

Alban the Heir to the Mines



- ⊗ **Ways:** Combativeness: 1. Creativity: 4. Empathy: 5. Reason: 3. Conviction: 2.
- ⊗ **Skills:** Close Combat: 1. Craft: 3. Erudition: 4. Magience: 1 (+1 bonus). Occultism: 2 (+1 bonus). Relation: 2. Shooting and Throwing: 1. Travel: 2.
- ⊗ **Advantages:** Smart.
- ⊗ **Disadvantages:** Trauma (3).
- ⊗ **Sanity:** Mental Resistance: 7. Orientation: Instinctive. Trauma: 6 (Mysticism). Character Traits: Inventive, Self-conscious.
- ⊗ **Combat:** Attack: 2. Defense: 13. Speed: 6. Potential: 2.
- ⊗ **Stamina:** 10.
- ⊗ **Survival points:** 3.

Alban Elarig is the heir to Dearg's mines. He is a young man fascinated with occultism ever since he discovered an old book that used to belong to his late grandfather. This passion, which is the source of violent arguments with his father, will naturally make the young man interested in the Lead's enigmatic case. Alban will only appear during one or two scenes of the third act.



The occultist theory. As the Lead is sitting on the steps of the sacred circle of Roimh, in the heart of the village, Alban comes and initiates conversation. The purpose of the scene is to introduce the occultist theory. Alban talks in low tones and seems to be afraid of being caught. He tries to convince the Lead that ghosts exist and that Avel's spirit may be attempting to contact the PC. Alban claims that he knows rituals enabling communication with ghosts. He invites the Lead to join him that very night in a shack where some agricultural tools are kept.



Contacting the spirits. During the night, a small group gathers in a cramped room, behind a stable. In addition to Alban, there are Maella (a young girl who is clearly under Alban's charm, with whom she will later fall in love), Herven (the grandson of the shopkeeper Zaïg, fascinated with Alban's theories), and other young people of Dearg (whose exact numbers depend on how many Players are present). Alban explains the Lead's problem to the small assembly and, referring to an old book he shows to everyone, claims it is a spirit trying to communicate with the living.

Candles are lit, a circle is drawn on the floor. Alban intones a few elaborate sentences, animated by a fervor that captivates the small audience. As he calls forth the spirit, the candles are snuffed out, bringing darkness into the small room. Alban calls in the dark: "Spirit of Avel, come forth!" Then, he painstakingly lights the candles again, and everyone can see that a strange symbol has been scrawled in the middle of the circle. Although he cannot manage to make sense of the sign, he considers it proof that the spirit is present.

The session proceeds with Alban laying a pebble, onto which an arrow has been carved, within the circle. He asks another question, "Avel, are you here to get revenge?" to which there is no answer. When Alban asks whether Avel is here to help them, the pebble quivers and turns to point at the Lead. After a few stifled cries, the apprentice occultist explains that according to his readings, there are two types of ghosts: the vengeful and the friendly. The latter can behave as guardians or bring help. Alban does not have the time to elaborate on this, as noises and echoing voices rouse the sudden fear that he and his companions might be caught by villagers, and since they are now adults, they would be expected to answer for their actions as such. Everything is packed in a hurry and the small gathering scatters into the night.



Optional Scene: the Magientist Talacien. Alban Elarig, or another Character, can give the Lead the idea to visit the Magientist who has recently settled in Neart's Stronghold, which guards the pass connecting the Vales of Dearg and Melwan. The Lead may be motivated by the desire to learn more about their peculiar affliction.

Avel the River Child



- ⊕ **Ways:** Combateness: 3. Creativity: 5. Empathy: 4. Reason: 1. Conviction: 2.
- ⊕ **Skills:** Craft: 2. Erudition: 1. Natural Environment: 2. Relation: 1. Shooting and Throwing: 1. Travel: 1.
- ⊕ **Sanity:** Mental Resistance: 7. Orientation: Instinctive. Trauma: 5 (Elation). Character Traits: Resourceful, Careless.
- ⊕ **Combat:** Attack: 3. Defense: 10. Speed: 7. Potential: 3.
- ⊕ **Stamina:** 10.
- ⊕ **Survival points:** 3.

Avel is a child from Melwan who disappears right at the start of the scenario. Thereafter, he will mainly appear as a specter that triggers visions and haunts the Lead's nightmares. He will be in turn harrowing and protective. He is one of the most important Supports.



Dangerous curiosity. Avel goes to the Lead along with two other children, Fenella and Mig. They beg the PC to take them along the river to see the C'maoghs.



Avel's disappearance. As the children are staring in awe at the C'maoghs near the Black River, Avel disappears. Then, the Lead hears calls for help, as if Avel were near, somewhere amidst the fog. The other children hear nothing, but the Lead can hear the shouting continue. However, Avel is still nowhere to be found, and his voice echoes strangely, getting more and more distant and phantasmal until it fades away for good.



Avel's blame. The Lead, as well as several other children of the village, are near Nar's smithy, close to the Black River. Above the small workshop looms the massive bridge that connects the village to the Mac Lyrs' castle. This Scene is actually a nightmare, but the Lead won't notice it until the end.

Suddenly, all the children present see Avel standing some distance away. He comes closer to the group and starts blaming the Lead for having abandoned him. Rather than anger, he shows great sadness.

Avel is now right in front of the Lead, and the atmosphere gradually grows more disquieting. The river's waters seem to shake, clouds gather in the sky... Avel grabs the Lead by the arm as he goes on with his lament.

Soon, the scene becomes plainly supernatural and horrific as water and seaweed seem to pour from the child's mouth, while his face whitens and his eyes blacken.



At the bottom of the river. This optional Scene can be included if the Leader deems it fitting. It takes place at a river in Dearn, during the training of Finn and the Lead under the tutelage of their mentor, Loeg.

When the Lead tries to swim back to the surface, it will feel like something is dragging them down, and they will see that their ankle is caught in a bundle of water weeds. But suddenly, they will have a fleeting vision of Avel holding them from deep below! They will then hear a voice accusing them of letting him rot at the bottom of the Black River, urging them to join him in the kingdom of the dead.



The apparition from the river. This Scene takes place several years later, on the anniversary of Avel's death. Still haunted by this event, the Lead felt the need to go back to the location of the tragedy to spend time in contemplation. In the course of this nightmarish Scene, the Lead will be harassed by several spectral figures, including Avel, who will heap blame on them and accuse them of having abandoned him.



The Demorthen initiation. This Scene takes place at the end of the scenario, with the Lead undergoing the initiatory test they must pass to become a Demorthen. Throughout this taxing ordeal, the Lead will hear voices inside their head. During this key scene, Avel will appear and will tell the Lead about their mentor's intention: to kill them. The ghost seems panicked and wants to protect the Lead. Avel urges them to defend themselves and to attack Loeg.

Feust the Alienist



- ⌘ **Ways:** Combativeness: 2. Creativity: 1. Empathy: 4. Reason: 3. Conviction: 5.
- ⌘ **Skills:** Close Combat: 2, Erudition: 5 (Doctrine of the Temple: 6, Magientist Principles: 6), Natural Environment: 3, Occultism: 5 (Hypnosis: 6), Perception: 5 (Observation: 6), Relation: 4, Science: 5 (Medicine: 6, Mind Treatment: 7), Travel: 3.
- ⌘ **Sanity:** Mental Resistance: 10. Orientation: Rational. Trauma: 5 (Melancholy). Character Traits: Loyal, Fearful.
- ⌘ **Combat:** Attack: 4. Defense: 13. Speed: 6. Potential: 1.
- ⌘ **Stamina:** 10.
- ⌘ **Survival points:** 3.

Feust is an alienist from Tulg Naomh, the capital of the Dukedom of Tulg, which comprises the lands of the Mac Govrians, including Dearth. Alienists can be of several schools of thought; Feust is a rationalist who follows Ernst Zigger's theories. He has graduated from studies in medicine at a Reizhite university and is equally learned about traditional therapeutic methods and new medications capable of easing mental troubles.



The alienist theory. This Scene takes place in Dearth when the Lead is about twelve. Feust knows about the Lead's case, but so far, Loeg has always prevented the two from meeting. However, after several years, Loeg relents, as he feels himself to be in over his head.

Meeting the alienist will be an opportunity for the Lead to discover a new point of view about their illness. Feust will urge the Lead to get some distance from the magical theories concerning possessions and other haunting phenomena. He will share his interpretation: inner traumas result in various scars, which may explain the phenomena the Lead suffers from. One's mind, just like one's body, can be healed. He will ask the Lead what Loeg's advice is, and, as opposed to the Demorthèn, he will counsel against forgetting the traumatic event. Instead, the Lead must mourn Avel, accepting his passing and relieving their conscience. To begin with, they should try to obtain the parents' forgiveness. If nothing is done in that regard, the traumatic symptoms will likely persist, and may even worsen. However, desperately trying to understand what occurred on that day may lock the Lead into an endless obsession, and searching for Avel's body seems to be much too dangerous a quest.

If the alienist is given the time to do so, he may attempt a diagnosis (see Book 1 – Universe, Chapter "Sanity": "Healing and Curing Mental Disorders"). He will ask the Lead questions about their story, taking notes, asking them to clarify what they feel, whether they had any particular impressions, etc.

Feust's diagnosis will be that the Lead is affected by a Syndrome of False Perceptions (this Disorder is described in the "Sanity" chapter of Book 1 – Universe). He will readily share his opinions with the Lead and urge them to take their illness seriously, warning them not to ignore it. Moved by the Ionnthén's distress, he will give them two doses of analgesics to use in case of crisis (see "An intangible illness: anniversary and nightmares" in the Prologue of this Focus)

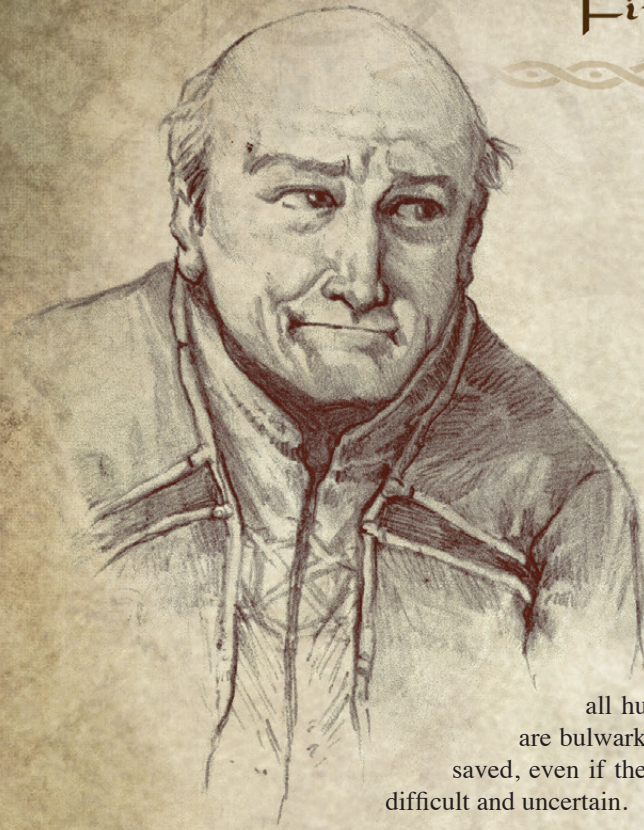


Optional Scene: Portraying the Lead's power. If the alienist Feust is here, he did not see the precise moment when the Feond stopped dead in its tracks. His opinion will be rather reserved: "I do not understand what occurred, but believing in a supernatural explanation would be forsaking our ability to unveil the mysteries of this world. The nature of Feondas may be more complex than we usually believe..." He will attempt to comfort the Lead while asking the other members of the party not to fill the Ionnthén's mind with this ghost nonsense.



A cathartic test. This is an optional Scene that the Leader may include depending on how the Focus plays out. Feust tries to comfort the Lead by explaining that their suffering is related to a grief that they cannot seem to cope with. Finding Avel's body would certainly be a great relief, both for the Lead and for the parents of the missing child. However, given how little success the search party had in the past, this probably won't be possible. The Lead needs to come to terms with the disappearance.

Firmin the Monk



- ⌘ **Ways:** Combateness: 1. Creativity: 2. Empathy: 3. Reason: 4. Conviction: 5.
- ⌘ **Skills:** Close Combat: 3. Craft: 4. Demorthèn Mysteries: 1. Erudition: 5. Natural Environment: 5 (Agriculture: 6, Fauna and Flora: 6). Prayer: 5 (Spirituality: 6). Relation: 4. Travel: 4.
- ⌘ **Sanity:** Mental Resistance: 10. Orientation: Rational. Trauma: 6 (Mysticism). Character Traits: Devoted, Meek.
- ⌘ **Combat:** Attack: 4. Defense: 12. Speed: 4. Potential: 2.
- ⌘ **Stamina:** 10.
- ⌘ **Survival points:** 3.

A simple, benevolent man who belongs to the order of the Lavanians, the monk Firmin is both a devout believer and a humanist. In his eyes, all humans are equitably granted the One's love, and Soustraine's revelations are bulwarks against temptation and evil. According to him, anyone can certainly be saved, even if they do not adhere to the faith of the Temple, although it will prove more difficult and uncertain.

Throughout this Focus, Firmin has a significant part only once, during Act 3, Scene 2. For this reason, it is advised that the Player who chooses Firmin take on an additional Support.



Finding peace. Firmin lends a careful ear to the Lead's tale and quickly goes over how the adepts of the Temple perceive such phenomena. The Lead's visions and suffering are fed by their own guilt. Prayer and penance can be a good way to get rid of these persistent reminders. The monk gingerly mentions the possibility of possession by a demon of Limbo, which only an exorcism could end. He urges the Lead to be careful and to not hesitate to return to him, even if they end up embracing another path, such as that of a Demorthèn. Against the influence of Limbo, only the One can bring succor.



Optional Scene: The exorcism. The monk is not comfortable with such practices, which are usually the purview of priests and Sigires. His adoptive son, Joris, has noticed that he owns a book on the subject and will speak to the Lead about it. Of course, Firmin will have to be convinced to take part in the ritual.

After meeting the Lead, Firmin's nights are troubled by several strange dreams. This persuades him that the Lead's case may be more worrying than he suspected. For Firmin, this is a serious matter, since if the child is possessed by a demon of Limbo, things may gradually get out of control: what would happen should the demon get the upper hand?

During the exorcism, Firmin will call upon the One to drive out the demon that poisons the Lead's soul. The Scene can unfold quite spectacularly. In fact, Avel's spirit will attempt to resist the monk's intervention by manifesting in some way or another. It will not appear directly, but may attempt to possess the Lead and attack Firmin.

Loeg the Demorthèn



- ⌘ **Ways:** Combaticiveness: 2. Creativity: 1. Empathy: 5. Reason: 3. Conviction: 4.
- ⌘ **Skills:** Close Combat: 5 (Swords: 8). Craft: 5. Demorthèn Mysteries: 5 (Concentration: 8, Demorthèn Knowledge: 7, Sigil Rann: 10). Erudition: 5. Feats: 5. Natural Environment: 5 (Herbalism: 10, Survival: 7, Tracking: 8). Perception: 5 (Observation: 7, +1 bonus to hearing). Relation: 5. Shooting & Throwing: 5. Stealth: 5. Travel: 5.
- ⌘ **Advantages:** Allies (Demorthèn Wailen and Deorn), Keen Hearing.
- ⌘ **Disadvantages:** Unlucky.
- ⌘ **Sanity:** Mental Resistance: 9. Orientation: Rational. Trauma: 4. (Melancholy). Character Traits: Disciplined, Pessimistic.
- ⌘ **Combat:** Attack: 7 (Swords: 10). Defense: 14 (Protection: 1). Speed: 8. Potential: 1.
- ⌘ **Stamina:** 3. Penalties from old age: apply -6 to Defense, Speed, and rolls related to physical action.
- ⌘ **Survival Points:** 3.
- ⌘ **Rindath:** 38.
- ⌘ **Ogham:** Bear, Curative Berries, Heat, Pure Water, Shield, Vegetal Growth, Wound.

Dearg's elder, Loeg has lived through the War of the Temple. His story and personality are detailed in his profile included in the chapter "Personalities." It is to him that Wailen, Melwan's Demorthèn, will entrust the Lead when the child has to leave their native village. Loeg's role in this Focus will be all the more important if the Lead intends to become a Demorthèn. From the start of Act 2, Loeg makes frequent appearances.



The Light Ogham. The old mentor owns a Light Ogham, which his pupils will have to use to dive into the cold waters to fetch a copper torc. The test takes place close to a small waterfall, where the water is clouded with silt. Without the Light Ogham, finding the torc will be nigh impossible, since the visibility underwater is very low.



Loeg's teaching. Later, once Loeg is alone with the Lead, he talks about what happened earlier. Depending on how the test went, he will either congratulate or lecture his Ionnthén. This will also be an opportunity for the Lead to share what they felt at the bottom of the river, in the presence of the C'maoghs, particularly how the sensations were different from what they felt when Avel disappeared. The Demorthèn will then deliver his interpretation: indeed, there exist C'maoghs that are very different from each other because, according to Demorthèn teachings, the C'maoghs are incarnations of the spirits of nature. Some are forces connected to life, others to death. It may be that during the tragic encounter on the Black River, the Lead met a C'maogh related to a spirit of destruction, which led to the child's demise... However, Loeg will be careful about this theory, since it is also known that C'maoghs do not interfere with the affairs of humans of their own volition. Finally, Loeg mentions the alleged existence of corrupted C'maoghs, turned mad by Morcail or by the use of Oradh.



The apparition from the river. In the course of this nightmare, Loeg will join the grim procession of tormenters who will heap blame upon the Lead. Loeg questions their ability to get in tune with the C'maoghs and suspects them of being drawn toward the forbidden arts of the Morcail. Finally, the Lead wakes up in bed, drenched in sweat. They feel feverish and hurt. As with every year since Avel's disappearance, they grow increasingly sick as the anniversary of the tragedy approaches. Loeg stands close by with a bowl of hot herbal tea and a few pieces of bread. He brings them to his pupil, obviously concerned with the Lead's health.



The Ionnthén's illness. Loeg is worried about his Ionnthén's future. The illness's persistence and its repeating nature might prove a serious danger in the long term. Indeed, Demorthén face many ordeals throughout their existence, and contact with the spirits of nature requires a strong, healthy mind. The temptation of turning to the path of the Morcail is never far, and the Lead's state of weakness might lure them toward the dark side of the ancestral arts. As the years pass and the Ionnthén's training nears its end, Loeg will take a moment to explain the situation. His point of view is simple: after all these years, the Lead must cast away this burden and grow out of it in order to fully dedicate themselves to the Demorthén arts and to the mastery of the Sigil Rann.



Portraying the Lead's power. This Scene takes place when the Lead is returning to Melwan, their native village. If the Lead is destined to become a Demorthén, Loeg will be present. During the journey, the group will be attacked by a Feond. If the Lead summons the power Repelling Feondas, the scene's witnesses will have legitimate questions about what just happened.

Loeg will at first remain nonplussed. He will stay silent for several hours before having a private talk with his Ionnthén. He will ask the Lead questions and will urge them to be as precise as possible regarding their experience. If the Lead mentions Avel, Loeg will remind them of the Demorthén's understanding of such phenomena: the dreams, nightmares, and visions that they witness may be metaphorical messages sent by the C'maoghs to test the initiate. Loeg is actually wondering whether the Lead unwittingly made use of the art of the Liadh, which consists of a direct connection with the spirits of nature without need for Oghamic stones. If this is the case, his pupil has a very rare gift. However, his suspicion is that the Lead's obsession with Avel confuses and corrupts their connection with the C'maoghs. Being thus influenced by one's own emotions can be dangerous and lead straight to the path of the Morcail and their defiled art, the Oradh.



The Demorthén initiation. Loeg grows increasingly afraid that his pupil might not be strong enough to bear the responsibilities of a Demorthén and will instead be lured to the path of the Morcail. However, he also wonders if the Lead does not have a unique gift that could open them to the sacred knowledge of the Liadh. To test this possibility, Loeg intends to have the Ionnthén face their demons in order to see how the Lead will react. Deep inside, the Demorthén is considering the possibility of killing his pupil if he feels that the Lead may give in and yield to the temptation of the Oradh. It is an extreme recourse, but one that he must not balk at if needed.

On the banks of the Black River, the Lead will feel faint. Loeg will order them to summon the C'maoghs through the use of the Sigil Rann. However, Avel's ghost will appear and tell the Lead that their mentor intends to kill them. If his Ionnthén turns violent, Loeg may use the third Circle of his Wound Ogham to strike down the Lead. But ultimately, despite his initial resolution, Loeg will not find it in himself to kill his pupil.



Wailen the Demorthèn



- ⌘ **Ways:** Combativeness: 3. Creativity: 1. Empathy: 5. Reason: 4. Conviction: 2.
- ⌘ **Skills:** Close Combat: 5 (Spears: 7). Craft: 4. Demorthèn Mysteries: 5 (Concentration: 6, Demorthèn Knowledge: 8, Sigil Rann: 11). Erudition: 5 (Demorthèn Traditions: 6, History: 6). Feats: 4. Natural Environment: 5 (Herbalism: 7, Survival: 6, Tracking: 7). Perception: 5. Relation: 4. Shooting and Throwing: 5. Travel: 5 (Orientation: 7).
- ⌘ **Advantages:** Allies (Demorthèn Loeg and Deorn).
- ⌘ **Disadvantages:** Enemy (Maoda Mac Lyr).
- ⌘ **Sanity:** Mental Resistance: 7. Orientation: Rational. Trauma: 5. (Mysticism). Character Traits: Thoughtful, Ascetic.
- ⌘ **Combat:** Attack: 8 (Spears: 10). Defense: 14 (Protection: 1). Speed: 8. Potential: 1.
- ⌘ **Stamina:** 4. Penalties from old age: apply -6 to Defense, Speed, and rolls related to physical action.
- ⌘ **Survival Points:** 3.
- ⌘ **Rindach:** 49.
- ⌘ **Ogham:** Call Birds, Spring, Stone Arrow, Thunder.

Wailen is a mystic who always answers evasively and has little involvement with the village's daily life. She spends most of her time in her house, a sparsely furnished shack located near the sacred circle of Giuthas. Wailen is the mother of several children, whose father has remained unknown to Melwan's people. This has given rise to many rumors: passing traveler, secret lover in Melwan, and even creatures from the forests. She is the grandmother of Adeliene (the Character to whom the narrative arc of Guilt is dedicated by default) and of the Varigal Yldiane. The locals hold the Demorthèn in high esteem, and they know better than to question her authority. She has found in Mòr a new Ionnthén.



Dangerous curiosity. Wailen catches a group of children in the middle of begging the Lead to take them to see the C'maoghs in the forest. At this point, Wailen steps in and reminds everyone that all children are absolutely forbidden to leave the village—with the exception of her Ionnthén—and that witnessing the apparition of C'maoghs is something sacred, it is neither a show nor a game!



Wailen's reaction. This Scene takes place right after Avel's disappearance. Wailen notices how disturbed her Ionnthén looks and asks what happened. Quickly, she understands the gravity of the situation, which will certainly be made even worse when Maoda Mac Lyr uses this tragedy against the Demorthèn. Wailen lectures the Lead about how children are explicitly forbidden to leave the village. However, she also urges them to leave out any supernatural elements (the C'maoghs' apparition, but above all Avel's voice in the mist) and tries to be reassuring: this is not the Lead's fault, they have nothing to be blamed for, it was an accident. Soon, someone knocks loudly at the door of Wailen's house: Avel's father. He is beside himself with anger and vents his fury at the Lead. He demands that his son be brought back, roaring as Wailen does her best to calm him down. The father will prove aggressive and the scene may go downhill.



Wailen's teaching. The Lead is taking a stroll alone, not far from Melwan. Wailen then joins her Ionnthén and seeks to comfort them, asserting how the Lead's undeniable talents will make them a great Demorthèn. However, the path is long, and the ordeals of life may be hard to overcome. This is the time Wailen chooses to revisit Avel's or the Lead's parents' passing. She takes this opportunity to explain how Demorthèn perceive death: one's spiritual energy flows back into the perpetual cycles to feed new existences. The Ionnthén must not fear this event, which is part of life, but accept it as such.



The Ionnthén's expulsion. Tonight, people gather in Melwan's hall to hear the decision made by the Mac Lyrs following Avel's disappearance. Aessan the knight announces the Mac Lyrs' decision to the assembly: Wailen's pupil must leave Melwan, as the child "endangers the community." Additionally, and until further notice, the Demorthèn is forbidden from taking another Ionnthén. It is up to Wailen to decide where her Ionnthén will live henceforth.

After two bleak weeks, Wailen tells the Lead that the nearby village of Dearg will be the Ionnthén's new home and that her friend, the Demorthèn Loeg, will continue their training.



The apparition from the river. The Lead has a horrific nightmare in which Wailen appears. Her countenance is grim, her voice is cold. She asks the Lead what is happening to them... then starts haranguing them, accusing them not only of having caused the death of their own parents, but also the disappearance of their younger sister, who decided to run away from Melwan, hounded by this dark tragedy that had been weighing on her shoulders for years. Finally, Wailen blames the Lead for having abandoned her, depriving her of a Ionnthén and dooming Melwan to a bleak future at the mercy of the Mac Lyrs.



The Demorthèn initiation. The Lead is taking their final test to become a Demorthèn. Should they fail, Loeg might attempt to kill them, and Wailen may then intervene to help the Lead and shield them from their furious mentor.



Acts and Scenes of Coir: The River Child

Act 1: Melwan

Scene 1: Childhood memories

This initial Scene takes place in the village of Melwan when the Lead was a child. Avel and a few of their other friends are begging the Lead to take them all to the Black River so that they can see the C'maoghs.

Scene 2: The C'maoghs

As the group of children walk along the Black River, they see the C'maoghs. But the venture takes a turn for the worse when one of them, Avel, disappears.

Scene 3: Back from the river

In the end, still in shock over Avel's disappearance, the children return to Melwan and go home. Wailen notices that the Lead is troubled and asks them what happened. Although the Lead is but a child, Melwan's villagers will be quick to angrily blame them.

Scene 4: A soothing communion with nature

The purpose of this scene is to release some of the pressure and create a welcome interlude before the end of the Act, which will put the Lead back in a hard place. The Lead is taking a stroll alone, not far from Melwan.

Scene 5: A horrible nightmare

The Lead has a nightmare in which they are visited by Avel. The child begs for the Lead's help, then his eyes turn black and he starts spewing water and kelp.

Scene 6: A difficult decision

This Scene occurs some time after Avel's disappearance. Tensions still run high in the village, and Maoda Mac Lyr will take advantage of the situation, taking a cheap shot at her sworn enemy, Wailen, by having her disciple expelled.

Act 2: An incurable illness

Scene 1: Welcome to Dearg

The Lead, who is still a child, reaches Dearg. They will be tutored by the local Demorthèn, Loeg, and will be their Ionnthén, just like young Finn. The Lead's loneliness and bad reputation are heavy burdens to carry.

Scene 2: The Ionnthén's training

Finn and the Lead are training under the demanding eye of their mentor, the Demorthèn Loeg.

Optional Scene: A spectral apparition

By using this option, the Leader will give an even more supernatural twist to this Scene by bringing in what the Lead will believe is Avel's ghost.

Optional Scene: Obtaining the Oghamic stones

If the Leader wishes it, the scenario can be lengthened by portraying how the Lead acquired each Ogham in their possession.

Optional Scene: Finn's departure

The Lead can witness the passing of Finn's little sister and the boy's departure for Reizh.

Scene 3: A grim anniversary

The Lead experiences another nightmare. As they are walking beside the Black River, several Characters appear and heap blame upon them: Avel, Wailen, their sister Yldiane... The Lead answers the call of a reptilian creature that emerges from the water and swallows all of their tormenters.

Scene 4: Fighting the intangible

The Lead is now about twelve. Loeg the Demorthèn is deeply concerned about his pupil's recurring disease: every year, as the anniversary of Avel's disappearance draws closer, the young Ionnthén grows weaker and weaker. It is during this Scene that the Lead will meet Feust the Alienist, who will share a different point of view on the illness that they suffer from.

Act 3: Different paths

Scene 1: Spiritualism session

Four years have passed. The Lead is now sixteen. They get acquainted with Alban Elarig who has recently become fascinated with occultism and insists upon organizing a spiritualism session to contact Avel.

Optional Scene: the Magientist Talacien

Alban Elarig or another Character can give the Lead the idea to visit the Magientist who has recently settled in Neart's Stronghold, which guards the pass connecting the Vales of Dearth and Melwan, in order to learn more about their peculiar affliction.

Scene 2: A prayer for Expiation

This Scene will allow the Leader to show the Player portraying the Lead how the faithful of the Temple perceive what is happening to them.

Optional Scene: The exorcism

If the Leader wishes to give this Focus a more horrific and supernatural flavor, Joris and Firmin can attempt to carry out an exorcism.

Optional Scene: A journey to Expiation

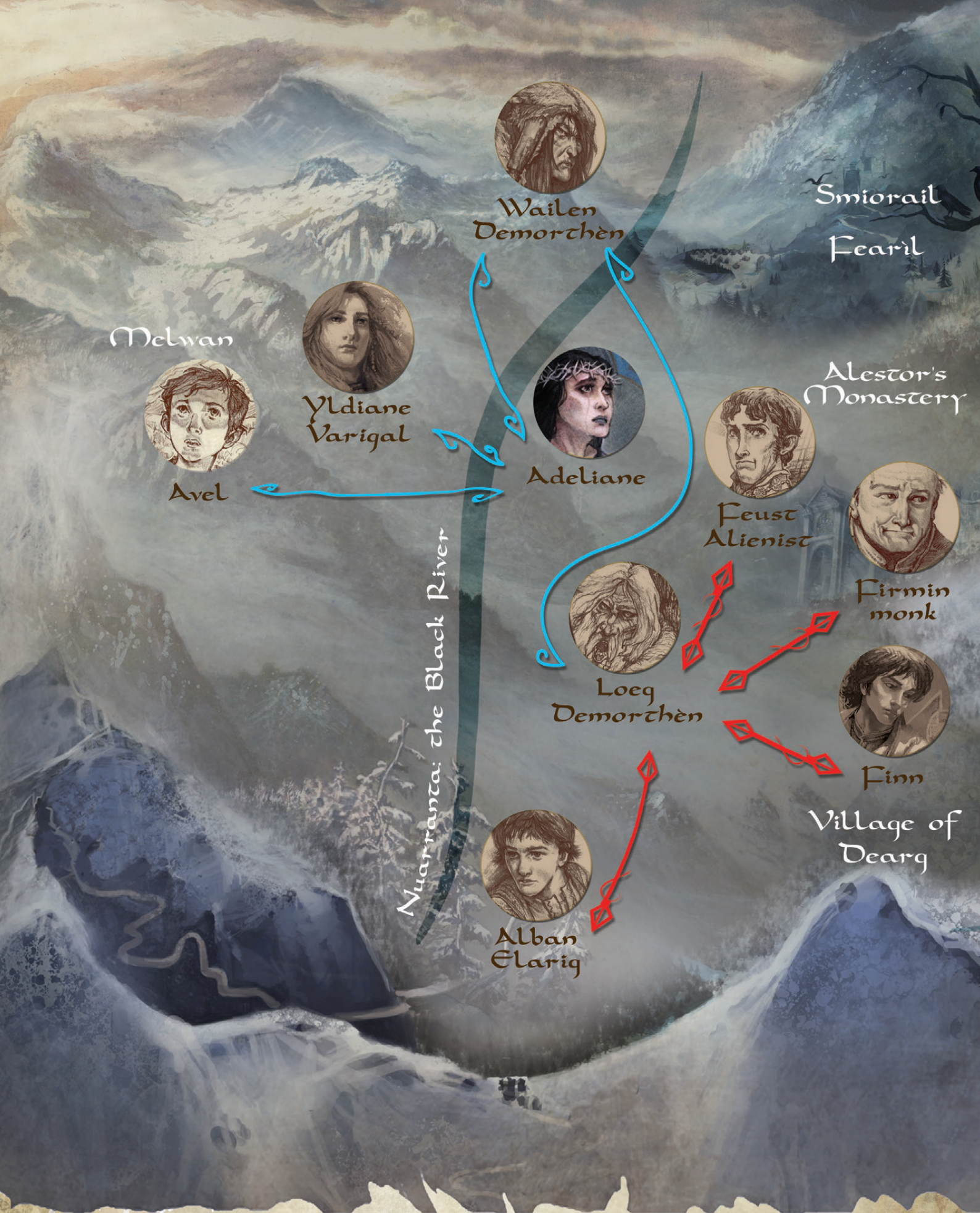
Instead of an exorcism, another possibility is having the Lead accompany Firmin and Joris on their journey toward the town of Expiation.

Scene 4: The beast

This Scene covers the Lead's journey back to their native village, Melwan. The purpose is to confront the Lead with a Feond and give them the opportunity to understand that the ghost that haunts them can also be a protector.

Scene 5: Back to the Black River

Through this final Scene, the Lead will confront their mentor. Loeg grows increasingly afraid that his pupil might not be strong enough to bear the responsibilities of the Demorthèn and will be instead lured to the path of the Morcail. Alternatively, the return to the Black River can be Feust's idea, with the Alienist hoping that a cathartic experience will relieve his patient of their affliction. Additionally, if the Lead is not a Demorthèn, this Scene can cover how and why they decided to pursue a different calling.



Melwan



Avel



Yldiane
Varigal



Wailen
Demorthen



Adeliene

Smiorail

Fearil

Alestor's
Monastery



Feust
Alienist



Firmin
monk



Loeg
Demorthen



Finn

Village of
Dearg



Alban
Elarig

Nuarranta: the Black River



Lead



Allies



Nostile relationship

