

Brother Daernic the Sigire



- ⊗ **Ways:** Combativeness: 4. Creativity: 2. Empathy: 1. Reason: 3. Conviction: 5.
- ⊗ **Skills:** Close Combat: 5 (Swords: 9 (Two-handed swords: 10). Unarmed Fighting: 8). Feats: 5 (Climbing: 9, Endurance: 10). Perception: 5 (+2 to rolls related to alertness). Prayer: 5 (Miracles: 8). Shooting and Throwing: 5 (Bows: 8). Travel: 5 (Riding: 7).
- ⊗ **Advantages:** Survivor.
- ⊗ **Disadvantages:** Poor, Trauma (3).
- ⊗ **Sanity:** Mental Resistance: 10. Orientation: Rational. Trauma: 11 (Paranoia). Character Traits: Brave, Fanatical.
- ⊗ **Combat:** Attack: 9 (Bare hands: 12, Bows: 12, Swords: 13, Two-handed swords: 14). Defense: 17. Speed: 7. Potential: 2. Fighting Arts: Archery.
- ⊗ **Stamina:** 10.
- ⊗ **Survival Points:** 5.
- ⊗ **Exaltation:** 30. Major Miracles: Might of Faith, Vision of Limbo. Minor Miracles: Holy Vigor, Miraculous Healing.

More widely known by the grim moniker of Brother Carrion, Daernic is one of the most infamous figures of the mountains of southwestern Gwidre. He has survived all fights, battling sorcerers, wild beasts, and Feondas, while tirelessly carrying on his struggle against heresy. An ice-cold man, he speaks in a monotone and his stare unsettles even those who only have trifles to feel guilty about. He has saved the life of Lusia who literally worships him, believing that since he is an Elect, anything in him that may frighten is only the reflection of the dark side of the human soul.



Traveling with Brother Daernic. Grim, talking in a monotone with as few words as possible, the Sigire is particularly frightening to anyone with anything on their conscience. His mere proximity results in a Guilt Test, which occurs every time the Lead lets their eyes rest on Lusia when she prays beside Brother Daernic or when she comes back from a quick wash. However, Brother Daernic might surprise the travelers when he reveals that he believes the Lead has something peculiar about them, as if the One's eye were on them...

❖ **Masha:** The Tarish girl is an unbeliever whose only hope of redemption lies in conversion. Sometimes, Daernic gives her long stares, gauging her motivations and chances. The Sigire's behavior is frightening. It looks as though he might go as far as to use his Vision of Limbo Miracle or even execute her if he suspects her of being a witch or of attempting to corrupt the Lead.

❖ **The Lead:** As an Elect, Brother Daernic is particularly sensitive to the ways of the One, and he feels that the Lead might one day undertake great things... The One watches them and judges them; he knows the depths of their soul. Brother Daernic may occasionally utter words that will sound like prophecies. His behavior seems to indicate that he believes the Lead will accomplish great things, but it remains to be seen whether it will be as a resplendent Elect or an infamous apostate. Could he be staring at the Lead and Masha so much because he wants to make sure he will remember their faces?



The sorcerers. One evening, after the prayers of Estellines, Daernic grabs his bag and leaves without a word. If someone asks him about it, he briefly explains that he must accomplish his mission, that which the One has chosen him for. Lusia and a few others volunteer to accompany him. Daernic explains the mission to those who have decided to follow him: an abandoned cabin two hour's walk into the forest is used by a sect of demon-worshipping sorcerers practicing unholy rites. The group's task will be to put an end to their heathen activities. Once the sorcerers have been defeated, Daernic will leave the group with a laconic "May the Creator protect you." as his only goodbye...



Dand the Sigire

- ⌘ **Ways:** Combativeness: 3. Creativity: 1. Empathy: 2. Reason: 4. Conviction: 5.
- ⌘ **Skills:** Close Combat: 5 (Swords: 7). Erudition: 5. Feats: 3. Occultism: 2. Perception: 3. Prayer: 5 (Temple Knowledge: 6). Relation: 4. Shooting and Throwing: 4. Travel: 5.
- ⌘ **Sanity:** Mental Resistance: 10. Orientation: Rational. Trauma: 5 (Mysticism), Character Traits: Incorruptible, Austere.
- ⌘ **Combat:** Attack: 8 (Swords: 10). Defense: 13. Speed: 5. Potential: 1.
- ⌘ **Stamina:** 10.
- ⌘ **Survival points:** 3.

Dand is a Sigire from the capital of Ard-Amrach. He staunchly believes in the Creator and fears the eternal torment awaiting those who stray from the Ordinances. This means that Dand leads the missions he is given with unbreakable fervor, which may make him seem devoid of compassion.



Tracking down the heretic. The Sigire Dand wonders whether Firmin is trying to cover for the fugitive. Could the monk himself be a member of the sect? Dand relies on his intuition, the testimonies he has gathered, as well as on the bad reputation of this Talkéride border region. Firmin will admit that he did house a Varigal, but will deny having met him before, as he will deny being part of the White Rose. Unfortunately for the monk, two pieces of evidence will support the inquisitor's suspicions: a pendant of the White Rose, found in the Varigal's bedroom (which Melair left behind in his haste), and a copy of the Book of Rosàg in Firmin's bedroom (which he got from Zaïg). Once he has burned the book in the fireplace, the Sigire will attempt to scare the monk into confessing, reminding him of the fate of heretics, but Firmin will stick to his story. The Lead, kept in another room, will hear shouting.



A forbidden dream. The beginning of this scene is a dream, but the Leader should play it like it is a real event. The Lead will only become aware that they were sleeping when they awaken. If the Lead gives in to temptation, Firmin will intervene like an avatar of guilt, followed by Dand shouting, "Heretic! Your time has come!" An energetic interpretation of Dand barging in will increase the intensity of the scene.



The Sigire's apologies. Lusìa and the Lead meet with Firmin and Dand on the ground floor. The monk is wary, having kept a bitter memory of his encounter with Dand. The Sigire seems rather well-disposed, expressing how sorry he is to have used violence against the monk in Dearg. He explains that his impulsiveness was due to his fear of seeing corruption and heresy grow stronger on the borders and fester in Gwidre. However, he quotes the principle of temperance taught by Soustraine and asks for Firmin's forgiveness for what happened. The purpose of this key Scene is to show the Sigires in a different light, far from the caricature of ruthless, sadistic inquisitors. Dand mentions that he and Lusìa will soon leave for the capital with the divine mission of bringing holy water from Expiation to the Hierophant, whose condition has worsened. Purifying his body will drive the sickness away and give him back his strength. Since Firmin and the PC are also going to the capital, Dand proposes that they travel together. The meeting point will be in front of the Citadel of the Sigires, three days hence, at dawn. It is there, in this gothic fortress, that Dand, Lusìa, and their companions are housed.

Three days later, the Lead, Firmin, and Masha meet with the Sigires and their escort in front of the citadel. In addition to Dand and Lusìa, the group is composed of six Blade knights: Gabig the youngest; Baeleg, a strong, silent man; Karanteg, whose features betray Osag origins; Fingar, a soft-spoken man; Madon, the eldest and leader; and Ujane, the only woman of the troupe.



The sorcerers. Dand joins the party led by Daernic the Sigire in order to deal with a sect of sorcerers who have taken up residence in an abandoned cabin two hour's walk into the forest.

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, Firmin is not only a devout believer, but also a humanist. In his eyes, all humans are equally 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, though it will prove more difficult and uncertain. The feud regarding the heresy of the White Rose saddens him deeply, but he does not wish to take a side. Firmin is an important Support, since he will accompany the Lead throughout the scenario.



Tracking down the heretic. Firmin and the Lead are visited by Sigires. The men are after a Varigal called Melair who is currently staying at the monastery. The monk urges the Lead to warn the Varigal while he keeps the Sigires busy.

The Sigire Dand wonders whether Firmin is trying to cover for the fugitive. Could the monk himself be a member of the sect? Firmin will admit that he did house a Varigal, but will deny having met him before, as he will deny being part of the White Rose. Unfortunately for the monk, two pieces of evidence will support the inquisitor's suspicions: a pendant of the White Rose found in the Varigal's bedroom (which Melair left behind in his haste) and a copy of the Book of Rosàg in Firmin's bedroom (which he got from Zaïg). Once he has burned the book in the fireplace, the Sigire will attempt to scare the monk into confessing, reminding him of the fate of heretics, but Firmin will stick to his story. The Lead, kept in another room, will hear shouting. During this Scene, the Player portraying Firmin can scream and beg the Sigires for mercy. Hearing the cries of their adoptive father should spur the Lead into action.



A complicated birth. A distressed couple comes to the monastery. The woman is about to give birth! Firmin takes her to the infirmary, where the Lead will have to assist the monk and the father. Firmin can see that the Lead is troubled by this scene, and is additionally disturbed by how the parents wish for the newborn, Keran, to be adopted.



Keran's fate. The next morning, it is time to talk about the baby's future. Firmin is willing to help the parents whatever they decide and, should Keran be sent to the Dàmàthairs, he promises not to tell them about the newborn's origins. To him, this is not lying but keeping a secret he has been entrusted with. However, the parents now seem to have second thoughts. Firmin proposes that they take some time to think it through and lets the Lead take care of them through the day. Being past his prime, he is reluctant to adopt the child and will only accept if the Lead promises to take responsibility if needed.



A forbidden dream. A vision of a wrathful Firmin interrupts an erotic dream of the Lead. The monk is livid, blaming them for betraying their precepts. When the PC wakes up, Firmin is at their bedroom's doorstep, a smile on his honest face: "My child, I'm back. It is late, you should go to bed."



A troubled heart. The Lead's mind has been elsewhere these last few months. This will come as no surprise to the monk. He is aware of the passions that young people are prone to, particularly as the time of their commitment as clergymen of the Temple approaches. Masha's increasingly frequent visits have not escaped Firmin's attention either, and he suspects that she has feelings for the Lead. While he and the Lead are busy with a task for the Monastery (repairs, balm-making, gardening, etc.), Firmin will bring up the subject of sexuality and how it is perceived by the Temple (The Temple of the One allows clergymen who have not taken a Vow of abstinence to marry before the Creator, but it is very critical of extramarital relations.). He warns the Lead against passions that may prove destructive, lead them away from the Ordinances, and even leave them prey to demons. Firmin will mention how the Lead has seemed preoccupied lately and will ask them whether they wish to unburden their heart. Whether the Lead answers or not, Firmin will advise them to seek appeasement through prayer. Kindly, he will reassure his child, explaining that, with time, these emotions that gnaw at them will die down. However, should they experience true love one day, then they should invest all of themselves in that relationship, which would be a gift from the One.



The discovery. When the Lead is five, they hear noises in the middle of the night. It is Firmin who is in the process of getting rid of a suit of armor emblazoned with symbols of the White Rose. If the Lead confronts him, Firmin will explain that no one must ever know about it, lest both Firmin and the Lead's lives be endangered. The White Rose is taboo and they must never speak of it to anyone. Firmin swears the Lead to secrecy. The day after, Firmin comes to the Lead and hands them a sword without telling them more.



A lesson about Miracles. During their stroll through the cloister, Firmin will tell the Lead about the Miracles that the Elect can perform. These powers express the magnificence of the Creator and involve a great responsibility for those who wield them. They imply a staunch faith and a strict adherence to the Ordinances. If the Lead's future is not to become a member of the clergy, Firmin will raise the subject, having noticed the Lead's lack of enthusiasm or fervor. He will not prove harsh with the Lead but will ask them to search their soul before making any decision.



The gardens of Ard-Amrach. Firmin and his child are visiting the gardens and speaking of the Lead's childhood: "For a long time I was afraid I would bring you misfortune if I told you everything I know. But now, I must speak." Firmin then reveals two very important things:

❖ Teorg, the knight who entrusted the Lead to Firmin, wore a suit of armor of the White Rose. The sword Firmin gave to the Lead when they were a child belonged to him. Thus, the Lead's father was a member of the White Rose, and Firmin warns the Lead against the dangers to which those who are affiliated with this faction expose themselves.

❖ Firmin gives the Lead a hollow pendant engraved with rose petals whose empty center shows the shape of the Temple's holy symbol. On the back, the words "Forever my brother" are engraved. This object was among Teorg's possessions, but there is no clue as to the sentence's meaning. Deep down, Firmin feels empathy for the Lead and wishes to support them in their quest to understand their story. However, once more, he warns them and urges them to be careful.



Preparing the ceremony. Firmin explains to the Lead how the ceremony of the Acceptation will proceed, so that they may know how to behave and what to say, particularly during the Oath.

Acceptation

The ceremony goes through three major parts:

- ① **The Introduction.** The ceremony starts with a ritual speech made by Anthénor. The Hierophant stands in the chancel while all the adepts remain in the nave. Following a speech by the Hierophant, the adepts move from the nave into the chancel. They stand in ranks, surrounded by their mentors on either side of the chancel.
- ② **The Oath.** Every adept, one after the other, kneels before a small altar where a marble tablet engraved with the Six Ordinances has been set. The Hierophant then asks each novice a hallowed question, which becomes a litany repeated to each of the adepts all through the ceremony:
 "Young adept, your training is now over. On this stone consecrated by Soustraine's Ordinances, do you agree to devote your existence to the glory of the One?"
 The adept then answers, "Yes, I accept as I am accepted." Anthénor then asks, "You will leave the heart of the Temple to join one of its branches. Which order do you wish to enter?" Following the adept's reply, the Hierophant concludes, "Thus it shall be!"
- ③ **The Vows.** Once the Oath has been made, the ordained gets up and takes the vows they have decided to make theirs. If they decide not to take any, they simply go back among the assembly. They may make this choice later in life, but most prefer to show the strength and purity of their commitment at that moment. Once all the adepts have come before Anthénor, the assembly then intones the Six Ordinances, and the ceremony of the Acceptation ends with all the bells of the cathedral ringing.

Lusia the Sigire



- ⊕ **Ways:** Combateness: 4. Creativity: 3. Empathy: 2. Reason: 1. Conviction: 5.
- ⊕ **Skills:** Close Combat: 5. Craft: 2. Erudition: 4. Feats: 3. Natural Environment: 2. Occultism: 1. Perception: 3. Prayer: 5 (Temple Knowledge: 6). Relation: 3. Shooting and Throwing: 3. Travel: 4.
- ⊕ **Advantages:** Survival Instinct.
- ⊕ **Disadvantages:** Aftermath (Disease: Stamina -1, Health -1), Trauma (3).
- ⊕ **Sanity:** Mental Resistance: 10. Orientation: Instinctive. Trauma: 5 (Melancholia). Character Traits: Brave, Overzealous.
- ⊕ **Combat:** Attack: 9. Defense: 10. Speed: 6. Potential: 2.
- ⊕ **Stamina:** 9.
- ⊕ **Survival points:** 4.

Lusia is the Lead's hidden sister, two years their elder. During this Focus, this secret will be revealed to them. Lusia is a self-conscious and tormented young woman. Just like the Lead, she was narrowly saved, but she wasn't as lucky as her sibling; her adoptive parents died a few years after she was taken in. Lusia was captured and sold to a tyrannical Gwidrite lord. Reduced to slavery, she owes her salvation to the intervention of a squad of Sigires led by Brother Daernic, who had come to deal with the depraved noble known for his excesses. Being only 12 at the time, Lusia was adopted by the Temple. She has since finished her novitiate and was recently ordained as a Sigire.



Tracking down the heretic & A troubling encounter. In the middle of an intense, chaotic altercation, the two young people lock eyes and become deeply infatuated with each other.



A forbidden dream. The Lead has a dream in which Lusia comes to the monastery. She removes her hood and comes closer, saying, "I missed you so much, I keep thinking about you, day and night..." Lusia will then kiss the Lead, caress them, and whisper in their ear, "Soustraine allows us to love each other. I never want us to be apart..."



An unexpected encounter. In a library in Expiation, Lusia chances upon the Lead. Just like them, she will remain nonplussed. Since their last meeting, she has been unable to get them out of her mind. Visibly troubled, she will not take the initiative. If the Lead comes nearer, she will remain still, drilling her eyes into them.



The holy water and the idol. Lusia is in high spirits, she is proud to have been tasked to go to Ard-Amrach with Dand and bring holy water to the Hierophant. The presence of the Lead troubles her, but she acts like everything is alright. Another man is part of the group; Lusia introduces the party to her idol, Brother Daernic. It is thanks to him that she is free and alive. More remarkable still, he is an Elect. The young Sigire's admiration for him is great and she fervently wishes to become like this living image of the Creator's message. He will travel for a few days with the holy water bearers, which, according to Lusia, is a great honor.



Fascination and repulsion. On the eve of the ceremony of Acceptation, the Lead has a visit from Lusia. She seems troubled and has several things she wants to talk about:

1. She goes back to their journey with Brother Daernic and will tell the Lead about her story: her capture when she was a child, the time she spent as a slave, and then Daernic, who came when she had lost all hope. Finally, she entered the clergy of the Temple, her new family.
2. The other subject she raises is about the ceremony of Acceptation that will take place tomorrow: she asks the Lead about their choice. Lusia wants to know whether there is any future for them together, which would necessarily imply that the Lead would also take orders. As a Sigire, she cannot share her life with a layman.
3. Finally, Lusia reveals her feelings: she is attracted to the Lead and has been obsessed with them ever since they met. However, she also feels an ever-growing uneasiness. What could it mean?

Upon realizing that she is directly related to the Lead, Lusia appears horrified. Her horror is amplified by the fact that her status of Sigire makes the situation they are in even worse for her. After remaining frozen for some time, Lusia bursts into tears and tells the Lead about something she had kept hidden out of shame, but which now makes sense: she has some memories of her mother, who was a Magientist. She also remembers a small baby that her father hurriedly carried away one day while she ran with her mother in another direction...With her parents gone, she was adopted by a second family, who also met their end before she fell into the clutches of the corrupt lord.

Masha the Bard



⊕ **Ways:** Combaticiveness: 2. Creativity: 5. Empathy: 4. Reason: 3. Conviction: 1.

⊕ **Skills:** Close Combat: 2. Craft: 2. Erudition: 1. Natural Environment: 3. Perception: 2. Performance: 5 (+1 bonus). Relation: 5 (+1 bonus). Shooting and Throwing: 1. Stealth: 2. Travel: 2.

⊕ **Advantages:** Beautiful.

⊕ **Sanity:** Mental Resistance: 6. Orientation: Instinctive. Trauma: 3 (Melancholy). Character Traits: Poetic, Doubting.

⊕ **Combat:** Attack: 4. Defense: 12 (Protection: 1). Speed: 6. Potential: 3.

⊕ **Stamina:** 10.

⊕ **Survival Points:** 3.

Masha is a daydreaming young woman, very different from her lively, eccentric sister Mirna. Having a true artistic sensibility, Masha spends a lot of time playing her lute, sometimes singing along with her crystalline, melancholic voice. Outside of her contemplative side, she is a capable, inventive young woman. Although she appreciates the company of the Lead, whom she finds different from the vale's other residents, she does not feel attracted to their religion any more than she is to the cult of the spirits of nature. She wonders a lot about her Tarish origins and would like to know more about them, hoping that her travels will put her on her father's tracks.

Masha may accompany the Lead throughout the scenario, traveling with them toward the Gwidrite capital. A romantic relationship between the two Characters will certainly make the dramatic impact of the ambiguous relationship between the Lead and the Sigire Lusia all the stronger. Masha is a nonbeliever full of doubts, which makes her an appropriate figure for pointing out the weaknesses of the Lead's dogma during the pilgrimage. Inspiration can be drawn from the Holy Ordinances to give her the role of an adversary, both morally and psychologically. She forces the Lead to take a stand regarding their religion, strengthening their faith or weakening it.



A troubled heart. Masha is very popular in Dearg, but she only feels at ease with the Lead. The two of them have been friends for some time now, but the Lead sometimes wonders whether their feelings have reached another stage, particularly for Masha. The Tarish girl regularly visits the young adept and they both take strolls around the Monastery, most often remaining silent and meditative. Masha will notice the Lead's trouble and, if they decide to tell her of their feelings for Lusia, she will appear clearly upset and will not want to pursue the subject further.



Traveling with Brother Daernic. Masha remains distant, suffering the Sigire's overlong stares in silence and fearing that he means to do her harm.



Entering the Gwidrite capital. It is now time for the group to split, as only the members of the clergy can go to the district of the Holy March where the Acceptation will take place. As Masha parts ways with the group, her face shows bottomless melancholy at the sight of Lusia and the Lead walking away.

Ronan the Apprentice



- ⌘ **Ways:** Combativeness: 2. Creativity: 5. Empathy: 4. Reason: 3. Conviction: 1.
- ⌘ **Skills:** Close Combat: 2. Erudition: 5. Magience: 1. Occultism: 1. Performance: 2. Prayer: 2. Relation: 3. Science: 1. Shooting and Throwing: 1. Travel: 2.
- ⌘ **Sanity:** Mental Resistance: 6. Orientation: Instinctive. Trauma: 5 (Mental Confusion). Character Traits: Inventive, Doubting.
- ⌘ **Combat:** Attack: 4. Defense: 12. Speed: 6. Potential: 3.
- ⌘ **Stamina:** 10.
- ⌘ **Survival points:** 3.

Zaïg's grandson and the Lead have been friends for some time. At an early age, Ronan was given a religious education by his grandmother, and as he grew up, he became more and more interested in Magience, even though he still believed in the One. This makes him a rather unique individual, just like his grandmother, an eccentric, open-minded, curious woman. Ronan is in love with Maëlys and has a naive, romantic fantasy he hopes to fulfill: getting married to her in the chapel of Alestor's Monastery before traveling to Reizh. He is ignorant of the deep-seated incompatibilities between the Magientists and the Temple, and nurtures a utopian dream of tolerance between the factions.



A troubled heart. While Maëlys is busy helping Firmin tend to the garden, Ronan and the Lead are by themselves. Ronan will notice that his friend is troubled and will urge them to tell him about their secret, proving all the more earnest as he suspects it may be about a romantic interest. Even if the Lead remains silent, Ronan will praise the strength and beauty of love, taking his relationship with Maëlys as an example. Obviously, this is no bed of roses, and Ronan speaks of the intimidation and pressure he suffers from the other inhabitants of Dearth. However, according to him, nothing can stop true love, and he will tell the Lead about his plans to leave Dearth if that is what it must come to, so that he and Maëlys can live their love in peace. Ronan will encourage the Lead to listen to their heart.



Other key Scenes. Depending on the Player's inspiration, Ronan may be involved in other moments of the Focus. He can act as a recurring friend and confidante of the Lead, and Scenes can be added during which the two talk about the Lead's problems.



Acts and Scenes of Mac Thogail: The Legacy of the Rose

Act 1: Alestor's Monastery

Scene 1: The visiting Varigal

The Lead and Firmin house a Varigal named Melair. He tells them of a rumor that has sent the Gwidrite capital into an uproar: the Hierophant is said to have a hidden child, even though he is sworn to a vow of celibacy.

Scene 2: The Sigires

Some time afterward, during the evening, a group of Sigires and Blade knights of the Temple reach the monastery. They are looking for a heretic of the White Rose. Warned of their presence by the Lead, Melair flees. Firmin is mistreated by the Sigires' leader, Dand, who suspects him of being part of the sect. The Lead meets eyes with one of the Sigires, Lusia, and both Characters are deeply troubled by this brief exchange.

Scene 3: A family's distress

A couple of millers come to the monastery. The wife is in labor and is going through complications. The parents ask the monk to adopt the child or to have him adopted. This reminds the Lead of their own history as an adopted child.

Scene 4: A forbidden dream

This dream Scene brings the Lead face to face with their intense budding feelings for Lusia and with the moral boundaries of their religious commitment.

Scene 5: A troubled heart

Obsessed with Lusia, the Lead will get to tell some of their closest friends about their problems. This Scene confronts the Lead with a moral dilemma. Should they give free rein to their passion—no matter the consequences—or should they stifle this feeling for the sake of their vocation? During this Scene, Masha's feelings for the Lead may become apparent.

Scene 6: A mysterious inheritance

This is a flashback to an important scene of the Lead's life, back when they were five. They catch Firmin in the middle of getting rid of a suit of armor emblazoned with a white rose. It belonged to the knight Teorg, the Lead's father, but Firmin deems it more prudent not to tell the Lead about it and swears the child to secrecy regarding the armor. The next day, Firmin gifts the Lead with the knight's sword, without telling them about its origin.

Act 2: The Pilgrim's Way

Scene 1: Onward to Expiation

For the Lead, the way to Expiation, then Ard-Amrach, will be a journey of self-discovery filled with teachings related to the Ordinances.

Scene 2: Expiation

The travelers gaze upon this holy city, admired and feared in equal measure, the nexus of the Pilgrim's Way.

Scene 3: Saint Alar's Priory

Firmin speaks with the Lead about the Miracles that the Elect of the Temple can perform. He will also tell them more about the White Rose. One evening, the Lead chances upon Lusia. That same day, Firmin meets Sigire Dand who offers him his sincerest apologies and proposes that they join them on their journey to Ard-Amrach.

Optional Scene: At the Elderberry

This open interlude is an opportunity to cover the Ordinances and their themes in deeper detail, as well as to explore the relationship between the Lead and Masha.

Scene 4: The citadel of the Sigires

The Lead, Firmin, and Masha meet in front of the citadel with Dand and his party, who are tasked with bringing holy water to the ailing Hierophant. Brother Daernic, Lusia's idol, will also be part of the journey.

Scene 5: Onward to Ard-Amrach

Brother Daernic is a disquieting man. His presence is troubling, seemingly confronting everyone with their doubts and insecurities.

Scene 6: The sorcerers

Brother Daernic leaves the camp to exterminate a lair of sorcerers. Several of the Blade knights and Sigires will come with him, and the Lead may do so as well.

Optional Scene: Summoning a Miracle

The Leader can have the Lead awaken to their first Miracle. Several options are suggested.

Act 3: Ard-Amrach

Scene 1: Entering the Gwidrite capital

As the Lead reaches the capital, they will get to reflect on what they have been through and sort out their feelings regarding their faith and their relationship with Lusia. Firmin and the Lead will take a walk through the city's gardens and talk about past events. It is then that the monk will share important information about the Lead's childhood: the knight who entrusted the monk with the Lead was a knight of the White Rose. Firmin gives the Lead a Hexcelsis engraved with the words, "Forever my brother," which he also received from the knight. However, he expired before he could tell the monk anything about it.

Scene 2: Revelations

The Lead is visited by Lusia on the eve of the ceremony of Acceptation. She questions them about their faith, opens up regarding part of her painful childhood, and tells them about her feelings. At the height of the passion they are both filled with, the revelation that they own quasi-identical pendants will bring back memories from their infancy and unveil the mystery of their relationship: they are siblings! Once she is past the shock, Lusia will share with the Lead her last memories of her Magientist mother, whom she ran away with, and of her knight father who hurriedly carried away her sibling.

Scene 3: The Acceptation

The ceremony is performed in the Prima Cathedra after several days of preparations. During this ritual, which will certainly go down as one of the milestones of their life, the Lead will meet the Hierophant. Ultimately, will the Lead take orders or turn away from the Temple? And finally, it will be time to go back to Taol-Kaer; to the Vale and its inhabitants. What place will the Lead now take among their community?

