reasoning:	89%	Burnout:	246	Residence:	The Black Ship	Hair:	Bald
Ego:	74%	Power:	50	Religion:	Muslim	Eyes:	Black
Awareness:	56%	Fate:	12	Movement	Encumbrance	Magick Resistance	
Presence:	93%	Luck:	16	Walk:	2"	Light:	33
Attractiveness:	71%	Piety:	-125%	Jog:	3"	Medium:	66
Extra Damage:	-	Spirit:	75	Run:	4"	Heavy:	132
Speed Bonus:	+1	Initiative:	-3	Sprint:	9"	Extreme:	330
						Black Magick:	28%

Noteworthy Skills:

Cryptography	88%	Knife	64%
Eloquence	78%	Sabre	74%
First Aid	68%	Mace	63%
Interrogation	40%	Roundshield	64%
Intrigue	71%	Streetfighting	63%
Mathematics	68%	Falling	64%
Piloting	74%		
Seamanship	46%	Ceremonial	
Stealth	36%	Alchemy	48%
Survival, Marine	48%	Conjuration	68%
Swimming	66%	Ritualism	48%
Weatherlore	51%	Spiritualism	78%

Languages

Egyptian	95%	Natural	
Arabic	74%	Deceiver	16%
French	64%	Enchantment	36%
Celtic	44%	Elementalism	66%
		Sorcery	86%

Writing

Arabic	84%	Black Arts	
		Black Magick	56%

Spells

Alchemy	58%	Spiritualism	78%
Potion [1d]	5	Locate Spirit [5m]	1c
Suffumigation [1w]	2	Call Spirit [10m]	6c
Dust [1w]	5	Nec. Shape Change [5r]	15c
Ring [1w]	25		
Conjuration	68%	Elementalism	66%
Protection:		Magick Mirror [1d]	25
Evil Spirits [5m]	5	Lightning Bolt (5) [1/r]	15
Evil [1h]	25	Enchantment	36%
Containment:		Sleep [1r]	5
Circle of Secrecy [5r]	5	Holding (5 people) [2r]	5c
Spirituals [5r]	12		
Summoning:		Sorcery	86%
Faerie [5m]	8	Counterspell [1r]	1+
Spirit [5m]	10	Bladeturn (3) [5r]	6
Elemental [15m]	10	Deflection (3) [5r]	6
		Opening [5r]	5
Ritualism	48%	Transformation [3r]	10
Door Charm [1r]	1	Shapechange[3r]	25
Heal[5r]	5		
Restoration [5r]	10	Black Magick	56%
Invulnerability [5m]	25	Hex [1r]	2

Possessions

Magick Mirror (for communication with spirits and travel in dreamworld)
 Ring of Invulnerability (powered by magick mirror)
 Potion of Healing (6 doses)
 Dust of Sprit Summoning (20 doses)
 Shamshir I: -3 F: 4 Br%: 6% D: 5d6

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Norsemen

(Scenes 1, 2, 4 & 7)

Size: Medium
Hits: 100
Armor: Head: 7/18/23
 Body: 6/10/11
Movement: 8" /r

Attacks:

Various Weapons: 65% or 75%

Spear: 3d6 or Sword/Longbow: 4d6 damage.

Initiative Penalties:

Spear & Cuir-Bouilli Shield: -4

Spear & Wood or Iron Shield: -5

Sword & Shield: -6

Longbow: -4

Magick Resistance:

C: 10% **N:** 10% **E:** 10% **B:** 10%

Special:

None

Description:

There are 300 Norse warriors in service to Ishaq. At one time, Ishaq saved the life of a Norse prince. As a reward, the prince gave the Black Ship and these Vikings.

An oath of loyalty binds them to his service for a year, but his obsessive and erratic behavior has worn their loyalty to the breaking point.

Ishaq has spent months traveling the world, desecrating churches and looking for a way to revive his dead lover. He talks to evil spirits and has been heard talking to himself at night. Most of the Vikings avoid dealing with him.

Equipment:

Armour

Lightly Armoured:

- Cuir-Bouilli Helmet + Cloth Scullcap (7)

- Studded Byrnie + Gambeson (6)

- Viking Shield, Cuir-Bouilli

I: -2 F: 3 Value: 6 Hits: 70

Missile: -15% Turn: 120 Parry: +10%

Medium Armoured:

- Iron Nasal Helm (18)

- Iron Scale Hauberk + Gambeson (10)

- Viking Shield, Wood

I: -3 F: 5 Value: 12 Hits: 80

Missile: -15% Turn: 120 Parry: +10%

Heavily Armoured:

- Steel Nasal Helm + Mail Coif (23)

- Steel Mail Hauberk + Gambeson (11)

- Viking Shield, Iron

I: -3 F: 4 Value: 18 Hits: 100

Missile: -15% Turn: 120 Parry: +10%

Weapons

Pill Spear (+10 initiative when engaging enemy)

I: -2 F: 2 Br%: 25% Throw: -5% D: 3d6

Norman Sword

I: -3 F: 3 Br%: 14% D: 4d6

Viking Longbow

I: -4 F: 6 Br%: 96+% Load: 2 D: 4d6

Brand is their leader. He is heavily armoured with a 75% fighting skill. Those captured will readily change sides, feeling that their oaths have been broken by Ishaq's dark magick.

Water Elemental

(Scene 3)

Size: Variable
Hits: 100
Armor: None
Movement: 20" /r
Attacks:

Punch: 65%

6d6 damage.

Tidal Waves: 65%

6d6 structural damage to coastline buildings.

Magick Resistance:

C: 10% **N:** 30% **E:** 20% **B:** 10%

Special:

Attachments: 25%

The moon, winter, cups, cauldrons, emotions, abundance, tranquility, gambling, philosophy, expansion, doctors, guardians, charity.

Enhancements: 25%

Intuition, reasoning, awareness, presence, wealth, joy, opportunity, abundance, tranquility, gambling, social matters, material expansion, travel, philanthropy, research, study.

Influences: 25%

Brooding, depression, foreboding, stagnation, poison, toxins, foreign interests, spending too much money, lack of discipline, procrastination.

Immune to Weapons: Magick or special weapons are needed to de-energize this entity.

Transformation: Into water.

Summon & Control Aquatics: May summon and direct the attention of aquatic animals and fish.

Whirlpools & Tidal Waves: May sink ships or spread havoc along coastlines.

Elementalism: May cast spells up to 25 power.

Susceptibility: Made dormant by pouring out containers, and through a lack of emotion. Not drinking any liquid can also be effective.

Description:

Water Elementals are spirits of water. They are attracted to cups, chalices, goblets, buckets and containers of all kinds meant for holding water. They are also attracted to doctors, philosophers, gambling, guardians, water of all kinds, and charitable actions.

When manifesting themselves in human form, an elemental will often appear as a person nearby water. They will be very moody and can have a calming effect on others.

Water Elementals can also appear as a humanoid shaped pool of water, and will deliver a strong punch.

Water Elementals can also take on their natural form of water, and will seep through the ground or flow into pools of water.

Water Elementals have the ability to engulf a person and drown them. However, they will usually not engage in any type of combat.

Water Elementals have the ability to create whirlpools and tidal waves. They can summon and direct the attention of aquatic animals and fish.

Water Elementals can also use Elementalism spells as often as desired, being able to use spells up to 25 power.

Water Elementals can be made to go dormant by pouring

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out the water in nearby containers and emptying other vessels of their contents. A lack of emotion has also been effective in dealing with these creatures.

Notes:

This water elemental will not overtly attack anyone (punch attacks, whirlpools, tidal waves, etc.). It might possibly cast a few water elementalism spells (up to 25th level), but only if overtly attacked.

Instead, this water elemental will attach itself to the psyche of those nearby if they behave in a way that will attract it.

Anyone moving through the area has a chance of acquiring a water elemental **attachment**. This will enhance some of his traits and abilities, while at the same time, influencing negative traits as well.

This may occur (25%) if a person drinks or swims in the water, or if he experiences any strong emotions, especially tranquility or a desire to protect others.

Those suffering from an attachment will gain the listed **enhancements** (+25% to intuition, reasoning, awareness, etc.), but the elemental will also begin to **influence** thier actions, thoughts and desires, causing them to become depressed, making them spend lots of money, procrastinating, suffering from a lack of discipline, etc.

Elementals that have not attached themselves to living beings may be made to go **dormant** by pouring out containers full of liquids, forcing oneself to eliminate emotions, or refusing to drink liquids for a time.

Destroying Elementals

Elementals cannot be destroyed, only de-energized or driven away. De-energized Elementals have lost the power that gives them form, such as an emotion like hatred.

Putting out a fire where a Fire elemental is taking form will not de-energize it, but will only make it dormant. The Fire Elemental will return when another fire is lit.

Using the opposite thoughts, desires, emotions or actions that gave it form will de-energize an Elemental. However, the person that has an Elemental attached to their psyche will be unable to perform these actions, unless a self discipline check is made.

De-Energizing Elementals

When actions are taken to de-energize an Elemental, the *Storyteller* will determine just how effective it will be and will assign both a "to hit number" (percentage) and "attack dice" (1-12 d6). The player will roll to hit, and if successful will inflict the damage against the Elemental.

The attacks against an Elemental will inflict a wound just like a normal attack.

Use the **medium** size chart to determine the severity level of the wound.

Minor & Light wounds (1-9 hits) will simply inflict damage which are subtracted from it's hits.

Serious wounds (10 hits) will place the Elemental into a **dormant** state.

Critical (15 hits) wounds will **detach** the Elemental from the individual.

Terminal wounds (20+ hits) will instantly **de-energize** an Elemental.

Elementals & Madness

Since Elementals are connected to the psyche of humans, if they are suddenly de-energized, it could lead to madness in the individual that it is connected to.

When an Elemental that is attached to the psyche of a person is de-energized, the person must make a stun roll, and if unsuccessful, they will acquire a random insanity, which is rolled on the Mental Affliction table.

Dismissal of an Elemental by a Conjurer will not cause any ill effects.

If a person de-energized the Elemental slowly (by not inflicting a terminal wound), there is no chance of madness occurring.

Leanan Sidhe (Jer-u-oscant) (Scene 3)

Size: Medium

Hits: 100

Armor: None

Movement: 8" /r

Attacks:

Bite: 75%

5d6 Damage.

Magick Resistance:

C: 5% **N:** 25% **E:** 5% **B:** 5%

Special:

Enchanting Beauty: Charms those seeing her.

Blood Drain: Will drain all the blood from some of her enchanted victims.

Gift of Poetry & Music: Write beautiful music & poetry but die early (lose all fate except one point).

Description:

This beautiful, seductive and elusive female faerie will enchant all that see or hear her lovely voice. Anyone looking at her or hearing her voice will become charmed unless they pass a magick resistance roll against Natural Magick.

She will sometimes take an enchanted person and then drain all of their blood away, filling up a cauldron which she will then use to create spells that she uses to become youthful and beautiful.

All those seeing her or hearing her voice must also make a magick resistance roll against Natural Magick or become totally enthralled with her beauty.

Those enthralled will often write beautiful poetry or music. However, all those enthralled will die early in life at a young age. Their fate will be reduced to one point.

Notes:

Jer-u-oscant is the guardian of the Black Magick spell that has been written down here in the mural. She also has the ability to turn her enemies to stone, and these will appear outside, vanishing from her lair when they are petrified.

She will not attack the characters, hoping to gain revenge against Ishaq, who had just come here to acquire the spell, Open the Black Gate. If the characters are freindly (they should be if charmed), she will assist them.

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Evil Spirit [power level 4, 6, 8]

Size: Medium
Hits: 100
Armor: None
Movement: 8" /r

Attacks:
No physical attacks.

Magick Resistance:
C: 5% N: 10% E: 15% B: 20%

Special:
Spiritual Attack: 65%
4d6, 6d6, or 8d6 damage.

Life Drain: Strength

Fear: Make a morale check to avoid running away.

Immune to Weapons: Magick or special weapons are needed to harm this entity.

Invisibility: May appear only as a sound, touch or odor.

Dream Warfare: May attack a sleeping person.

Description:

Evil Spirits are beings of hatred that dwell in the realm between the living and the dead.

They have no physical form, but they can still use their spiritual attack, draining the strength out of their victims before killing them.

Evil Spirits come in several varieties, some being more powerful than others. This is reflected in their three separate damage figures.

Since they have no physical form, they are immune to physical weapons. They may also attack sleeping mortals in their dreams.

Evil Spirits are non-corporeal, and can pass through physical barriers. They can make themselves transparent or invisible to mortals.

Notes:

The magick mirror that Ishaq has in his room on the Black Ship is a window onto the spirit world.

Mortals travel through this world while they are asleep, and Ishaq has been using it to locate a person that might be suitable for his dark sacrifice.

Ishaq found Rhiannon while she was dreaming, and created a magick connection between the two mirrors. Her mirror became a window onto her home, and he would sometimes watch her while she gazed into it.

Rhiannon's mirror is perfectly normal, and if it is broken, there will be no harmful effects.

Ishaq also created a magick ring of invulnerability, which keeps him from being physically harmed.

If the mirror is broken, his protection will vanish, but the spirits inside the mirror will rush out into the world, killing everything they find.

(Scene 5)

Wraith [Power level 10]

Size: Medium
Hits: 200
Armor: None
Movement: 12" /r

Attacks:
None

Magick Resistance:
C: 20% N: 30% E: 20% B: 20%

Special:
Spiritual Attack: 75%
9d6 damage.

Life Drain: Endurance

Fear: Make a morale check to avoid running away.

Immune to Weapons: Magick or special weapons are needed to harm this entity.

Selective Manifestation: Only viewable by one person.

Invisibility: May appear only as a sound, touch or odor.

Dream Warfare: May attack a sleeping person.

Extreme Cold: Freezing temperatures in vicinity.

Description:

A wraith is a very powerful form of ghost that is driven by hate. These twisted souls are often the victims of murder in search of revenge. Wraiths are often tied to a location where they lived and suffered.

Wraiths take on many forms, such as translucent apparitions, a solid looking person, a floating head or pair of hands.

Sometimes they will only be encountered as a sound, touch or smell.

Wraiths have a reputation of appearing again and again in the same location, such as the house they died in.

Wraiths, like other non-corporeal spirits, can pass through walls and closed doors, become solid enough to cast shadows or fade away altogether, appear with an inner illumination or as a wisp of vapor.

Wraiths cause fear in all those encountering them. They are immune to physical weapons and some form of magick or holy weapon is needed to harm them.

Wraiths are able to manifest themselves to a single person or a group as they desire. They can also attack a person in his dreams.

Wraiths often cause freezing cold in the area they haunt.

Notes:

There are half a dozen of these dark creatures hiding in the woods. They will carefully attack the characters, hungering for the lives of mortals. These creatures are the same ones that Kailen saw in his dream.

The characters have entered into the magick realm of the Faeries, and their weapons will harm the wraiths if used against them.

(Scene 6)

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