

Dunshaughlin

Location: Meath County, Ireland.

Government: King Edward III of England.

Position: Seat of the Bailiff of Dunshaughlin.

Population: 650

History

Dunshaughlin is a village of over six hundred people, located in Meath County some 18 miles north of Dublin. Founded by Saint Seachnaill in the 5th century, there is a fine church located here, and several of the residents have become wealthy.

An ominous tension hangs over the populace due to the disappearances of twelve children, and now of a thirteenth child (who related to one of the characters).

1. Dunshaughlin Fortress

A 20' high stone wall encloses an area that contains a 6 story tower. A ditch surrounds the fortress. The lord of Dunshaughlin is Sir Trevor Delahide, a Norman knight holding the land in service to Sir Geoffrey de Cusack of Killeen. Trevor's family came to Ireland during the Norman invasion, but they never intermarried much with the local Irish.

2. St. Seachnaill's Church

A 5th century church established by Saint Seachnaill is located near the periphery of the village. A large graveyard is nearby, bearing the relatively new markers of the village's twelve lost children.

Father Gogarty is the last priest left here. The rest have departed due to the apparent failure of numerous exorcisms and prayers directed at the Bog Witch. Father Gogarty has remained faithful, believing this to be a test and the loss of the village children to be an indication of God's anger at man. If pressed further for his opinion, Father Gogarty will reveal his belief that there is a larger story, some wrong that must be accounted for.

3. Baker

Gareth is from Wales, and his pies and cakes are consumed by most all of the locals. He can be heard every morning walking through the town selling his warm muffins.

4. Blacksmith

A man of few words, the smith goes by no other name than Thorgrim. A descendant of the Norse tribes who integrated into Ireland, he is a

proud yet grim man. The last child to vanish in the bog was his son, Ivar.

5. Carpenter

Cairell is in charge of the town's largest construction businesses. He can build a house or mend a wagon wheel. He also makes furniture. He has a several woodworkers serving apprenticeships in his large shop.

6. Alchemist

Tristan makes many kinds of potions and remedies for the locals, taking over the service provided by Megan O'Coille her herbalist after she died. His remedies aren't nearly as effective as the woman's. Tristan occupies much of his time locked away in his laboratory. **[Druid]**

7. Weaver

Kelly Burns spends her days weaving cloth to sell to the local merchants and locals. Most of the tailors in town buy her cloth to produce most of the clothing used by the townsfolk. She has several apprentices.

8. Thatcher

Marcán Flannagan is in great demand, being one of the few thatchers in town. His daughter Naomh was taken last year. Since that time, he has thrown himself into his work. His wife committed suicide after their daughter vanished.

9. Farrel's Foundry

Gormán Figgis established a successful foundry in Dunshaughlin over a year ago, making iron and steel to be used in the construction of weapons and armour.

He is the chief supplier for most of the weaponsmiths and armourers in the region and he sends his refined ores to Dublin and beyond.

Farrel secretly leads a Druidic cult in the area. A few of the villagers are active members in the cult and spy for Farrel, spreading rumors and locating unattended children. In a place like Dunshaughlin, it's easy to blame the killings on a local legend like Megan and Farrel has used the fear of the local bog to spike the rumors and draw attention away from himself.

Farrel's can often be seen with a bag of candy, which he gets from his girlfriend, Teafa Leary, the owner of the local mercantile shop.

The candy has made him very popular with the children in town, and also with their parents. If questioned about the candy, he will laugh it off, since he is the most trusted and respected man in town. **[Druid]**

10. Cobbler

Fine shoes and boots can be found at Donal Lynch's shoe shop. Since his son Ruarc was abducted early this year, he has spent much of his time at the Green Inn drinking late into the night.

11. Armourer/Weaponsmith

Flynn Gainnes has a close relationship with Gormán Figgis, the owner of the local foundry. His weapons and armour are sought after by many English lords, and he is rumored to have a private deal with Sir Geoffrey de Cusack of Killeen Castle. **[Druid]**

12. Miller

Geiléis runs the local mill, powered by a team of oxen. Her husband Ross went in search of their daughter Ceara a month ago after she disappeared. Neither has returned.

13. Brewer

Lucas Beltan is the wealthiest man in town. His ales are sought after throughout Ireland and England. Lucas also owns several beehives, and sells honey and mead to the locals. Lucas has a grand house surrounded by flower gardens. He can often be seen with his best friend Gormán Figgis, and his girlfriend Teafa. **[Druid]**

14. Salter

Tadhg imports salt from Dublin and sells it to the locals. His son, Sean was the first victim of the Bog Witch.

15. Mercantylor

Teafa Leary is a very beautiful young woman that arrived in Dunshauglin six months ago. Since that time, she has established a successful mercantile, importing items from Dublin and surrounding towns and villages.

Some villagers question her decision to open a business in Dunshaughlin, though they note the visitors from other towns that arrive at odd hours to Teafa's establishment.

Teafa's wares range from the mundane to the useless—from everyday items like rope, cutlery, and tankards to bolts of fabric and goblets that the villagers could never hope to afford.

Teafa Leary has a romantic relationship with Gormán Figgis, but is unaware of his nocturnal activities and has no idea that he leads a cult of Druids. Teafa sells a large assortment of candy, and Farrel has used the sweets to lure away children.

16. Shepherd

Orthanach owns the largest flock of sheep in town, and he can often be seen traveling around the local countryside accompanied by his dog, Cass. If questioned, he will report seeing a pale image of the Bog Witch near Redbog Bog to the north of town, not far from Megan's hovel. She seemed to be calling out to him, beckoning him towards the bog. He didn't approach her, of course.

17. Chirurgeon

"Bonesetter" Halton is a wizened and scarred old man who never reveals his age. A veteran of the Hundred Years War, Bonesetter returned home after witnessing the slaughter of French sailors at the sea battle of Sluys. He was an accomplished naval chirurgeon, operating on patients during the war. Since Megan's "disappearance" he has stepped up as the village doctor and healer.

Bonesetter has seen enough human-wrought death and destruction for an entire lifetime. Consequently, he tends not to believe in the supernatural rumors concerning Megan. He fears she may have gone insane, unable to stop herself from murdering.

In addition, Bonesetter has seen the corpse of one of the children (the only body found). If asked, he will say in private that the child was first strangled, then struck on the head and then had his throat slit. He thinks this is more like the work of a deranged human than a "ghost."

18. The Green Inn

Run by Cleary Lynch and his wife Fiona, the inn provides lodging for travelers. They also run a small tavern patronized by the locals. Lately, the mood has been one of melancholy and gloom.

Rumors:

– [F] Thorgrim is creating a powerful weapon by the ancient blood rites and one day plans to go into the bog to take revenge on the witch.

– [T] Lucas Beltan actually represents a group of successful merchants from Dublin who are thinking about expanding their business into Dunshaughlin.

– [F] The witch creates a strange mist that hangs over the forest around the bog – all the better for the children to get lost in.

– [T] Orthanach the Shepherd saw the Bog Witch the other night. He says that she was terrible to behold, a face from the pits of Hell lurking in the mists.

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The Bog Witch

Story Goal: To stop the murder of a child at the full moon and to exonerate the bog witch (a phantom).

Main Villain: Gormán Figgis, the leader of a secret Druidic cult that practices human sacrifice.

Villain's Allies: Lucas Beltan, the brewer, Flynn Gainnes the weaponsmith, Tristan the Alchemist/Elementalist, Druidic cultists, evil spirits.

Megan O'Coille is a phantom known as the "Bog Witch." She was the innocent victim of Gormán Figgis.

The Bog Children are enslaved spirits serving the leader of the Druidic cult, Gormán Figgis.

Genre: Mystery/Ghost story.

Time Period: 1348 A.D.

Setting: Dunshaughlin, Ireland, 18 miles north of Dublin.

Mood: This ghost story contains a mystery. Dread and foreboding fill the town, along with a sense of conspiratorial watchfulness. There is also a fear that time is running out while the characters search for the lost child, who is the daughter of the main player character.

Backstory:

The Bog Witch is a supernatural horror story of revenge and hidden crimes. Set in the county of Meath, Ireland in 1348 A.D., or the action could take place in any historical village near a bog, or one of the *Storyteller's* own creation.

The focus of the story is the phantom of Megan O'Coille, a misunderstood "child of nature," murdered and wrongfully blamed for the death of children from the village of Dunshaughlin. Megan's confused spirit haunts the bog where she was slain, trying to draw attention to the real killer who still stalks the children of the village. At first, it seems that she is the one drawing children to the bog to kill them. In reality, she rages against the murders committed by Gormán Figgis, who she is powerless to stop.

Gormán Figgis is the owner of a foundry in the nearby village of Black Bush. The foundry makes steel which is used in crafting weapons and armour for the nearby lord of Killeen Castle, Geoffrey de Cusack.

Figgis is also the leader of a secret Druidism cult that practices human sacrifice. Figgis and his followers have been sacrificing local children to the gods Dagda and Sucellus in exchange for riches and power. One of the cult members, Tristan, has been dabbling in the Forbidden Arts and the cult hopes to begin making magic weapons soon.

As the story opens, the daughter of one of the player characters has gone missing, spirited off the streets by Figgis's minions. Soon, the child will be sacrificed during the full moon, leaving the characters a short time to complete the story.

Prominent members of the cult include Flynn Gainnes, the weaponsmith, Lucas Beltan the brewer, who is also the richest man in town, and Tristan the alchemist, who secretly studies the Forbidden Art of Elementalism.

Other members of the cult include a few weak-willed villagers, merchants, and low-ranking nobles from neighboring villages and towns who have traveled to Dunshaughlin for the sacrifice. For the most part, they are an arrogant lot casting dispersion on the more God-fearing members of the village and secure in their own dark faith.

Megan desperately wishes to communicate with the villagers to warn them. However, the people of Dunshaughlin fear her as a force of evil. Very few are willing to travel into the forest surrounding the bog. It falls to the characters to brave the mists in the forest, confront Megan, and learn the secret she is trying to communicate – that Figgis is her murderer and the one killing the children.

Figgis, on the other hand, is constantly watching the villagers through his network of cultists. Should anyone seem to determine the truth, he will dispatch his lackeys to deal with them. For him, the legend of the Bog Witch is a perfect cover for the child sacrifices and a way to keep the villagers in line as he grows in power. His objective is to keep the players off his trail for the next day or so, just long enough to acquire the secret to making magic weapons from the pagan Gods Dagda and Sucellus. To that end, he has cultists posted in the village and surrounding area as security for the ritual and to keep an eye on Megan. Also, Figgis has been experimenting with Black Magic and feels sure that when he gains the power to create magic artifacts he will be able to control, or even destroy, Megan's spirit before she finally reveals his secret.

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Lauren O'Coille was an herbalist whose talent bordered on the miraculous. After the death of her husband, she was forced to use her ability to feed and clothe herself and her child. Being a proud woman, she wouldn't accept charity from the townspeople of Dunshaughlin, but rather recreated herself as a professional healer and seller of elixirs. With her daughter Megan, she moved to a hovel near the bog to gain easier access to the ingredients of her potions and avoid the prying eyes of the townspeople. Years went by and as Megan grew older Lauren made sure she learned the profession so

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that she would have a valuable trade when her mother could no longer care for her. The people continued to bring their sick and injured to Lauren, all the while whispering rumors to each other about the “witch by the bog.”

As Megan reached her twenties, her mother grew ill. All the potions and natural remedies in the world couldn't cure her affliction. After her mother's death, Megan grew more eccentric, taking to running through the mists at night and the trees during the day, talking to things only she could see. The children of the village loved her and the sweet elixirs and foods she made when they came to visit. Her ability as an herbalist and healer surpassed her mother's, but her odd nature would ultimately lead to her death.

One day, a child went missing, and was last seen wandering near Megan's home. Already speculation began to circulate about the new “witch.” Megan kept to herself, afraid to venture near the town.

Then, one night, she spotted a rider on horseback drop the body of the missing child deep in the gloom of the bog. Despite all of her efforts to remain silent and hidden, the rider discovered her. She had seen his face and recognized him as a well-to-do merchant in Dunshaughlin named Gormán Figgis. He pursued her back to her home, forced his way in and stabbed her to death. In the struggle, he lost a vambrace which was made by Flynn Gainnes, a blacksmith working at his foundry.

Figgis heard the villagers, agitated by the screams coming from Megan's hovel, approaching. Quickly, he dragged her body to the nearby bog and weighed her down with stones. Alas, he forgot to remove his dagger from her breast. Realizing he could turn the situation to his advantage, Figgis retrieved the body of the child and presented it to the villagers, saying that he had seen Megan murder the child before throwing herself into the lake.

A year has passed since then. Eleven more children have disappeared in that time, their bodies deposited on the edge of the bog (Figgis and his cultists fear to travel too deep into the bog these days).

Figgis has kept the legend of “The Bog Witch” alive, claiming that Megan haunts the place and calls the children to her in order to murder them. Now, the children are getting harder to find since the parents won't let them out after sundown and Figgis feels he may have to take more drastic action than luring children away with candy and coin.

Notes:

This story is set up to incriminate Megan, but the real villain (Figgis) will be gradually uncovered. Introduce Gormán Figgis immediately (at the end of scene 1), but don't let anyone know he is the main villain. You should also introduce Lucas, Flynn and Tristan as friendly townspeople.

The story will begin inside a dream. After the phantom of Megan O'Coille is heard calling out, the daughter of one of the characters will be heard responding. Then the evil spirits sent by the cultists will attack in the dream world. Conduct a *Dream Warfare* attack. In the morning, the child will not be found, having been abducted by the druids.

The next scene will begin in the town of Dunshaughlin. At this time, introduce Gormán Figgis and his friends, Lucas, Flynn and Tristan. These prominent members of the town will seem helpful, but are in fact the leaders of the secret cult. When the characters journey into Redbog bog, a group of cultists will spring an ambush.

Figgis has enslaved the souls of the children sacrificed and he will use them to guard the approach to Megan's house. These are the Bog Children. They will seem to be in league with the Bog Witch, however. The children will not tell who their master is.

Confronting the Bog Witch will lead to more questions, as the players will discover that she is not likely the person abducting the children. It will be found that she has been brutally murdered.

The vambrace (wrist armour) found at Megan's home will have the mark of the local weaponsmith, Flynn. When confronted, he will attack the characters, along with a group of weaponsmith apprentices who are all members of the cult.

Evidence found in the weaponsmith's shop will point to Gormán Figgis, who lives nearby in the small village of Black Bush to the southwest of town. A secret foundry will be discovered there. This is where the Druid cult meets to sacrifice children.

Include one or two minor characters to accompany the player characters so that you can interject comments and advice (both good and bad). At the appropriate moment, you could allow one of these minor characters to get killed in order to raise the stakes of the story. If you do this, it should be a person the players have grown fond of.

Levels of Conflict

This tale is also about the animosity between the native Celtic people and their English oppressors. Most of the Irish have accepted the English, but some of them want to return to the old ways, and many of them secretly practice Druidism. These hardcore fanatics are the villains of this story. Most of the town's residents (both Irish and English) are peaceful Christians. If anyone notices, none of the children that have been taken are pure-blood Irish. All of the victims are either Norman, English or their families have intermarried with the native Celts.

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There are two levels of underlying conflict that are built into this story: The Druids vs. the Christians and the Celts against the English. The Irish Christians are not part of the first source of conflict, but they will tend to sympathize with those that want to drive out the English.

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Villain: Gormán Figgis, owner of the foundry and the leader of a Druidic cult.

Villain's Goal: To acquire secret knowledge to use in the construction of magic weapons.

Inciting Incident: The message sent by the phantom Megan O'Coille and the disappearance of another child.

Scene Outline

- 1. The Phantom's Call** **Weakness/Need** **Introduction – Inciting Incident**

Goal: Learn of the identity of the apparition (Megan O'Coille, who has come to warn the characters)

Opposition: Evil Spirits sent by Gormán Figgis -> *Dream Warfare*.

Setting: Redbog Bog north of Dunshaughlin, Ireland 1348 A.D. *seen in a dream*.

Tie-in: Megan's voice whispering "come to the bog" and the abduction of the main character's child.

Notes: Megan's phantom is attempting to warn the child and the characters by sending a message in a dream, but Figgis is aware of the message and he will send evil spirits to murder the characters in their sleep. The evil spirits will attack after Megan's phantom is heard calling out to the daughter of one of the characters, who will be heard answering. Conduct dream warfare just like regular combat, except that everything will be occurring in the dream world. Any injuries will appear when the character wakes up, and if anyone is killed, they will die. All of the character's will be able to use their weapons and armour in the dream warfare combat.
- 2. Missing** **Desire** **Rising Action – Significant Event**

Goal: Try to find the lost child, who has been secretly abducted by Gormán Figgis.

Opposition: Druidic cultists (very well armed), sent to kill the characters before they enter the bog.

Setting: The town of Dunshaughlin, Ireland and a bridge to the north towards Redbog Bog.

Tie-in: The surviving cultists run into the bog, said to be haunted by "The Bog Witch."

Notes: Gormán Figgis must be seen as the kindest person in town, offering to help the characters find the missing child, giving aid, etc. When acting for Figgis, make sure the characters end up trusting him. He will be most helpful. The characters should decide to travel into Redbog Bog towards Megan's house, but Figgis (and a few others) should try to discourage them from doing so. After the characters leave, Figgis will send a group of well armed men (druids) to ambush them. None of the Druids will confess if captured, since they believe that their souls do not die when they perish, reincarnating into another life. This belief conditions them to disregard the terrors of death.
- 3. Children in the Mist** **Opponent** **Complications – Plot Twist**

Goal: Confront the witch (who will be found to be innocent in the next scene).

Opposition: Bog Children, Megan O'Coille's Apparition.

Setting: Redbog Bog, north of Dunshaughlin.

Tie-in: After driving her away, the mists part to reveal Megan's deserted home.

Notes: The characters will not need a guide, since at least one of them is a local and knows where Megan lived. When traveling north into Redbog Bog, a heavy mist will come down, obscuring everything. Then the Bog Children will attack, since they have been sent to keep out intruders that might try to get to Megan's home. The Bog Children are the souls of the 12 murdered children, enslaved by Gormán Figgis when they were sacrificed.
- 4. Blood & Water** **Plan** **Crisis – Decisive Moment**

Goal: To find how to destroy the bog witch -> Instead, discover vambrace from Figgis's foundry.

Opposition: Druidic cultists, and Tristan the Elementalist.

Setting: The witch's hovel (the deserted home of Megan O'Coille, who was murdered by Gormán Figgis).

Tie-in: Discarded vambrace with the mark of Flynn Gainnes, a weaponsmith working at the foundry.

Notes: Tristan will attack the characters, but afterwards (if he survives) will claim that he and his men came to destroy the home of the Bog Witch. The question raised at the end of this scene is "who is the real opponent here?"

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5. *The Hammer of Suellus* **Battle** **Climax - Confrontation**
Goal: To find the missing child -> Discover evidence of the secret foundry in Black Bush village.
Opposition: Flynn Gainnes the weaponsmith, cultists.
Setting: Armourer/Weaponsmith shop in Dunshaughlin.
Tie-in: A message to Flynn from Figgis describing how the “sacrifice” will give them power in creating weapons.
Notes: The vambrace (wrist armour) found at Megan’s home will lead to the town’s armourer, whose mark is to be found on the armour piece. The second vambrace is with Gormán Figgis, and some may remember that he wore one on his right wrist, but not on his left. Flynn has just finished constructing a magic hammer, and will use it against the characters. He will not give up any information, choosing to die with the secret to the cult of Druids.
6. *The Secret Foundry* **Self-revelation** **Resolution - Outcome**
Goal: Rescue child and expose Gormán Figgis as a worshipper of Dagda, a pagan god.
Opposition: Gormán Figgis, cultists, Lucas Beltan the brewer.
Setting: The nearby village of Black Bush, inside Figgis’s foundry.
New Equilibrium: The Bog Witch will be exonerated.
Notes: The evidence found at Flynn’s shop will point to the village of Black Bush, where Gormán Figgis’s foundry is located. Inside the foundry is a secret place used by the cultists to sacrifice the children.

Scene 1: *The Phantom’s Call*

The Entrance

A chill wind blows in the darkness as pale tendrils of the predawn light gently creep into a vast wetland. Thick brush covers much of the landscape, along with green moss and occasional patches of blueberries. A thick mist huddles against the ground, as if some dark secret is hidden there. A pale hill rises in the distance, shrouded in white mist seeping up from the ground.

Quick Glance

Travel through the bog is difficult, as the wet ground seems to reach up and grab one’s legs. After a time, some of the mist parts to reveal a slightly wooded area with a stream cutting across the pathway. There are quiet whisperings in the mist.

1. **Wildflowers:** A patch of wildflowers covers the left side of the pathway through the bog.
2. **Oak Tree:** Ancient in its magnificence, a tall oak tree guards the right hand side of the pathway.
3. **Stream:** A brown, murky stream slides across the pathway. Frogs and other things less savory swim there, moving slowly in the dark water.
4. **Bog Oak Log:** An ancient oak log has fallen across the stream.
5. **Grove of Trees:** Pale white trees are sprinkled casually around the area on the other side of the stream.
6. **Clump of Moss:** Mist shrouds the area next to the stream.

Close Look (20 min)

The landscape seems to be shrouded in moonlight, slowly fading away as the dawn’s rays seem along the ground. An acidic, musty odor irritates the nose, and the lonely call of a raven echo down from above. There is a sense of floating along the ground, as if in a dream. The whispering voice can be identified as coming from a woman. She is calling out quietly from the mists. The sound of a child playing near the water can be heard now, but no one can be seen.

1. **Wildflowers:** The red petals of bilberries are missed with yellow gorse flowers, white clusters of bogbean, and the delicate white flax fairy flowers. The flowers drip with the morning dew, and they are shrouded in the mist seeping out of the wet ground.
2. **Oak Tree:** Ripped up from the ground where it grew so long ago, this
3. **Stream:** A brown, murky stream slides across the pathway. Frogs and other things less savory swim there, moving slowly in the dark water.
4. **Bog Oak Log:** Ripped up from the ground where it grew so long ago, this ancient oak log nearly blocks the

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stream, being only a few inches above the water. An army of insects live in the bog oak wood.

- 5. Grove of Trees:** The thin, white trunks of silver birch trees look like bony fingers clutching at the sky.
- 6. Clump of Moss:** A large clump of moss covers what seems to be a large rock next to the pathway by the stream.

Brief Search (30-40 min)

The way one moves slowly even though there is a sensation of floating, along with the strange, trancelike senses will reveal that this is a dream. A beautiful woman appears standing among the silver birch trees. She has a come-hither look, slightly seductive, but tinged with a trace of insistence. Her dark green eyes are sad. She has long black hair that blows in the slight wind, and her dress is a dark blue. The child stops laughing and a dreamlike image of a young girl can be seen next to the stream where the path crosses it. The woman smiles down at the child and then glances directly at the main character, whispering, "Come to me!" The child gets up and begins moving towards the woman, who turns around and fades away. The child vanishes as soon as she steps into the grove of trees.

- 1. Wildflowers:** –
- 2. Oak Tree:** A crude symbol is inscribed on the bark of the oak tree.
- 3. Stream:** Once it is remembered that St. Patrick had banished snakes from Ireland, the trek across the stream can be made without fear, but the idea of touching the murky brown bog water still sends a chill up the spine.
- 4. Bog Oak Log:** It is possible to cross over the stream using the fallen log, with a successful dexterity check.
- 5. Grove of Trees:** Dark, shadowy figures move through the silvery trees. Mist seems to be coming off of the branches, causing it to appear like the trees are simmering in the pale sunshine.
- 6. Child's Body:** The clump of moss turns out to be the body of a male child.

Thorough Investigation (1 hour or more)

As soon as the Bog Witch and the young girl have vanished, a dark wind blows through the pale grove of trees. Something dark moves out from behind the thin trunks, as if they were living inside the trees. They move forward with a deadly gleam in their eyes.

- 1. Wildflowers:** –
- 2. Oak Tree:** The symbol is that of a circle with 6 spokes coming out from the center, like a wheel. This is an ancient Druid symbol representing unity, infinity and the sun.
- Stream:** –
- 3. Bog Oak Log:** –
- 4. Grove of Trees:** The pale white bark of the silver birch trees seem to glow when the dawn's light touches them. Mist steams off of the branches. A group of dark spirits is standing by the trees.
- 5. Child's Body:** The boy is no more than 6 years old, and it seems that he was strangled, struck in the head and then had his throat cut. His blood no longer stains the stream.

Notes:

This scene occurs within a dream collectively experienced by the characters. The bog can be easily recognized at that of Redbog Bog just to the north of Dunshaughlin. The young girl is the daughter of one of the player characters. She will move towards the Bog Witch and then disappear. Then the evil spirits sent by Gormán Figgis will attack the characters inside the dream world. Upon waking up, one of the characters will realize that his daughter was the girl in the dream. After rising from bed, the girl will be missing. The phantom of the Bog Witch, Megan O'Coille, has just tried to warn the characters that another child is about to be abducted. Gormán Figgis discovered the attempt through magic while dreaming himself, and then directed a group of evil spirits in his service to attack the characters inside the dream world. Unfortunately, the only thing Megan accomplishes is to implicate herself in the kidnappings and murders. The next scene should begin in the town of Dunshaughlin, and then proceed to the ambush point to the north of town on the way to Redbog Bog. The dead child is Ivar, the son of Thorgrim the blacksmith.

Scene 2: *Missing*

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The Entrance

About a mile north of town lies a desolate land called Redbog Bog. Mists seem to continually rise from it and shroud the low hill in the distance. A line of trees appears in the distance, just short of a small lake surrounded by the bog. A cold wind is blowing and twilight is rapidly approaching.

Quick Glance

A deep gorge blocks the way, but it is covered by a wooden bridge. A well sits next to the bridge, as if this is the last place clean water can be obtained before going into the bog. Traces of a noxious odor come out of the north. There are no sounds from insects or birds. All is quiet.

1. **Wood Bridge:** A wooden bridge covers a deep gorge cut across the pathway.
2. **Sign:** A small sign stands along the left side of the path.
3. **Stone Well:** Large gray stones line the walls of a well standing next to the gorge.
4. **Pine Tree::** Standing guard over the bridge is a tall white pine tree.
5. **Hedge:** A tall hedge forms a long line on the other side of the gorge. It seems to be a gateway to a much darker land.
6. **Grassy slope:** A few patches of wildflowers are mixed in with the tall grass covering the slope above the rocky gorge.
7. **Cloth Bag:** –

Close Look (20 min)

Footsteps echo off the wooden bridge and these in turn bounce off the walls of the gorge, sending thumping sounds down through the ditch. There is a lonely bird call from above, quietly sending shivers down the spine of those hearing it. The cry dies out again, seemingly being swallowed up in the gloomy mist covering the area.

1. **Wood Bridge:** The bridge is constructed out of solid looking pine, and it has a hand rail. The gorge is 20' deep, and it is covered in brush.
2. **Sign:** Something is written in Irish Gaelic on the sign.
3. **Stone Well:** A wooden bucket sits upon the stone wall of the well.
4. **Pine Tree::** –
5. **Hedge:** There is no sign of who planted the hedge or why it was placed here, but it goes on for a long distance in both directions.
5. **Grassy slope:** Something is lying next to the path in the grass, just to the right of the path.
6. **Cloth Bag:** A plain cloth bag lies on top of the grass.

Brief Search (30-40 min)

A strange foreboding covers the area, and the prickly feeling of being watched creeps up the spine and makes the skin crawl. There are no travelers in this region, but there are footprints in the dirt. This place seems to be full of the memories of those passing by the bog in the past.

1. **Wood Bridge:** The bridge is sturdy and can be crossed easily.
2. **Sign:** The sign says, "Seek not rest in these desolate lands. Do not follow the lights – pass swiftly by." Written in a different hand is, "Beware of the Bog Witch."
3. **Stone Well:** The bucket is attached to a firm wooden beam crossing the opening by a long rope, some 50' long. There is a metal ladle sitting inside the bucket, which is full of cold, clean water.
4. **Pine Tree::** There is something carved into the bark of the pine tree.
5. **Hedge:** A tall hedge forms a long line on the other side of the gorge. It seems to be a gateway to a much darker land.
6. **Grassy slope:** A few patches of wildflowers are mixed in with the tall grass covering the slope above the

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7. **Cloth Bag:** rocky gorge.
The small bag contains an assortment of candy.

Thorough Investigation (1 hour or more)

Darkness is beginning to fall over the bog just to the north, and there is a crescent moon out, spreading a silvery light over the brown landscape.

1. **Wood Bridge:** Those in the gorge may attempt to climb out of it with a climbing skill check.
2. **Sign:** The sign actually contains two inscriptions, written in different hands. The warning about the Bog Witch is recent, and it was written by Gormán Figgis.
3. **Stone Well:** If a coin is tossed into the well while a wish is made, the person will gain 1d6 luck points when attempting to make it come true.
4. **Pine Tree::** A spiral pattern is carved into the tree bark. This is a Druid symbol, and it can be recognized as such by a successful *religious doctrine* skill check.
5. **Hedge:** –
6. **Grassy slope:** –
7. **Cloth Bag:** The candy came from Teafa Leary's store in Dunshaughlin, and it was recently dropped by one of the children while being abducted. Teafa is innocent of any wrongdoing of course.

Notes:

This scene occurs in two parts: In the town of Dunshaughlin; and then at the ambush location which is detailed here.

While in Dunshaughlin, try not to let the characters spend too much time wandering around. The idea is to let the players flex their imaginations somewhat so that they get into the story. Another purpose to the scene in the town is to introduce the main villain (though the characters will not know he is the villain yet).

An astute observer will notice that all of the missing children are from families that are intermarried with the English or are English (and Norse) themselves. No pure Celtic child has been taken. Another clue that could be noticed is that there seem to be two religious groups in town. The Christians, and those that "hold to the old ways." In any event, try to get the players to trust the main villain, Gormán Figgis and his friends. If anything, Gormán should serve as a friendly mentor to the players, offering them assistance, while at the same time discouraging anyone from going to Redbog Bog.

The Druid cultists will be hiding behind the hedge on the other side of the bridge, and they will attack after the characters cross it. They are well armed and should prove to be rather difficult to defeat. They will not surrender, but if more than half of them are slain, the rest will run away into the bog. Try to build suspense and a sense of foreboding before the ambush has been sprung, emphasizing the feeling of being watched.

Spotting the Ambush

The *Storyteller* should look at all of the character's intuition scores before the game, and write them down. Then pick a character at random and ask him to make a percentage roll. The characters have a chance of spotting the ambush if one of them can roll under half their intuition. Only one character can make the attempt. Do not tell them what the roll is for or what it is being checked against.

Successful ambush – If the ambush succeeds, the characters will be surprised and will not get any offensive actions in the first round of combat. They will not be completely surprised because the attack is coming from in front of them.

Unsuccessful ambush – If spotted, the attackers will not attack with surprise, so everyone will get an initiative roll. There is even the chance that the ambushers can be surprised themselves, depending on what the characters do!

Falling into the Gorge

Controlled fall – Those jumping into the gorge (making a controlled fall) may avoid injury by making a dexterity or acrobatics check with a -20% penalty.

Uncontrolled fall – Those falling into the gorge must make a dexterity or acrobatics check at *half* ability to avoid injuries with a -20% penalty (for the distance fallen). An uncontrolled fall will occur if someone is pushed into the gorge.

Falling skill may be substituted, if desired (the check is not made at half ability for an uncontrolled fall).

The *number of injuries* will be **1d6-3** (1 minimum).

Locations of injuries will occur to the part of the body the person was trying to land on, unless it was an uncontrolled fall. Other injuries will be to random locations.

Damage will be **6d6** (4d6 for the distance fallen and 2d6 for a solid surface).

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Apply extra damage depending on the location table, using the blunt column.
Those falling into the well will suffer 7d6 damage (10d6 for the distance, but 3d6 less for landing on water).

Scene 3: Children in the Mist

The Entrance

The stream runs to a lake, surrounded by the bog, which is in turn surrounded by a deep, dense forest. One literally cannot see past the first hundred feet of trees due to how prolific the conifers grow. In addition, an ominous fog hangs over everything. Disembodied, muted whispers can barely be heard in the darkening gloom.

Quick Glance

Gray-blue clouds smear the darkening sky over a green landscape. Fens and pools are everywhere, and it is difficult to keep to the path, which wends its way through the murky bog. The sounds of frogs and insects fill the air. It is difficult to see because of the mist rising from the ground from where peat festers in stinking pools. Shapes and shadows dance in the swirling fog. The whispering intensifies.

If a character makes a successful Awareness roll, they realize that the whispers are those of children.

A low hill rises in the distance, and a line of white trees stands in front of another row of greener trees. A glowing orb floats along the path to your front for a time, keeping just out of reach, but then it vanishes into the mist, leaving only a sense of loneliness in its place.

1. **Path:** The path is overgrown with weeds but there is an area where the steady beat of feet over the years has turned the surface of the walkway to an ugly brownish color.
2. **Doll:** A child's doll lies just next to a large pool of dark water.
3. **Large Pool:** Covered in lily pads, the coarse, muddy water is calm. The path wends its way around the large pool to the left past a tall clump of reeds.
4. **High Bushes:** Tall reeds and bushes mixed with purple flowers rise in the distance just past the pool.
5. **Tree Line:** The thin, pale trunks of silver birch trees create a line at the edge of the swamp.
6. **Silver Birch:** A single silver birch tree stands next to a smaller pool.
7. **Boy's Corpse:** If one were to look down into the blue-brown water of the pool, the body of a young boy can be seen under the surface.
8. **Three Bodies:** –
9. **Girl's Corpse:** –
10. **Little Boy:** –
11. **Little Girl:** –
12. **Three Sisters:** –

Close Look (20 min)

A white vaporous smoke rises from patches in the ground which seem to be burning. A noxious odor comes out of these places. The whispering intensifies, and the clear voices of playing children can be made out. Lurking in the mist, just out of sight, the shadows come to life as small figures move about, playing in the pools. The partially obscured figure of a boy of eight or nine years of age comes into view and then is swallowed up in the fog again.

If a character makes a successful Awareness roll, they will notice that something is "off" about the child; the skin is almost mud colored and a foul, earthy stench lingers where he was just moments before.

If approached, the child (one of the Bog Children) will strike out, inflicting a grisly wound that will be covered with mud and twigs.

1. **Path:** After the path wends around the large pool, it passes through a stream, submerged for not more than a few steps. Multicolored flowers grow at the edge of the brackish water.

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2. **Doll:** The doll is of a little girl. Its eyes stare up into the gray sky.
3. **Large Pool:** Mists cling to the surface of the large pool, slightly obscuring the bottom. There are several bodies of children lying in the cold water.
4. **High Bushes:** An ideal place for ambushers, the high bushes near the edge of the trees stand some 6' high.
5. **Tree Line:** The path enters the tree line and passes through the forest not far ahead.
6. **Silver Birch:** Lights hover high up in the branches, nearly obscured by the white bark.
7. **Boy's Corpse:** The body is that of Ruarc, the cobbler's son.
8. **Three Bodies:** A trio of bodies, all children, can just be seen just under the surface of the large pool.
9. **Girl's Corpse:** –
10. **Little Boy:** –
11. **Little Girl:** As if she was trying to climb out of the water, a little girl's body lies partially out of the pool where the path intersects with the water.
12. **Three Sisters:** Another pool of water lies in the shadow of a single birch tree. A single shoe lies by the pool.

Brief Search (30-40 min)

Now, the figures of many children can be seen running, jumping, peeking from the white fog. They always seem to be just out of reach, no more than shadows streaking around the intruders. Childish laughter is interspersed with the constant whispering.

The *Storyteller* should randomly choose a character to suddenly feel a cold, wet hand reeking of the bog on their shoulder. Behind, a ragged female figure looms out of the mist. Within the shaggy veil of her stick and weed infested hair, can be seen two sad green eyes that seem to call out a dark message. Whispers can be heard in the darkness, behind her.

If anyone chooses to attack, the Witch evaporates into the mist. If left alone, the whispering behind her will turn to children calling out, and she will turn around and vanish. Something will be seen falling to the ground when she is gone. If examined, the object will turn out to be a Skain (a Celtic knife), covered in fresh blood (Megan's).

1. **Path:** The path is overgrown with weeds but there is an area where the steady beat of feet over the years has turned the surface of the walkway to an ugly brownish color.
2. **Doll:** –
3. **Large Pool:** –
4. **High Bushes:** –
5. **Tree Line:** –
6. **Silver Birch:** Three small glowing orbs float like bubbles drifting in the wind. A clump of mistletoe grows in the tree near the lights.
7. **Boy's Corpse:** The child had an iron spike driven into his temple.
8. **Three Bodies:** Gazing at the pool for more than a minute will cause the mist floating on its surface to begin to swirl around the three bodies.
9. **Girl's Corpse:** Too young to have wandered this far into the bog without help, a young girl's corpse sleeps under the cool waters of the pool.
10. **Little Boy:** The corpse of a little boy lies further off in the pool.
11. **Little Girl:** The child has an expression of horror on her face, as if she died painfully.
12. **Three Sisters:** The shoe belongs to one of three girls that lie here, under the water.

Thorough Investigation (1 hour or more)

The woman will scream out, piercing the gloom with a mournful cry. The screams turn into a grief stricken sob that echoes through the air. The figures of children close in. Their true nature becoming apparent. They are mud and wood facsimiles of the missing children given life, replicas crafted from the bog and animated with otherworldly powers.

1. **Path:** The path is overgrown with weeds but there is an area where the steady beat of feet over the years has turned the surface of the walkway to an ugly brownish color.

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2. **Doll:** The doll was dropped by the thatcher's daughter just before she was murdered.
3. **Large Pool:** Covered in lily pads, the coarse, muddy water is calm. The path wends its way around the large pool to the left past a tall clump of reeds.
4. **High Bushes:** –
5. **Tree Line:** –
6. **Silver Birch:** When approached, the glowing orbs will speed away into the swamp. The mistletoe flowers spread a tiny perfume into the air.
7. **Boy's Corpse:** The iron spike bears the mark of the local foundry.
8. **Three Bodies:** An apparition will appear if one continues to look at the swirling mist. One by one, three children appear on the far side of the pond. Each one in turn it stabbed in the back by a dark figure and the child then flops onto the ground in a death agony while the figure studies the child. The dark figure cannot be identified, being too shadowy and insubstantial. It will vanish quickly after the apparitions fall into the water.
9. **Girl's Corpse:** If the girl's corpse is approached, a whisper will appear on the wind, as if it is a father calling out a name far off in the distance; "Ceara!"
10. **Little Boy:** There is no way to tell who the boy was, as his corpse has decayed beyond recognition. His entrails have been taken out. Obviously the first victim, he might be discovered to be Sean the Salter's son.
11. **Little Girl:** She still clutches a small necklace in her hand. The small silver cross shines in the moonlight. *The silver cross still grants 5 points of spiritual armour to the wearer.*
12. **Three Sisters:** If examined, the three girls will be found to have been strangled, will have been struck in the head and also had their throats slit.

Notes:

When a Bog Child is destroyed it will dissolve into the components it was created from; a combination of sticks, mud, and stones. The Bog Children were created by Gormán Figgis when he murdered the children and enslaved their souls. They have been placed to guard the home of the Bog Witch, keeping interlopers away from her home. Megan cannot speak to the characters, and will vanish as soon as the Bog Children appear. The Skain is a Celtic knife that Gormán Figgis used to murder Megan. It is covered in her fresh blood.

After the Bog Children have been destroyed, the phantom of Megan O'Coille will reappear a safe distance away, just far enough to remain visible. Silently, she points through the fog past the characters. The mists part just enough to reveal a house on the edge of the lake in the center of the Redbog Bog. When the characters turn back towards her, she will be gone.

Scene 4: Blood & Water

The Entrance

Rain begins to drift down through the gloomy sky. A light gray curtain washes away all of the mist covering the bog. Through the trees can be seen a small house sitting next to an overgrown garden.

Quick Glance

A light drizzle carpets the floor of the bog. The plain house stands alone in a clearing. A few trees grow next to it, and there is a large garden nearby. The front door is ajar....

1. **Well:** Gray stone forms the walls of this well.
2. **Willow Tree:** A lonely willow tree protects the ground from the light rain.
3. **Herb Garden:** Dozens of varieties of herbs grow wild in a garden.
4. **Flower Garden:** Unkempt flower gardens grow on either side of the doorway.
5. **Oak Door:** A sturdy oak door stands ajar.
6. **Windowpane:** There is a beautiful pane of glass installed in the house, just to the left of the doorway.
7. **Desk & Stool:** A plain desk sits next to the window by the bed.
8. **Clothes Rack:** A wooden board has been hung next to the door, and three cloaks hang there.
9. **Small Bed:** Small in size, this bed sits to the left side of the doorway, out from the wall.
10. **Herb Cabinets:** The entire wall opposite the doorway is covered with cabinets full of many things.

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11. **Long Table:** A pair of candles sit upon a long wood table.
12. **Book Cases:** Two sturdy book cases are filled with books.
13. **Dried Herbs:** An assortment of herbs hang from a wood beam over the kitchen.
14. **Kitchen Table:** A small kitchen table sits in a windowed alcove.
15. **Cabinets:** The left wall of the kitchen is lined with cabinets.
16. **Cooking Pot:** An iron cooking pot hangs from an iron bar near the fireplace.
17. **Grain Sacks:** Four sacks sit in the kitchen corner next to the windows.
18. **Pool of Blood:** A red-brown stain covers much of the floor between this room and the next.
19. **Megan's Body:** A body of a young woman lies upon the floor, face down in a dried pool of blood.
20. **Bed:** A comfortable bed sits along the opposite wall.
21. **Wardrobe:** Made out of stained pinewood, a large wardrobe sits against the right wall next to the fireplace.
22. **Table & Book:** A large book side open on the table next to the bed.
23. **Table & Basin:** A pinewood table sits by the bed.
24. **Two Graves:** Two graves lie under a pine tree behind the house.

Close Look (20 min)

The inside of the house is quiet, except for the sound of rain against the windowpane. Darkness engulfs the kitchen and back bedroom. Something seems to be out of place, but it's hard to tell what it is.

1. **Well:** A bucket sits on top of the ledge, affixed to a pine beam across the top.
2. **Willow Tree:** Nothing mars the clean bark of this willow tree, which is overgrown with green moss.
3. **Herb Garden:** The garden has been allowed to grow wild, and its once well ordered rows of herbs and spices are overgrown with a wild assortment of various plants.
4. **Flower Garden:** Many types of flowers grow here, and the scent of honeysuckle perfumes the air.
5. **Oak Door:** The oak door has sturdy iron hinges.
6. **Windowpane:** Rain washes the outside of the window, blown into it by the wind.
7. **Desk & Stool:** The stool by the desk has been knocked over. The desk has been made from pine.
8. **Clothes Rack:** One heavy cloak, and two lighter cloaks hang here.
9. **Small Bed:** The bed has been arranged so that someone may walk on either side of it. The headboard, made of stained pine, is at the base of the window, whose light would shine directly upon it.
10. **Herb Cabinets:** There are many kinds of herbs and bottles – both made from pottery and glass – sitting upon the shelves. There are six long shelves and they all contain items.
11. **Long Table:** It would seem that the candles are placed oddly, but a third candle will be found lying under the table next to an overturned bench.
12. **Book Cases:** There are three shelves on each bookcase, all filled with books.
13. **Dried Herbs:** The herbs have finished drying long ago, and more than a few are too brittle to be of any use.
14. **Kitchen Table:** There is a single candle sitting on the kitchen table. The room is musty and dark. There are two shuttered windows covering the darkness.
15. **Cabinets:** Hanging by the cabinets, underneath the hanging herbs is a scroll.
16. **Cooking Pot:** The pot is empty.
17. **Grain Sacks:** The sacks contain grain. Wheat, oats, rye and barley.
18. **Pool of Blood:** Most of the floor of the bedroom, and some of the floor in the main room of the house is covered with dried blood. The odor of blood fills the air still.
19. **Megan's Body:** The woman appears to have been stabbed in the back. She lies sprawled face-down on the floor. The body is undisturbed. The murder weapon is not present, but if one of the characters picked up the Skain (Celtic knife) from the last scene, it can be identified as the murder weapon. There are bloodstains on the handle of the rear door.
20. **Bed:** The bed has not been touched.
21. **Wardrobe:** The wardrobe contains several dresses.
22. **Table & Book:** The book is open.
23. **Table & Basin:** The table contains a water basin and pitcher.
24. **Two Graves:** The larger of the two graves is more recent. The smaller grave has been overgrown with wildflowers.

Brief Search (30-40 min)

The Bog Witch

The rain begins to pound harder against the glass window and the roof of the house, making it seem like one is standing next to a river. But no water could wash away the stains of what happened here. While looking through the things in the house, there seems to be a presence here, as if one were being watched.

1. **Well:** If one listens quietly next to the well, a strangely beautiful voice can be heard coming up from below. The woman's voice is calming.
2. **Willow Tree:** The tree seems to have a calming affect to those standing underneath it.
3. **Herb Garden:** Peppermint, rosemary and sage grow here, along with ginger, horseradish, fenugreek, yarrow and other spices. The garden is full of butterflies and bees where the flowers grow..
4. **Flower Garden:** The gardens are overgrown with weeds.
5. **Oak Door:** The door has had its lock plate broken.
6. **Windowpane:** The pane of clear glass might have been installed by someone with a lot of money.
7. **Desk & Stool:** There is nothing upon the desk except ink and a quill.
8. **Clothes Rack:** One of the light cloaks appears to be made for a tall person, possibly a man.
9. **Small Bed:** The bed has not been used, being made up neatly.
10. **Herb Cabinets:** Potions, powders, elixirs, herbs and medicines line the far wall of the house.
11. **Long Table:** There is a butcher knife impaled on the table at an odd angle. There are no marks on the blade.
12. **Book Cases:** Most of the books are written in Latin. There are a few written in Irish Gaelic.
13. **Dried Herbs:** When taken down, a flurry of insects will come with them.
14. **Kitchen Table:** –
15. **Cabinets:** The cabinets contain various kinds of foodstuffs placed in earthenware jars. The scroll has an inscription in Latin.
16. **Cooking Pot:** –
17. **Grain Sacks:** Most of the grain is still useable.
18. **Pool of Blood:** The blood obviously came from the body lying in the bedroom.
19. **Megan's Body:** There are bruises upon Megan's wrists and arms. One of her arms is outstretched over her head, towards the bed, as if she had flung her hand out just as she died.
20. **Bed:** It can be determined by the untouched bed and Megan's body itself that she was not raped. This murder occurred for some other reason than passion.
– *Underneath the bed rests a single vambrace (wrist armour), which has been made out of the finest steel.*
21. **Wardrobe:** It appears that there are two sizes of dresses.
22. **Table & Book:** This book is a hand written illuminated manuscript. It is the book of Psalms.
23. **Table & Basin:** –
24. **Two Graves:** One grave has a large headstone, the other a plain white wooden cross.

Thorough Investigation (1 hour or more)

The quick flash outside followed by a thunderclap a few seconds later announces the arrival of a rainstorm. The slapping sounds of rain against the window wash away other sounds.

1. **Well:** This well is enchanted. Anyone drinking from it will be totally healed of all injuries. It will only work once for a person in their entire lifetime. The water will lose its healing powers when taken away from here.
2. **Willow Tree:** With a successful mythology check, it may be remembered that willow trees are the source of psychic power. If a person remains near this tree for an hour, they will have a prophetic vision about something that troubles them.
3. **Herb Garden:** There are more healing herbs here than anywhere in Dunshaughlin, and if one were to take the time to harvest the herbs, they could be used to create many healing balms and salves, as well as potions and other kinds of medicines.
4. **Flower Garden:** –
5. **Oak Door:** Someone has obviously forced their way into the house, but it must have happened long ago.
6. **Windowpane:** The window has been installed so that the afternoon sun would shine into the house when visitors were most likely to be here. There is an open curtain hanging over the window.

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7. **Desk & Stool:** Parchments is located in a compartment under the desk.
8. **Clothes Rack:** The cloak had been left here by Gormán Figgis accidentally. One of the townsfolk might recognize it, but this is unlikely. Gormán is more likely to notice it.
9. **Small Bed:** The position of the bed would allow a person to administer aid to one resting upon it.
10. **Herb Cabinets:** Most any kind of healing potion or salve are located here, and if one knew how to use them, the entire lot could be used to stock a good sized pharmacy. Most of the medicines are for sicknesses and ailments – although there are a good deal of bandages here for injuries.
Wounds treated with the proper herbs will heal twice as fast as they normally do.
– Several (12) **healing potions** can be found here, in a dozen small glass vials. They have been marked with a cross symbol. Alchemists, or others trained in Natural Magick can try to identify the potions with a skill check. The potions will each heal a single wound.
11. **Long Table:** The two beeswax candles sitting on top of the table had been allowed to burn out, which would have taken several hours to do so. The butcher knife was something Megan grabbed while trying to defend herself from Gormán Figgis, but the man simply took it away from her and struck it into the table.
12. **Book Cases:** The books are treatises on medicines, herbology and healing. The pair of books written in Gaelic are spell books, with the spells, *Heal*, and *Cure Disease*.
13. **Dried Herbs:** –
14. **Kitchen Table:** –
15. **Cabinets:** Most of the food has spoiled, except for the cooking spices, such as salt and a few grains. The writing on the scroll says:
Watch Thou, dear Lord, with those who wake and watch or weep tonight, and give thine angels charge over those who sleep.
Tend Thy sick ones, O Lord Christ;
rest Thy weary ones; bless Thy dying ones;
soothe Thy suffering ones;
shield Thy joyous ones,
and all
for Thy Love's sake.
– St. Augustine 354-430 A.D.
16. **Cooking Pot:** –
17. **Grain Sacks:** –
18. **Pool of Blood:** Type O blood. What – did you think it would be important?
19. **Megan's Body:** It appears that she was murdered in a struggle with a stronger opponent, most likely a male.
20. **Bed:** The steel vambrace would be part of a pair of wrist guards, but the other one cannot be found.
If examined carefully, the mark of the armoursmith can be identified. Any smith could identify the mark as that of Flynn Gainnes, the local armoursmith and weaponsmith.
Since Flynn made the armour, he could probably identify the murderer.
21. **Wardrobe:** The larger dresses appear to be more worn than the smaller ones. There is one fine white linen dress hanging in the closet. It has been embroidered in blue and has obviously been made for a wealthy person. This dress is Lauren's wedding dress.
22. **Table & Book:** This book is open to Psalm 54:
Save me, O God, by thy name, and judge me by thy strength.
Hear my prayers, O God; give ear to the words of my mouth.
For strangers are risen up against me, and oppressors seek after my soul:
they have not set God before them. Selah.
Behold, God is mine helper: the Lord is with them that uphold my soul.
He shall reward evil unto mine enemies: cut them off in thy truth.
I will freely sacrifice unto thee: I will praise thy name, O Lord; for it is good.
For he hath delivered me out of all trouble; and mine eye hath seen his desire upon mine enemies.
23. **Table & Basin:** –
24. **Two Graves:** The small cross is unadorned, except for a name: Catherine O'Coille. This is the name of Megan's sister, who died as a child. The inscription on the headstone reads:
Lauren O'Coille

The Bog Witch

Born: August 3, 1298 A.D.

Died: September 7, 1342 A.D.

A ship sails and I stand watching till she fades on the horizon

And someone at my side says

She is gone.

Notes:

This scene is designed to deepen the mystery of what is going on in Dunshaughlin. Anyone looking at Megan's home would be able to tell that she was a gentle, religious person that was undergoing persecution in town because of her strange nature. This is not the home of someone that would brutally murder children. However, the small grave at the back of the house next to her mother's could be incriminating if one didn't notice the name of Megan's sister there.

After the house has been thoroughly examined, the vambrace should have been discovered lying underneath the bed where Megan tossed it. In the struggle to escape, she managed to rip it off of Gormán Figgis's arm. He has forgotten the armour piece, but if someone were to present it to him in town, it would take only a few moments for him to recognize it. The obvious action will be to go talk to the armoursmith Flynn, who is one of the secret cultists.

Sometime after the characters have finished searching the house (after they have found the vambrace), bring out the group of cultists led by the Elementalist Tristan. They will try to kill everyone inside the house, and will burn it to the ground. If any of them are captured (most will probably be killed or will run away), they will say that they had decided to attack the home of the Bog Witch. They will claim that they thought the characters were in league with the Bog Witch.

Scene 5: *The Hammer of Sucellus*

The Entrance

The moonlight shines over the town of Dunshaughlin, bathing the town in a peaceful light. Traces of smoke drift lazily up from where the Armourer, Flynn Gainnes lives and works. His shop is up a small hill known as "The Rise." In the distance can be seen the small village of "The Black Bush," which is where the foundry sits some distance off from the main town. As you near the shop, all is quiet.

Next door to the Armoury is where Donal Lynch the cobbler lives, and up at the end of the street is where the Brewer, Lucas Beltan lives in a very fine house. Lynch is not home, probably being down at the Green Inn drinking, and Lucas also seems to be away from home, since there are no lights coming from the upper rooms of his house.

Flynn's shop is small brick and mortar building sitting alongside a short row of buildings on the southwest side of town. The sign hanging from the outside next to the closed door depicts a warhammer. The furnace sits outside next to the building in an area shielded from the elements by a metal tin roof. There is a heavy wool curtain, stained black from exposure to the smoke engulfing the area during the day while Flynn and his apprentices work. A window, shuttered against the cold of night looks out onto the street from the second story above the door.

Quick Glance

A furnace stands next to an anvil in the open area to the side of the house, attached to a bellows. Through a black-stained wool curtain is a small workroom. Through an opening can be seen the main room of the building, cluttered with worktables and racks against the walls displaying the smith's wares.

1. **Forge:** The forge still glows from the day's work.
2. **Hauberks:** Several mail hauberks line the far wall.
3. **Weapon Racks:** Two weapon racks line walls of the main room.
4. **Worktable:** Many helmets in various states of construction, sit on top of this worktable.
5. **Workbench:** The central workbench is where the mail hauberks are made.
6. **Table:** This table is covered with smaller types of armour pieces.
7. **Dormitory:** Through an opening between the two main rooms is a dormitory for the apprentices.

Second Floor

8. **Chest:** An iron chest sits under the windowsill.
9. **Desk:** An open scroll is sitting on top of the desk next to an ink well and a wood box.
10. **Waradrobe:** The wardrobe is made from stained pinewood.

Close Look (20 min)

The Bog Witch

Several types of armour line the far wall of the workroom across from a table littered with armour pieces. The main room contains a central workbench and the walls contain an assortment of weapons. A stairway is against the far wall, leading up to the second story.

1. **Forge:** Heat coming off the forge warms the walls of the building outside.
2. **Hauberks:** The hauberks are well constructed from lightweight double mail. Several shields are stacked against the wall, next to the hauberks.
3. **Weapon Racks:** There are several swords here, along with maces, axes and a several warhammers. A few polearms lean against the walls.
4. **Worktable:** There are a few conical Heaumes here, but most of the helmets are Bascinet.
5. **Workbench:** There are bins full of steel rings, along with riveting tools. A few uncompleted cuissarts lie at one end of the table.
6. **Table:** Most of the armour sitting upon this table are various kinds of arm and leg protection.
7. **Dormitory:** There are four bunk-beds here, and eight apprentices that live here. Each has a sturdy iron trunk containing their clothes and other valuables.

Second Floor

8. **Chest:** The chest has an intricate lock (-25% to locksmith skill when trying to pick it).
9. **Desk:** The scroll seems to be a letter from Gormán Figgis the founder, and it is written in Gaelic. The wood box contains a set of quills. A sheaf of several sheets of parchment are in a drawer.
10. **Wardrobe:** The wardrobe contains several sets of clothes belonging to Flynn.

Brief Search (30-40 min)

There is a strong odor of metal and grease inside the ship. Mixed in with the tools and armour pieces are several sets of cups and wooden plates full of food and wine.

1. **Forge:** A large basin of water sits next to the forge.
2. **Hauberks:** The armour and shields are all made from high quality steel.
3. **Weapon Racks:** Most of the weapons are Celtic in design. Celtic longswords, Irish longswords, Celtic swords, and a few Scramaseax's hang on the racks next to a rather large assortment of hammers. A few Irish Tuagh axes are here also. Several halberds and poleaxes lean against the walls. There are also a large number of Norman swords and even a few Viking swords, but they do not seem to be as well made as the Celtic weapons. There are no Crusader swords, even though these types of weapons came into use after their Norman and Celtic counterparts.
4. **Worktable:** Some Celtic helmets are here too, although their design is somewhat dated now.
5. **Workbench:** The cuissarts need to have a leather lining installed, but are otherwise finished. There is a long box made from stained pinewood sitting under the central workbench.
6. **Table:** Vambraces and articulated gauntlets are in various stages of production. There are also several greaves, genouillieres and cuissarts here, along with a few sollerets.
7. **Dormitory:** All of the apprentices are cult members and will defend Flynn with their lives. They are well armed, of course.

Second Floor

8. **Chest:** The chest contains white robes, a rope belt, 3 bags of silver coins, and a silver cup.
9. **Desk:** The letter contains a short note about an upcoming shipment of steel that is about to be sent down from the foundry, along with something written in Latin.
10. **Wardrobe:** A long wooden staff leans against the back wall of the wardrobe, concealed by clothes.

Thorough Investigation (1 hour or more)

A primordial darkness fills the room like a somber blanket, as if the inhabitants were from an older age of the world. However, there are a few candles punching holes in the blackness and spreading smoke into the workroom already filled with an earthy scent.

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Flynn sleeps in a small room overlooking the street. There is a chest next to his bed under a window, and a desk. Opposite the bed is a wardrobe.

- 1. Forge:** The water is tinged with (human) blood.
- 2. Hauberks:** The steel from which the hauberks have been made is from the local foundry.
- 3. Weapon Racks:** There are a large proportion of warhammers here, as if the owner of the shop has a special interest in them. There are many unusual designs here too, such as the French Martel de Fer, the Marteau de Guerre, Bec de Corbins, and there is even a Kabir al Harb, an Arabian weapon. The Celtic weapons are made from very high quality steel, while the Norman weapons are made from a lower quality steel.
- 4. Worktable:** Hanging from a nail driven into the stone wall, is a finely made Celtic helmet, lined in black stained leather. The brim has been engraved with carved skulls, mixed in with a pattern of leaves. *This helm has been enchanted with Black Magick. It is a cursed helmet. Anyone striking the person wearing it will come down with a disease unless passing a resistance roll against Black Magick. It will work once a day.*
- 5. Workbench:** The pinewood box has a lock. The inside is lined in green velvet and it contains a finely made Dual Purpose Sword. This weapon is a Cut & Thrust sword – an advanced design. Anyone that has taken a Rapier fighting style may both attack and defend in a single round without a -25% penalty. Also, there are no movement penalties to hit, parry or dodge while using the Rapier fighting style. This weapon may still be used like a regular sword, however.
- 6. Table:** The Vambraces are identical to the one carried by the characters and all bear the same mark of identification belonging to Flynn Gainnes. They are made from high quality steel.
- 7. Dormitory:** –

Second Floor

- 8. Chest:** The robes are made from white wool and are worn by Flynn in Druidism ceremonies. The rope belt has been enchanted to give the wearer 2 levels of Bladeturn. The enchantment may be recharged by setting them out under moonlight for an hour. The silver cup has been enchanted also, and if a person drinks from it under starlight, he may curse one of his enemies (choose a Black Magick spell of 5 power or less).
- 9. Desk:** A postscript is written in Latin:
*After tonight's sacrifice, Dagda (may his name be forever Holy) will finally grant us the power to create magical artifacts to use against our English oppressors.
I am so very tired of listening to the child's tears. Come down to the sacred grove as soon as the sun goes down.
– Gormán*
- 10. Wardrobe:** The oak staff contains bloodstains near the top.

Notes:

Flynn and his apprentices are preparing themselves for a trip to the Sacred Grove next to the secret foundry in Black Bush village. They are all sitting around the main room, chatting when the characters arrive. When questioned, Flynn will walk up to one of the weapon racks, and will pick up a shield and a heavy hammer. He will then attack, along with his apprentices.

If no one can read Latin, then one of the minor characters present will be able to read the footnote. This should lead the characters directly to the foundry in Black Bush. Flynn has the key to his chest around his neck.

Scene 6: The Secret Foundry

The Entrance

Since it is early evening, smoke no longer rises from the foundry located in the small village of Black Bush, just down the road from Dunshaughlin. As one approaches the sturdy mason building, a person gets the feeling that one is passing through a veil, as if the stars shine brighter. The air also seems to be fresher, like it must have been back in the old days of Ireland – before the English came.

The foundry sits on top of a small hill above the village, and it's grounds are surrounded by a high stone wall. There is an open gate to the grounds. The road moves straight up to the tall building. Outside are two large areas full of slag,

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discarded from the industry of the foundry. A wagon sits in front of a large double door, but there is a smaller door on the right side, where a lantern hanging from an iron bar glows.

Quick Glance

An oppressive heat wave strikes those entering the foundry. At first glance, it would seem to be a typical work area, but there is something else here that makes one's hair stand on its end. It is like a dark blanket covering the inside, smothering all the goodness out of the world. A red glow to the left side of the door bathes the room in an underworld glow.

Out the back door is a grove of trees encircling a small hill in a clearing. Moonlight bathes the area, washing over the grass and trees in a silver net.

- 1. Oak Door:** The door has been made from solid oak and bound in iron.
- 2. Table:** This table has an assortment of children's toys sitting upon it.
- 3. Shelves:** This shelf contains books along one side, and bundles of cloth further away.
- 4. Cell:** Iron bars enclose a small cell in the corner.
- 5. Workbenches:** Long tables contain an assortment of tools.
- 6. Casting Pit:** A great pit sits next to the forge.
- 7. Water Tub:** A large tub of water sits on the floor of the foundry.
- 8. Storage Rack:** Bars of ore are stacked up on shelves that cover the far wall.
- 9. Sacks:** Several sacks sit in the far corner next to the forge.
- 10. Forge:** Still glowing with an orange flame, the forge sits smoking along the far wall.
- 11. Sacred Grove:** A circle of holly trees surround a small hilltop.
- 12. Altar Stone:** An altar stone sits upon a small hill in the center of a clearing.

Close Look (20 min)

A line of books along one wall lead up to a cage in the corner, but it is empty. Hot embers from the forge drift through the air, and when they land on a surface, they flare out suddenly, as if protesting their deaths.

- 1. Oak Door:** –
- 2. Table:** The toys belong to the children that have been taken and sacrificed.
- 3. Shelves:** The books contain the history of the Celtic people. The bundles of cloth are white woolen robes, folded neatly. There are three boxes next to the bundles.
- 4. Cell:** The cell contains a crude bed. The door is open.
- 5. Workbenches:** The tools are those used in metalworking.
- 6. Casting Pit:** –
- 7. Water Tub:** The water is tinged with a rusty color.
- 8. Storage Rack:** The shelves contain good quality metal, which has been made here at the foundry.
- 9. Sacks:** The sacks are stacked 10 high to a row. Some of them are sitting on the floor, open.
- 10. Forge:** When approaching the forge, one begins to get edgy, as if something hot is burning in their heart. There seems to be the sound of whispering voices near the forge.
- 11. Sacred Grove:** Standing next to the trees are masked men dressed in white robes.
- 12. Altar Stone:** The black stone is stained with blood, and there is a child on top of it, bound and gagged.

Brief Search (30-40 min)

Like dripping water next to a raging blaze, the faint sounds of children, crying miserably come out of the empty cage. An angry, heavy presence comes out of the hall, and it is strongest near the forge.

Just outside of the grove of trees can be seen a beautiful woman. Her skin is pale in the moonlight, and her dark hair is blowing in the breeze. She turns her gaze towards the onlookers, and a soft whisper washes over the wind, "They are here."

- 1. Oak Door:** –

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2. **Table:** –
3. **Shelves:** There is one book written by a Roman about the history of the Druids. Another book has a list of names and locations around Dunshaughlin and Dublin. Two of the boxes contain masks. The third is filled with scrolls, all bound in leather. Wax seals are affixed to them.
4. **Cell:** A doll belonging to the daughter of one of the characters remains on top of the bed.
5. **Workbenches:** –
6. **Casting Pit:** –
7. **Water Tub:** The water in the tub has been mixed with blood, taken from the sacrifices of children.
8. **Storage Rack:** –
9. **Sacks:** The sacks contain various kinds of ores used in making metal.
10. **Forge:** The voices are angry, but none of the words can be made out. It is as if they are blowing in the wind shooting up the smokestack.
11. **Sacred Grove:** There are a dozen trees, and a dozen men.
12. **Altar Stone:** The owner of the foundry, Gormán Figgis, who is obviously the leader of the Druids is standing next to the girl with a Skain (a Celtic knife) in his hand. He is ready to strike.

Thorough Investigation (1 hour or more)

If one were to stand quietly next to the cage, or goes inside it, the unmistakable sounds of weeping children can be heard. The center of the powerful force resides inside the forge.

The phantom of Megan O'Coille smiles when approached, and then she blows away on the wind, vanishing into the moonlight.

1. **Oak Door:** –
2. **Table:** –
3. **Shelves:** The list contains the names of all the Druidic cultists in Meath County. There are a total of 100 names. The scrolls contain correspondence between the various cult members in different parts of Meath. One is particularly revealing, being from the head of the cult in Dublin:
Devoted Brother:
We recognize your efforts in Dunshaughlin. Dagda is pleased that his grip on the Earth grows more powerful due to your actions. Upon the thirteenth sacrifice, you will be granted a servitor of the Outer Realms and we will raise you through the ranks of our beloved institution. Return to Dublin after the ceremony and we will rejoice in His holy blessing.
--Pater Tenebrae
4. **Cell:** –
5. **Workbenches:** –
6. **Casting Pit:** –
7. **Water Tub:** If one were to listen quietly near the tub, one could hear children sobbing.
8. **Storage Rack:** –
9. **Sacks:** –
10. **Forge:** A fire elemental lives inside the forge. There is a chance (25%) that anyone near the forge that is in a hot-tempered mood will have the elemental attach itself to their psyche, making them hot-tempered.
11. **Sacred Grove:** The men are chanting, and the trees are swaying in the wind.
12. **Altar Stone:** –

Notes:

Most of the remaining cultists, including Lucas Beltan will be here, ready to attend a ceremony where Gormán Figgis will sacrifice the child to Dagda. They have just gone outside, and are taking their places around the circle of trees.

The cultists are not heavily armed, since they are in their ceremonial robes. They have no armour and wield staves.

Gormán Figgis and Lucas Beltan are the exceptions to this. They are both wearing a set of finely crafted armour, and have Celtic Longswords. Gormán also has a ceremonial Skain knife.

If the characters rescue the child and manage to escape, any surviving cultists will pursue them up into the streets of Dunshaughlin. If the characters cause a commotion, the other villagers will come out to see what is going on. At that

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point, the cultists will be more interested in fleeing and will eventually make their way back to Dublin to inform the Druids there of what transpired in Dunshaughlin.

A month later, the church will send a group of priests to investigate. If the book of names is given to them, they will be able to arrest the remaining Druids.

Aftermath

Should the characters pay a visit to Megan's house again, they will find the place remarkably changed. The mist no longer obscures the forest, and the trees glow with green life, the oppressive feeling of the place has lifted. During the day, the sun seems to find its way here to rain down light through the branches and if one listens carefully, the happy laughter of a young woman can be heard on the wind.

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Notes & Statistics

Scene 1

Evil Spirits 4, 6 or 8

Size: Medium

Hits: 100

Armor: None

Movement: 8" /r

Attacks:

No Physical attacks

Magick Resistance:

C: 10% N: 15% E: 5% B: 10%

Special:

Spiritual Attack: 65%

4d6, 6d6, or 8d6 spiritual 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.

Dream Warfare: May attack a sleeping person.

Insubstantial: May pass through physical barriers.

Invisibility: May become transparent, if they choose.

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:

These Evil Spirits are the lowest power (level 4).

In this story, the Evil Spirits have been sent to murder the sleeping characters by Gormán Figgis.

While conducting the **Dream Warfare** attack, the characters will have all of their weapons, which they can use in the fight because the phantom Megan transformed their weapons into **Dream Weapons**.

If the characters cross themselves in the dream, they will have 5 points of spiritual armour.

Scene 2, 4, 5, 6

Druid Cultist

Armor:

Scene 2 & 4:

Celtic Helmet, Cuir-Bouilli: 6

Skull, Cheeks

Hauberk, Scale Leather: 5

Body, Upper Arms, Thighs

Scene 5:

Celtic Helmet, Steel: 20

Skull, Cheeks

Mail, Fine Alloy: 12

Body, Upper Arms, Thighs

Scene 6:

None 0

Weapons:

Scene 2, 4, & 5:

Celtic Sword, Steel 60%

I: -3 F: 4 Br%: 7% D: 4d6

Roundshield, Steel 60%

I: -2 F: 4 Value: 20 Hits: 100

Scene 6:

Quarterstaff, Oak 60%

I: -1 F: 2 Br%: 5% D: 4d6

Parry: 50%

Initiative Bonus: +10

Combat Factors:

Initiative:

Sword & Shield: -5

Quarterstaff: -1

Extra Damage: 0

Speed Bonus: 0

Hits: 100

Shock: 33%

Morale: 20%

Winded: 50

Exhausted: 100

Burnout: 150

Movement:

Walk: 2"

Jog: (-25%): 3"

Run: 4"

Sprint: 8"

Magick Resistance:

C: 10% N: 10% E: 5% B: 5%

Description:

Typical humans, but very well-armed. These cultists have a fanatical hatred of the English. They serve their leader Gormán Figgis with an equal amount of fanaticism. They are armed with celtic weapons and armour.

Scene 3

The Bog Witch

Notes & Statistics

Phantom (Megan O'Coille) **3**
Size: Medium
Hits: 75
Armor: None
Movement: 8"/r
Attacks: None
Magick Resistance: C: 10% N: 20% E: 20% B: 25%
Special:
Spiritual Attack: **65%**
5d6 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.
Selective Manifestation: Only viewable by one person.
Dream Warfare: May attack a sleeping person.
Telekinesis: Able to move small objects.
Extreme Cold: Freezing temperatures in vicinity.
Description:
A phantom is an immaterial being that will haunt various locations, usually the site of their death. Phantoms will often reveal themselves to humans through the appearance of strange smells, sounds, extreme cold and the occasional displacement of objects.
When materializing, they will appear as a transparent luminous person, often wearing clothes from the time of their death.
Phantoms usually appear for a specific reason, such as to deliver information to the living, but sometimes they will appear just to scare people.

Bog Children **3**
Size: Small
Hits: 65
Armor: None
Movement: 6"/r
Attacks:
Claws: **65%**
4d6 Damage Initiative: -0
Magick Resistance: C: 20% N: 10% E: 5% B: 25%
Special:
Spiritual Attack: **65%**
4d6 spiritual damage. Life Drain: Ego
Fear: Make a morale check to avoid running away.
Immune to Weapons: When non-corporeal, magick or special weapons are needed to harm this entity.
Invisibility: May become invisible.
Bound to a Necromancer: Will obey commands of the Necromancer that created it (Gormán Figgis).
Description:
Bog Children are a type of corporeal evil spirit, animated by the souls of children that were murdered, often by human sacrifice. A construct is made out of peat, sticks and mud and then the soul of a child is bound to it by a Necromancer. Similar to skeletons, the Bog Children will be animated by the spirit that inhabits the construct.
Those seeing Bog Children need to pass a Morale Check to avoid fleeing in terror. Bog Children have the capability to become insubstantial or invisible, and when they are not solid, they cannot be harmed by anything in the physical world, but they cannot harm the living either unless they take physical form again. Bog Children will often be seen playing around bogs or other dismal places, trying to entice the living into the swamps where they can be murdered.

Scene 4

Tristan the Alchemist /Elementalist

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Notes & Statistics

Armor:

Celtic Helmet, Steel:	20
Skull, Cheeks	
Mail, Fine Alloy:	12
Body, Upper Arms, Thighs	
Vambraces, Steel:	20
Forearm, Wrists	

Weapons:

Tuagh (Irish Axe), Steel	75%
I: -3 F: 5 Br%: 6% D: 4d6	
Parry:	44%
Roundshield, Steel	75%
I: -2 F: 4 Value: 20 Hits: 100	

Combat Factors:

Initiative:	
Axe & Shield:	-5
Extra Damage:	0
Speed Bonus:	+1
Hits:	125
Shock:	42%
Morale:	35%
Winded:	60
Exhausted:	120
Burnout:	180
Movement:	
Walk:	2"
Jog: (-25%):	3"
Run:	4"
Sprint:	8"

Magick Resistance:

C: 10% N: 20% E: 5% B: 5%

Spells:

Spell Points:	25
Alchemy	65%
Elixir	2
Suffumigation	2
Dust	5
Alloy	10
Elementalism, Fire	65%
Light	1
Ignite/Extinguish	2
Fire Resistance	8
Fireball (2d6, 10' radius, 1 round to cast)	12
Fireball (3d6, 15' radius, 2 rounds to cast)	13
Fireball (4d6, 20' radius, 2 rounds to cast)	14
Fireball (5d6, 25' radius, 3 rounds to cast)	15

Description:

Tristan leads a group of 8 cultists to burn down Megan's house and murder the characters.

Elixir of Healing	1
Spells:	Healing (5) / Elixir (10)

Charges:	5
Conditions:	-
Trigger:	-
Recovery:	None
Recovery Condition:	-
Material Cost:	15s

This elixir will completely heal one wound. These 12 glass flasks are inside a wooden case. They are marked with a red cross on the outside of the flask.

Suffumigation of Binding (5 vials)	1
Spells:	Binding (1) / Suffumigation (2)
Charges:	1
Conditions:	-
Trigger:	-
Recovery:	None
Recovery Condition:	-
Material Cost:	3s

This suffumigation may be made into a perfume that will cause anyone breathing it to be subject to the spell Binding. This occurs only if the victim fails a save vs. natural magick. The perfume will last for 30 seconds. The duration can be extended by adding suffumigation charges (2 charges for +30 seconds).

Suffumigation of Fire (1 vial)	1
Spells:	Fireball (15) / Suffumigation (2)
Charges:	1
Conditions:	-
Trigger:	-
Recovery:	None
Recovery Condition:	-
Material Cost:	17s

This gas will explode into a fireball when the container is thrown with enough force to break. It will inflige 5d6 fire damage to everything within a 25' radius.

Dust of Forgetfulness (3 vials)	1
Spells:	Forgetfulness (1) / Dust (5)
Charges:	1
Conditions:	-
Trigger:	-
Recovery:	None
Recovery Condition:	-
Material Cost:	6s

The person contacting this dust will forget everything that happened for one day.

Scene 5

Flynn Gainnes the Armoursmith / Weaponsmith
Armor:

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Notes & Statistics

Celtic Helmet, Steel:	20
Skull, Cheeks	
Cuirass, Steel + Mail + Gambeson:	24
Chest, Abdomen, Back	
Mail, Fine Alloy + Gambeson:	13
Body, Upper Arms, Thighs	
Vambraces, Steel:	20
Forearm, Wrists	
+ Shield:	23
Cuissarts, Genouilleres, Greaves, Steel:	20
Thigh, Knee, Shin	
Weapons:	
Heavy Hammer of Sucellus	75%
I: -2 F: 3 Br%: 0% D: 4d6 +3d6 (fire)	
Celtic Longsword, Steel	75%
I: -4 F: 4 Br%: 6% D: 5d6	
Parry:	50%
Halberd, Steel	65%
I: -2 F: 2 Br%: 10% D: 5d6	
Parry:	55%
Initiative Bonus:	+10
Roundshield, Steel	75%
I: -2 F: 4 Value: 20 Hits: 100	

Combat Factors:

Initiative:

Hammer & Shield: -4

Longsword & Shield: -6

Halberd: -2

Extra Damage: +3

Speed Bonus: +2

Hits: 150

Shock: 50%

Morale: 40%

Winded: 75

Exhausted: 150

Burnout: 225

Movement:

Walk: 2"

Jog: (-25%): 3"

Run: 4"

Sprint: 8"

Magick Resistance:

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

Description:

Flynn has just donned his full armour, since he is wondering why Tristan has not returned.

Conditions:	—
Trigger:	—
Recovery:	—
Recovery Condition:	—
Material & Component Cost:	25£

Heavy Hammer – enchanted as an Elemental Weapon

I: -2 F: 3 Br%: 0% D: 4d6 +3d6 (fire)

This heavy hammer was made with the blood of human sacrifice after a child was given to the pagan god, Sucellus.

The hammer will inflict +3d6 fire damage. The hammer is unbreakable. Flynn's skill with the hammer is 75% and his skill with his steel shield is also 75%.

Scene 6

Hammer of Sucellus	0
Spells:	Elemental Weapon (25)
Charges:	0

Gormán Figgis the Founder

Armor:	
Celtic Helmet, Steel:	20

The Bog Witch

Notes & Statistics

Skull, Cheeks	
Cuirass, Steel + Mail + Gambeson:	24
Chest, Abdomen, Back	
Mail, Fine Alloy + Gambeson:	13
Body, Upper Arms, Thighs	
Vambraces, Steel:	20
Forearm, Wrists	
Cuissarts, Genouilleres, Greaves, Steel:	20
Thigh, Knee, Shin	

Weapons:

Sword, Dual Purpose, Fine Alloy	85%
I: -3 F: 4 Br%: 0% D: 4d6 (+1d6 expertise)	
Parry:	58%
Weapon Expertise:	
-1 Initiative, +1d6 damage	

Sword of the God Dagda
x2 damage (before expertise)

Combat Factors:

Initiative:	
Cut & Thrust Sword:	-2
Extra Damage:	+2
Speed Bonus:	+1
Hits:	125
Shock:	42%
Morale:	35%
Winded:	60
Exhausted:	120
Burnout:	180
Movement:	
Walk:	2"
Jog: (-25%):	3"
Run:	4"
Sprint:	8"

Magick Resistance:

C: 25% N: 20% E: 5% B: 10%

Spells:

Spell Points:	35
Pagan Ritualism	75%
Cleansing	1
Appeasement	4
Heal Injury	5
Sacrifice (used with captive children)	7
Avatar (attempting to acquire this spell)	12
Weapon of the gods	25
Elementalism, Fire	65%
Light	1
Ignite/Extinguish	2
Fire Resistance	8
Fireball (2d6, 10' radius, 1 round to cast)	12

Description:

Gormán Figgis is the main villain of the story, being the leader of the Druidism cultists. He is very crafty, befriending everyone in town. He is the most

well-liked and trusted person in town because of his great charisma.

His great charisma is a result of a Fire Elemental that is attached to his psyche. This Elemental also gives him great strength and speed. The only problem with this elemental is that sometimes, it causes him to act impulsively, especially in anger.

Gormán has been using the Sacrifice spell to acquire great power from the god Dagda and Sucellus. So far, he has learned how to create high quality steel, and he has also learned additional magick spells.

He has enchanted a Cut & Thrust Sword as a Holy weapon, and it will inflict x2 damage in combat.

Gormán wants to finish his 13th sacrificial victim in order to gain the Avatar spell, which will allow him to acquire a powerful entity sent by the gods which will serve him in his quest to drive out the English from Ireland and to restore the old ways, including Druidism to the land.

Sword of Dagda	0
Spells:	Weapon of the Gods (25)
Charges:	-
Conditions:	Taking up a holy quest actively
Trigger:	-
Recovery:	-
Recovery Condition:	-
Material & Component Cost:	1£ 5s

This Dual Purpose Sword has been turned into a holy weapon and will inflict x3 damage against those that oppose the quest that is connected with the sword.

This sword is tied to the quest to drive the English out of Ireland. After the Quest has been fulfilled, the sword will return to normal.

This weapon is unbreakable.

It will inflict 4d6 x2 damage. When used with weapon expertise, it will inflict 4d6 x2 +1d6 damage.

If one has Rapier Combat as a fighting style, this weapon will take advantage of the Cut & Thrust types of swords, being able to attack and parry in a single round without the -25% penalty. Also, there are no movement penalties while using this fighting style.

Lucas Beltan the Brewer

Armor:

Celtic Helmet, Steel:	20
Skull, Cheeks	
Mail, Fine Alloy:	12
Body, Upper Arms, Thighs	

The Bog Witch

Notes & Statistics

Weapons:

Celtic Sword, Steel	70%
I: -3 F: 4 Br%: 7% D:4d6 E P	
Parry:	46%
Celtic Shortsword (steel)	70%
I: -1 F: 2 Br%: 5% D: 3d6 E P	
Parry:	40%

Combat Factors:

Initiative:	
Two Swords:	-4
Extra Damage:	+1
Speed Bonus:	+2
Hits:	110
Shock:	37%
Morale:	25%
Winded:	60
Exhausted:	120
Burnout:	180
Movement:	
Walk:	2"
Jog: (-25%):	3"
Run:	5"
Sprint:	10"

Magick Resistance:

C: 15% N: 10% E: 5% B: 10%

Description:

Lucas is Gorman's best friend, but if pressed too hard, he will run away.

Lucas has grown very wealthy in Dunshaughlin while serving the old gods, and he intends to do anything to maintain his status and position. His house is one of the finest in the county and he has begun to gain many contacts among the nobles of Ireland. He refuses to deal with the English, seeing them as invaders.

Fire Elemental

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

Flaming Weapons: **65%**

5d6 damage + 5d6 fire damage.

Punch: **65%**

5d6 fire damage.

Fires: **65%**

5d6 structural damage to wood buildings

Magick Resistance:

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

Special:

Attachments: 25%

The sun, summer, warfare, fire, light, energy, passion, aggression, sex, weapons, confrontation, hunting, ambition..

Enhancements: 25%

Strength, dexterity, ego, presence, passion, action, energy, aggression, sex, combat skills, speed, buying and selling, power, vigour.

Influences: 25%

Hot temper, desire for conflict, anger, vengeance, aggression, pyromania, egomania, love of weapons, high sex drive, need to be the center of attention.

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

Transformation: Into fire.

Ignite Fires: May ignite fires.

Elementalism: May cast spells up to 25 power.

Susceptibility: Made dormant by putting out fires, an encounter with weakness, darkness, or by being ignored.

Description:

Fire Elementals are spirits of fire. They are commonly found near battlegrounds, or any kinds of fire. They are drawn towards power and confrontations of all kinds.

Fire Elementals may transform themselves into human shape and when doing so, they may appear either as a human or they may be wreathed in flames. If they are taking the form of humans, they will be at the center of attention, and will exhibit great charisma.

Fire Elementals enjoy fighting with weapons of all kinds, and can cause their weapons to inflict burning wounds. They can also deliver a flaming punch.

They are able to ignite fires and they can also use Fire Elementalism spells as often as desired with spells up to 25 power. Fire Elementals can be made to go dormant by putting out fires, by an encounter with darkness or weakness, or by simply ignoring them since they need to be the center of attention.

Elementals

"In all things of nature there is something of the marvelous."

— Aristotle (384 BC - 322 BC)

The Bog Witch

Notes & Statistics

Elementals are the spiritual manifestations of their corresponding element. These mystical creatures exist within the spirit realm of the elements. These creatures give the power to change and act to their element, but they lack any individuality, being dormant inside the element.

Many scholars believe there are only four types of elementals corresponding to the classical elements of earth, fire, air and water. These are called the *Cardinal Elementals*.

However, there are in fact many other kinds of Elementals such as Whirlpool Elementals, Lightning Elementals, Waterfall Elementals, Metal Elementals, Dust Devil Elementals, Garbage Elementals, Rust Elementals, etc.

Most natural Elementals are very short lived benign beings which perform a simple function and then return to their element.

Elementals exist everywhere, and can be seen by the movement of a field of grass, in drifting sheets of rain, in the shapes of clouds or inside curling smoke rising into the air.

Elementals are extremely sensitive to the psyches of humans and will be drawn to them. Every thought, desire, feeling and emotion creates an Elemental, bringing it into existence.

When an Elemental in nature is disturbed by the psyche of a human or if it is summoned by magick (*see Conjuraction*), it will take form and will become an individual being, able to interact with it's surroundings. These Elementals can become very powerful and sometimes dangerous.

Elementals are summoned by mages in order to increase their ability to perform some type of action. Elementals can also be brought forth by the thoughts, actions or emotions of those in the area.

Once created, an Elemental will exist either in an active state, or it will remain dormant, deprived of thought and power.

Dormant Elementals are activated by mages or the psyches of humans with strong desires or emotions.

Elemental Attachment & Influence.

Elemental beings will sometimes attach themselves to the psyche of the person that brings them forth. Elementals will increase the person's characteristics or abilities, but will also begin to influence their actions, thoughts and desires.

For example, if a character is exploring the ruins of a castle whose inhabitants were massacred, there is a chance if he becomes angry of summoning a dormant Fire Elemental which was brought into being by the emotions created during the massacre. The character may gain strength and power, but he may also become violent and vengeful, etc.

The likelihood of attachment is a percentage rating listed for the Elemental. The *Storyteller* will determine how Elementals will influence characters in the story.

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.

Positive actions, thoughts, or desires can also create an Elemental, and in this case, negative things will be needed to de-energize the Elemental.

Activating Dormant Elementals

The *Storyteller* will determine just what is needed to activate a dormant Elemental, what it's benefits and hazards are, and what is needed to de-energize it. These are called the Elemental's *attachments, enhancements, & influences*.

For example, a person wanders into a holy shrine dedicated to a saint. Inside the shrine there is a dormant Elemental of Generosity. The person visiting may "pick up" the Elemental if he acts out or is experiencing the thoughts, emotions or deeds that created the Elemental. The person will gain perhaps +25 religious doctrine, +25 presence and +25 spirit. However, he will also start to give away everything that he owns.

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.

The Bog Witch

Notes & Statistics

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

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

For example, the person who has become “infected” with an Elemental of Generosity in the previous example decides to start hoarding his wealth. After making a self discipline check, he begins to collect a sizeable sum.

The Storyteller decides that this would give him a 10% chance every day, cumulative (as his hoard grows) to inflict damage on the Elemental, but the player must also pass a self discipline check every day with a cumulative penalty of -10%. The Storyteller decides that every day the damage dice will increase by +2d6.

The third day, the player succeeds and then rolls 6d6 damage against the Elemental. If a 20 point wound is inflicted, the Elemental will be de-energized but the person must make a stun roll to avoid madness.

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 Conjuror 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.











