

Fantasy Imperium

Scene Outline Worksheet

Story Title: Dark Promises

Story Goal & Opposition

Story Goal: To rescue Ilse, a princess, from the evil sorcerer, Sondergaard.

This story is an exploration of love and commitment.

Main Villain: Sondergaard the Sorcerer

Villain's Allies: Mercenary Soldiers, charmed Ogres, dark faeries, evil spirits.

Malasinth, – a Korrigan (female faerie under a curse). Extremely beautiful at night, but hideously ugly in the day. If a man treats her with love & respect equally during the day and night, it will break the curse.

Genre, Time, Setting & Mood

Genre: Fantasy / Love Story.

Time Period: 1121 A.D.

Setting: Holy Roman Empire, near Leipzig.

Mood: Dark enchantment. Violent, possessiveness, & greed vs. honor and commitment.

Backstory

Sondergaard, a sorcerer living in a dark tower in the Holy Roman Empire near Leipzig, is building an army.

He hopes to carve out an empire for himself amid the dark forests of the land, from which he draws mystical strength that he uses for his magick. He has charmed a group of Ogres living nearby, and hopes to acquire more powerful allies in the future. He has forsaken the Christian God Jesus, still holding on to the old pagan traditions. One day, he saw a beautiful girl strolling through town with her friends. With a glance, she completely enchanted him (a natural enchantment, really). For many days thereafter, he could think of nothing else but to possess her. One night, he sent his mercenaries into the town to take her away.

He has imprisoned her inside his dark tower, hoping to convince her to marry him, but has so far failed in

His attempts. He will not charm her or use magick to force her decision, hoping to gain her true respect.

As it turns out, the girl is a princess. The princess is betrothed to one of the characters.

The Korrigan Malasinth is here to test the characters. She will try to find a person that can cure her of her curse. Her story is designed as a counterpoint to the main love story.

The enchanted forest will be reached at dusk, and it will take a day to pass through. Another day's travel will lead to the Celtic graveyard.

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<i>Scene Outline</i>	
1. Scene Title: Stolen Beauty	Introduction – Inciting Incident
Goal: Survive an assault by Sondergaard’s mercenaries.	
Opposition: Sondergaard and a dozen soldiers.	
Setting: Outside the town of Leipzig, along a quiet road.	
Tie-In: Surviving mercenary tells about Sondergaard and where he lives.	
2. Scene Title: The Enchanted Forest	Rising Action – Significant Event
Goal: Travel through the enchanted forest at night.	
Opposition: Bogies, who will harass travelers, and a Korrigan who will try to seduce a character.	
Setting: The Enchanted Forest. Korrigan will vanish in the daytime after she has been rejected.	
Tie-In: The road will leave the forest and head up into the hills.	
3. Scene Title: Celtic Dreams	Complications – Plot Twist
Goal: Pass through ancient hills containing barrow graves of Celtic kings at night.	
Opposition: Dark Apparitions from the barrow graves. Phantoms.	
Setting: The road passes through the hills containing a Celtic graveyard.	
Tie-In: The road passes out of the hills and up to a deep gorge.	
4. Scene Title: The Bridge	Crisis – Decisive Moment
Goal: To cross the bridge over a deep gorge.	
Opposition: Bridge Trolls. The Korrigan.	
Setting: The road to Sondergaard’s tower. A steep gorge and a bridge across it.	
Tie-In: The Korrigan will appear again, and will direct the characters to Sondergaard’s tower.	
5. Scene Title: The Tower	Climax – Confrontation
Goal: Defeat Sondergaard’s mercenary force.	
Opposition: Mercenaries, Ogres.	
Setting: Sondergaard’s tower.	
Tie-In: Ilse will be heard from a room at the top of the tower.	
6. Scene Title: The Cell	Resolution – Outcome
Goal: Defeat Sondergaard, and rescue Ilse. Break the curse of Malasinthia (the Korrigan).	
Opposition: Sondergaard, ogres, mercenaries.	
Setting: The top of Sondergaard’s tower.	
Revelation – Equilibrium: Love and respect in equal amounts are needed to cure Malasinthia.	
<i>Notes:</i> If desired, one of the players could be Ilse, the Princess. She could escape, but should get caught and imprisoned again.	