

Fantasy Imperium

Scene Outline Worksheet

Story Title: Infernal Dreams

Story Goal & Opposition

Story Goal: To uncover the Lusitanian Necromancer, Tyresius, who is murdering people.

This is a story about being trapped in the past, and not willing to go into the future.

Main Villain: Tyresius the Lusitanian Necromancer/Enchanter.

Villain's Allies: Laebo, his chief aid, Lusitanian soldiers, possessed people, fire elementals, evil spirits.

Genre, Time, Setting & Mood

Genre: Mystery

Time Period: 480 B.C.

Setting: The Celtiberian city of Numantia.

Mood: Dark foreboding, tribal, barbaric, violent.

Backstory

A dark enchanter Tyresius, has come from the country of Lusitanea in the west. He has brought with him dark spirits and enchantments. He has begun a brutal campaign of murder in the Celtiberian city of Numantia, and he seeks to unlock the ancient portals to the netherworld with the blood of human sacrifices. People have begun to disappear, and strange things are going on in the night.

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<i>Scene Outline</i>	
1. Scene Title: The Charred Corpse	Introduction – Inciting Incident
Goal: Discover the body of a victim (preferably a friend or family member of one of the characters).	
Opposition: Possessed warriors guarding the site, who will try to kill any that approach.	
Setting: A rocky hilltop, where smoke rises from the sacrificial burning of a victim.	
Tie-In: Evidence of dark Lusitanian magic. Charms around the necks of the possessed.	
2. Scene Title: The Wails of the Damned	Rising Action – Significant Event
Goal: To cast the charms down an ancient well.	
Opposition: Evil spirits.	
Setting: Ancient well in a ruined city.	
Tie-In: The name, “Tyresius” newly inscribed upon the stone well containing the souls of the damned.	
3. Scene Title: Something Special	Complications – Plot Twist
Goal: To capture one of the dark goblins (most will escape).	
Opposition: Dark goblins, sent to take something special from each one of the characters.	
Setting: Encampment near the ruined city.	
Tie-In: The dark goblin will confess that Tyresius is searching for a magic sword.	
4. Scene Title: The Sword of Endovelicus	Crisis – Decisive Moment
Goal: Recover the magic sword of the sun god, Endovelicus before Tyresius does.	
Opposition: Lusitanian soldiers, Light Ghosts/Solarians (these will need to be lured away).	
Setting: An ancient altar stone upon a hilltop clearing in the forest.	
Tie-In: One of the Lusitanian soldiers will speak of the lake where Tyresius plans to open the portal.	
5. Scene Title: Nightmares	Climax – Confrontation
Goal: Survive a dream warfare attack. The weapons and armour of the characters can be used.	
Opposition: Evil spirits sent by Tyresius.	
Setting: A dark forest in the dreams of the characters while they sleep.	
Tie-In: Whispering about a portal to the netherworld that is about to be opened by Tyresius.	
6. Scene Title: The Lake of Shattered Tranquility	Resolution – Outcome
Goal: Kill Tyresius and his men.	
Opposition: Tyresius, Laebo, Lusitanian soldiers.	
Setting: A lake in the hills.	
Revelation - Equilibrium:	
<i>Notes:</i> The magic sword is possessed by a fire elemental, which will both aid and control the user.	
The items taken from the characters will be used to initiate dream warfare against them.	